

COR3-15



NINE LIVES

A one-round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1

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Magic is such a wonderful thing. Its complexity challenges its students, its beauty dazzles the blooded, and its mystery impresses all. But one day in Greyhawk, magic shows its unpredictable side and unleashes something never before seen. One plea, one in need, one to bare witness, and six to complete the task, nine lives intertwined for one day. An adventure for APLs 2-10

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes.

It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario. After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk.

As such, all characters must pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------|-----------|--------------|---|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 1 | 2 | 3 |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 4 | 5 | 6 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| | 6 | 6 | 8 | 9 | 10 |
| | 7 | 7 | 9 | 10 | 11 |

ADVENTURE BACKGROUND

Fonkin Zimble Twiddlefist was having a great day. He had just completed a yearlong research experiment into creating a viable medium for potions. His goal was to create a liquid that could take the base for any magical potion. The resulting fluid would save alchemists hours of mixing time and they could make any potion from simply adding one or two additional ingredients to the mixture. Everything was going well, until Fonkin's cat familiar, Wifflepurr, walked by the experimentation table and got a little too close to a lit burner. The poor animal's tail caught on fire but Fonkin didn't see this happen, as he was busy scribbling notes into his logbook. Wifflepurr, spooked by the fire, bolted across the table and up the nearest bookshelf. The familiar's actions toppled many beakers and vials, including Fonkin's new potion base. The resulting components mixed together and exploded!

Fonkin was thrown from his upper level laboratory down into his bedroom. The resulting spray of explosion splashed out over the room and washed out over chemicals from the floor and down the ladder that goes from his bedroom to his lab. Fonkin was shocked by the explosion and watched in horror as his lab caught fire and began filling with smoke. He tried climbing the ladder to get to his familiar but the fluids soaking his lab and bedroom were also covering the ladder. Strong acids burned his hands and he could not continue his climb. Desperate, he tried to cast a spell, *pyrotechnics*, to try and get rid of the fire. It partially worked and the spell turned most of the fire into smoke. The next thing that Fonkin did was to cast *fire shield* to protect himself from the flames as he called for his familiar. But Wifflepurr did not answer. Now in a panic, he was searching his mind for something to do when a force picked him up and threw

him through his bedroom window. (The unknown force was an animated object from his bedroom that attacked him.) Now outside, Fonkin raced around to the front of his house to get back in but he had locked the front door from the inside so he wouldn't be disturbed, and he doesn't have his key on him! Fonkin is now having a terrible day.

The animated creatures are the articles of furniture in his bedroom that were hit by the magical spray from the explosion.

The explosion did more than just cause a fire, wreck the experiment and cause damage to the house. The magic released from the explosion caused a short-term rift in the planar fabrics that bind the multiverse. A creature somehow came through this brief magical portal and this creature is now making Fonkin's laboratory and upper level its new home. The creature is a chaos ooze—a creature formed from the very forces of chaos. It's attracted to, and thrives in, liquid and high-energy environments (see new creature entry in appendix 2).

Lastly, the explosion brought down some of the timbers that support the roof. These fell on the glass cages that hold Fonkin's two digesters. They escaped and rampaged their room, freeing other creatures captured for magical component extraction. The other creatures released were a giant wasp and a carrion crawler. The APL of the PCs determines which creature they meet. The other creatures will have fled the building and will *not* meet up with the PCs.

The building is filled with smoke and is on fire. If the characters don't reach the upper level in time, Wifflepurr and the spellbook might be lost.

ADVENTURE SUMMARY

The PCs most likely course of action is to enter the wizard's home, and get to the top to find Wifflepurr and the spellbook. On the way they will meet the following:

- The ingredient creatures are first; either the wasp, carrion crawler, or digesters.
- The animated creatures are second. They are in Fonkin's bedroom and fight any who enter.
- The chaos ooze is the final battle.
- On the way out, they have to contend with the fire. (They could try to tackle the fire but they get no extra XP for doing this.)

Remember, there is an oil lamp trap on the way out. This is the final encounter for the PCs before they leave the wizard's home

INTRODUCTION

"Your days of adventure seemed to have hit a lull period and you found yourself with nothing to do until you came to Greyhawk city. The free city is exciting and adventurous, with its large markets and plentiful selection of the rare and the magical. It seemed a perfect venue to purchase new items, replace equipment, and hear gossip. Browsing around the multitude of shops in the Artisan's Quarter, the loud activity

almost seems to pause for a moment. Momentously, a loud explosion breaks the silence. Off to your left, a large cloud of smoke, with dark gray tendrils of smoke arcing away from it, emanates from a rooftop. Seconds later a chunk of wood lands in the road and skids to a stop close to your feet. It's billowing smoke. Screams of shock come from some of the bystanders and everyone stops what they are doing to look at the scene. Then there's a panicked shout and someone points to a nearby rooftop. There, on an overhang, is another piece of smoking debris."

The characters have just witnessed the explosion at Fonkin's laboratory. The debris is only smoldering and won't readily set the overhang on fire. If left undisturbed, however, the rooftop catches fire in 1d4 minutes. There are three nearby water troughs in the street that can be used to fill water buckets. Every shop has a bucket in case of a fire. Closer examination of the debris, requiring a Spot check (DC 10), shows that the wood has a green glow to it and the smoke is silver, not gray. Success at a Knowledge (arcane) check (DC 20), a Spellcraft check (DC 25) or a DC 10 Craft (alchemy) check (DC 10) shows trace amounts of the spray of chemicals from the explosion on the wood.

If the characters go to explore the explosion, proceed to Encounter 1. If they do not, their adventure ends here.

ENCOUNTER 1: INVESTIGATIONS

The characters have noticed the explosion and have come to investigate. Read or paraphrase the following:

Just coming into view is the site of the explosion. A large, four-story building has a large hole in its roof from which white-gray smoke is billowing out into the sky. A large crowd has gathered, but is keeping their distance, merely pointing at the destroyed roof. A smaller group of people are holding a small, soot covered man who is sitting on the ground, crying. "He's in there! I have to go in and save him! Let me go! He'll die!" the small figure shouts and struggles before collapsing.

The small figure is the gnome Fonkin Zimble Twiddlefist and the "he" that the gnome's talking about is his cat familiar, Wifflepurr. Fonkin is desperate for help. His hands are seriously burned and he's panicked to the point of being frantic. His actions aren't rational and he's quickly becoming distraught—so distraught that he periodically closes his eyes and breaks into reciting arcane rites. His arcane recitation is one of the things he's taught himself to do when he is feeling nervous and it has helped him in his adventuring career, but today he is facing the prospect of losing everything and everyone that means anything to him and it is more than he can handle emotionally. Treat him as being at the threshold of a complete emotional breakdown!

The PCs may charge off to save whoever is inside; at which point they enter the building without knowing that it's a cat that they are after. Should they stop to talk

to Fonkin and try to get him to relax and talk coherently, here is what he relates based on a successful Diplomacy check:

DC 10: That it is his cat that is in the building

DC 15: the cat, Wifflepurr, is his familiar

DC 20: His spellbook is still inside

DC 25: He was working on a magical experiment

DC 30: He was thrown out of his window by some force. He doesn't have his key on him to get past his front door. Door is not trapped.

Alternatively, a *calm emotions* spell (Fonkin allows the spell to be cast on him. In fact, he is grateful for it) cast on Fonkin soothes him enough to reveal all this information.

Fonkin's hands are burnt but a DC 15 Heal check discerns that it's from acid, not fire, and that he is exhausted from smoke inhalation. Shortly after speaking to the characters, he collapses into a fit of despair. No amount of diplomacy breaks this (but a *calm emotion* spell or similar magic does). However, his present condition would make it risky for him to enter his home. Any PC can make a DC 10 Intelligence check to understand this.

Fonkin gives permission to the characters to enter his house if they suggest that they would like to save his cat.

✦ **Fonkin:** Male gnome Wiz9; hp 36, currently 4.

The city fire brigade is not here yet but a Listen check (DC 30) can hear them approaching off in the distance. They are a far distance off and are not soon to arrive as they are dealing with the smoking debris that was flung into the city. It will take at least another five minutes before the watch arrives at the burning building and the fire could well engulf the building by that point.

It is up to the characters to enter the house and rescue Wifflepurr.

For PCs entering the building, refer to the DM's maps found at the back of this adventure. Before going into the building DMs should be aware of a few circumstance modifiers.

Smoke

See DUNGEON MASTER'S Guide, page 304.

A character that breathes heavy smoke must make a DC 15 (+1 per previous check) Fortitude save each round. Failure means they spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance).

Heat

See DUNGEON MASTER'S Guide, page 303

The areas on fire in the building give the condition of extreme heat*. Characters take 1d6 points of lethal damage per minute (no save) while in these areas. Every 5 minutes they must make a DC 15 +1 per previous check Fortitude save or take 1d4 points of nonlethal damage.

Heavy clothing or any armor makes the save at -4. Metal armor wearers who come into contact with metal are affected like the *heat metal* spell.

*Special: The presence of the chaos ooze delays the onset of the extreme heat condition. Extreme temperatures are only present *after* all the oozes have died.

A character that takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued (see *Dungeon Master's Guide*, page 301). This condition ends when the character recovers the damage she took from the heat.

Catching on Fire

See DUNGEON MASTER'S Guide, page 303

Characters at risk of catching fire must make a DC 15 Reflex save to avoid catching on fire. If they fail the save, their clothes and hair have caught fire and they take 1d6 points of damage. A Reflex save is made each round and each failure indicates an additional 1d6 points of damage. Success indicates that the fire has gone out. Those unlucky enough to catch on fire must make a DC 15 Reflex save for each article of flammable clothing or equipment; Failure indicates that the item suffers the same damage as the PC.

Flux Effects

The presence of the chaos ooze is causing a few changes to the environment. First, it is lowering the heat from the fire from extreme heat to severe heat. Second, it is altering the physical condition of the smoke and liquid spill (see the Laboratory for more information). Lastly, the combination of the ooze with the potion base has caused an area of random magical effect to be created within Fonkin's house. The effect that is generated is listed in each room that has a flux effect. A *detect magic* spell reveals the randomness of the fluxing. Treat each new round as viewing a different school in a non-repeating pattern. If it is not stated, randomly determine the type of magic present. PCs radiate the appropriate type of magic while under the influence of flux effects. A successful Spot check (DC 15) notices the fluxing mist in the air. The flux effect, unless stated, takes up all of the room.

Fonkin's House

This house was originally built for human-size occupants. Fonkin had adapted certain features to fit his small stature. Every door in his house has two doorknobs: one at human level and one at small creature level. All privies have two seats, first a large one, then a small seat over top. All furniture is human size (cheaper to buy and acquire) except for one chair and desk in his library. There is a rail track for his food trolley that runs up the staircase from area 3 to area 10. All staircases have double steps on them on the right hand side. The left side is for medium-sized creatures

How much time do they have?

The PCs are not under any stringent amount of time in their efforts to rescue Wifflepurr, however that does not mean that they can take their time with the rescue. If the

PCs exit the building, take more than five minutes in game with resting, or generally waste their time, they won't reach Wifflepurr in time, but they can still attempt to save the spellbook.

ENCOUNTER 2: FONKIN'S HOUSE

The following text describes the various portions of Fonkin's house and what can be found within.

AREA 1: FRONT DOOR (GROUND FLOOR)

The front door to Fonkin's place is a reinforced hardwood.

❖ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 25; AC 5; Break DC 33. This door is warded by an *arcane lock* and is also physically locked. The *arcane lock* has been cast by an 8th-level wizard, requiring a DC 18 dispel check to be bypassed by *dispel magic*.

After defeating the door's locks, the PCs discover the entryway. Across from them is a statue of Fonkin. There is a rack for coats and boots on the south wall, two sturdy looking doors on the west wall, and a stone staircase going up

Flux: none

Heat/Smoke: none

AREA 2: VENDING ROOM (GROUND FLOOR)

The door to this room is a stone door that has *arcane lock* and *alarm* on it. Both are permanent.

❖ **Stone Doors:** 4 in. thick; hardness 8; hp 60; Break DC 38. *Permanent alarm* (mental alarm) on door. Both spells have been cast by a 9th-level wizard, requiring a DC 19 dispel check to be bypassed by *dispel magic*.

This room is where Fonkin stores most of his goods for sale. He has a large window overlooking the street from which he takes requests for items and sells his potions. All items in here are locked up in crates and have *arcane lock* on them. Their contents are itemized and listed on the boxes

Treasure: There are only a few boxes with potions in them. Use this table for determining box content:

1-4 empty

5 *potion of invisibility*

6 *potion of (stat increase-determined randomly)*

Due to the effects of the flux these potions are unstable and cease to function when removed from the tower. A maximum of three such potions can be found

The window overlooking the street is also *arcane locked*. There is a privy off of this room on the eastern wall.

Any thieving of items from this area will be discovered. Guilty character(s) face appropriate punishment.

Flux: The liquid from the laboratory is slowly seeping into this room from cracks in the ceiling, creating a flux. Characters must make a DC 10 + APL Fortitude save or suffer one of the effects below effects (roll 1d8):

1- *Slowed* as per the spell. Duration 1 minute. (Faint Transmutation).

- 2- *Confused* as per the spell. Duration 5 rounds. (Moderate Enchantment)
- 3- *Reduced* as per the spell. Duration 1 hour. (Faint Transmutation).
- 4- Hair becomes multicolored feathers. Duration 1 hour. (Faint Transmutation).
- 5- Gets the hiccups. (DC 15 + spell level Concentration check to cast spells with verbal components). (Faint Transmutation).
- 6- *Hold person* as per the spell. Duration 2 rounds. (Faint Enchantment).
- 7- *Rusting grasp* as per the spell. (Moderate Transmutation).
- 8- Character shouts at top of lungs when conversing for 1 minute. (Faint Transmutation).

Heat/Smoke: none

AREA 3: HALLWAY (2ND FLOOR)

The stairs leads the PCs into a hallway that leads around to the west. There is a window that overlooks the entranceway on the east wall but it is *arcane locked*.

❖ **Window:** 1 in. thick; hardness 1; hp 1; AC 5; Break DC 13.

The hallway has two doors on the north side and a door on the west side and there are two oil lamps here, both are unlit. Light comes in from the window. A stone staircase leads up to the third floor. The staircase has a set of bronze rails leading up the right side of the staircase. The rails are used for the food trolley. On the right-hand side of the staircase are small steps built for Small characters. The left-hand side of the staircase has Medium steps.

Flux: none

Heat/Smoke: When the ooze dies this area erupts into flames. Those within the hallway take 1d6 points of fire damage per round (no save). A successful DC 15 +1 per previous save Fortitude save every 5 rounds allows a PC to avoid taking 1d4 points of nonlethal damage. The heat is heating up the oil lamps here and they are ready to explode. The oil lamps can be cooled off with a ray of frost, *create water*, *cone of cold*, or similar spell, disabling the traps. Allow a DC 16 + APL Spot check to notice the danger

Note: at all APL's there is the risk of catching fire

APL 2

⚡ **Oil Lamp Trap:** CR 3; 6d6 fire damage in 15 ft. radius burst; Reflex DC 11 for half damage; Search DC 15; Disable Device DC 16.

APL 4

⚡ **Oil Lamp Trap:** CR 4; 8d6 fire damage in 20 ft. radius burst; Reflex DC 14 for half damage; Search DC 15; Disable Device DC 16.

APL 6

⚡ **Oil Lamp Trap:** CR 4; 8d6 fire damage in 20 ft. radius burst; Reflex DC 14 for half damage; Search DC 15; Disable Device DC 16.

APL 8

⚡ **Oil Lamp Trap:** CR 4; 8d6 fire damage in 20 ft. radius burst; Reflex DC 14 for half damage; Search DC 15; Disable Device DC 16.

APL 10

⚡ **Oil Lamp Trap:** CR 6; 16d6 fire damage in 20 ft. radius burst; Reflex DC 22 for half damage; Search DC 15; Disable Device DC 15

Note: The Search DC is low enough that *all* PCs can search for this trap. Give the first three PCs coming down the stairs a DC 10 + APL Spot check to notice that the oil in the lamps is boiling. Also, the trap can be overcome by common sense as well as a Disable Device check. Should a PC come up with a clever way to disarm the trap, let them.

AREA 4: SITTING ROOM (2ND FLOOR)

Door is not locked. This room has a group of four chairs and two tables. On the tables lie complex drawings of clockwork design. A DC 15 Knowledge (engineering) check is required to understand that one is a device for opening locks and another is an automaton. Both have notes scribbled on them. One of the chairs (successful DC 14 + APL Spot check) has a hole in its back, made from a liquid that seems to be dripping on it from above. A DC 10 Craft (alchemy) recognizes the liquid as acid. (This acid is from the released digesters in the room above.)

A door on the west wall leads to a privy.

Flux: none

Heat/Smoke: none

AREA 5: CLOCKWORK WORKSHOP (2ND FLOOR)

This door is a good wooden door that has been *arcane locked*.

❖ **Good Wooden Door:** 1-1/2 in. thick; hardness 5; hp 20; AC 5; Break DC 28. *Arcane locked*.

Inside is a workshop with hammers, saws, and other tools set about workbenches and a worktable. On the table is a humanoid form. This is Fonkin's clockwork automaton, It is not complete and the automaton project has been set aside while the potion base project was being worked on.

On the workbench is a clockwork device that is almost complete. This device is a mechanical burglar Type 1 (see *Song and Silence*, page 55). This is another side project that Fonkin is working on to pass the time while working on his potion base.

Flux: A crack in the ceiling is letting in some of the liquid. The PCs must make a DC 15 + APL Fortitude save or suffer a random effect:

- 1- Grass grows on target for 1 hour (Faint Transmutation).
- 2- PC gains *speak with animals* ability for 1 minute. (Faint Divination).
- 3- PC changes sex. Last for one hour. (Moderate Transmutation).
- 4- PC suffers 1 point of ability damage (randomly determined) lasts one hour. (Moderate Necromancy).
- 5- PC is *silenced* for 5 minutes. (Faint Illusion)
- 6- PC gains 100 pounds in mass (note encumbrance) for 1 minute. (Faint Alteration).

Heat/Smoke: none

AREA 6: KITCHEN (2ND FLOOR)

The kitchen is a normal kitchen with a preparation table, iron stove, racks, plates, and a chopping block. Fonkin likes to have well prepared meals and his kitchen shows this. There are droplets of a strange liquid everywhere.

Flux: This area has droplets coming down from the ceiling. PCs entering the room must make a DC 15 Fortitude save or suffer one of the following random effects:

- 1- Gain the ability to *telekinesis* for 2 minutes (50 pounds maximum). (Moderate Transmutation).
- 2- Boots are disintegrated (reroll if magical boots) (Moderate Transmutation).
- 3- PC is fatigued for 5 minutes. (Faint Transmutation).
- 4- PC glows for one day giving off the same amount of illumination as a *light* spell. (Faint Evocation).
- 5- Random stat improves by +4 for 5 minutes. (Faint Transmutation).
- 6- PC can *levitate* for 15 rounds. (Faint Transmutation).
- 7- PC is wild shaped into a cow/dog/chicken with a human head for 1 minute. (Moderate Transmutation).
- 8- Must eat everything edible for 1 minute and do nothing else. (Faint Transmutation).
- 9- Turned to stone for 3 rounds. (Moderate Transmutation).
- 10- Talks in rhyme, if not, then gibberish for 5 rounds. (DC 15 + spell level Concentration check to cast spells with verbal components). (Faint Transmutation).

Off of the kitchen is a door on the north wall that leads to the pantry.

Heat/Smoke: When the ooze dies, this room will erupt into flames. Any within will take 1d6 points of fire per round (no save). A failed DC 15 +1 per previous save Fortitude save every 5 rounds indicates the PC suffers 1d4 points of nonlethal damage caused by smoke inhalation.

AREA 7: PANTRY (2ND FLOOR)

This room holds all of the food for the house and there is also a wine rack on the western wall. The room is also cold, as there is a box with a brown mold in it in the northern corner. There is lots of extra food here as well as seed (for birds)

Flux: none

Heat/Smoke: None as this is a well-sealed room with lots of frost on the walls.

AREA 8 AND 9: BEDROOMS (3RD FLOOR)

These bedrooms are for guests. They are simply adorned and have nothing of value. There is a hole in the ceiling of room 8 put there by the escaped digesters. They used their acid spray to burn a hole through from above.

The bed in room 9 is saturated with acid from the digesters. Should any PC fall from above and land on the bed, they take 2d8 points of acid damage. A successful Reflex save (DC 12) halves this damage.

Flux: The liquid is all around this room. PCs entering the room must make a DC 17 + APL Fortitude save or suffer one of the following effects:

- 1- PC is affected by an *air walk* spell for 2 rounds. (Moderate Transmutation).
- 2- PC falls in love with a random member of the opposite sex for 1 hour. (Faint Transmutation).
- 3- All animals harbor animosity toward the PC for 1 hour. (Moderate Transmutation).
- 4- PC is affected by a *blur* spell for 2 minutes. (Faint Illusion).
- 5- PC must speak the truth (1 hour). (Faint Enchantment).
- 6- PC gains a+10 circumstance bonus to Bluff for 10 minutes. (Faint Enchantment).
- 7- Butterflies fill room. (Faint Conjuraction).
- 8- PC becomes *invisible* for 1 minute. (Faint Illusion).

Heat/Smoke: When the ooze dies this room erupts into flames. Any within take 1d6 points of fire per round (no save). A failed DC 15 +1 per previous save Fortitude save every round indicates the PC suffers 1d4 points of nonlethal damage caused by smoke inhalation.

AREA 10: HALLWAY (3RD FLOOR)

On the 3rd floor, this hallway leads to a wooden staircase to the 4th floor, two doors on the northern wall, and one door on the western wall. At this junction the escaping creatures from Fonkin's creature room attack the PCs.

APL 2 (EL 3)

➤ **Giant Wasp** (1): hp 32; see *Monster Manual*.

APL 4 (EL 4)

➤ **Carriion Crawler** (1): hp 21; see *Monster Manual*.

APL 6 (EL 6)

➤ **Giant Wasp** (1): hp 32; see *Monster Manual*.

➤ **Carion Crawler, Advanced** (1): hp 39; see Appendix 1.

APL 8 (EL 8)

➤ **Digester** (2): hp 68, 71; see *Monster Manual*.

APL 10 (EL 8)

➤ **Digester** (2): hp 68, 71; see *Monster Manual*.

Tactics: The giant wasp is trying to get out but it attacks any PCs in the hallway. The wasp attacks paralyzed victims first. The carrion crawler attacks for food and it also attacks any PC in the hallway. The digester(s) burst through the door to room 8 and acid spray at every opportunity.

Flux: none

Heat/Smoke: none

AREA 11: BATHROOM (3RD FLOOR)

This room has a bronze tub in its center with some bronze tubing coming down through the ceiling and the tubes end in spigots. Fonkin uses this room to relax and clean himself after a long day of research.

The PCs can immerse themselves in water here by turning one of the spigots to the open position.

Flux: none

Heat/Smoke: The pipes are hot to the touch but don't put out enough heat to affect the PCs. However, should a PC touch a pipe barehanded, they'll take 1d6 points of heat damage.

AREA 12: SEPARATION (3RD FLOOR)

This area is a divider between the hallway and the main bedroom.

Flux: none

Heat/Smoke: If the door to bedroom is open when the ooze dies, this room takes on all of the heat characteristics of area 13 Bedroom. If it is closed than this room has no heat properties.

AREA 13: BEDROOM (3RD FLOOR)

This room opens into a large, flat styled, bedroom and reading room. The southern part of the room has a large bed that is flanked by two, two story windows. One of the windows is broken.

In the center of the room is a fireplace.

To the north side is a table with chairs, a couple of bookshelves, an iron keg, and a dinner trolley. A successful Spot check (DC 20) determines that on the table is Fonkin's spellbook.

The ceiling is 20 feet high, but 10 feet up on the north side is a platform room. A ladder did lead up to that area but it is now in pieces (eaten away by acid). There is a large hole in the ceiling, through which smoke and green flames are pouring out. The smoke is making it difficult to see anything on the platform. Curiously, all of the green flames seem to hug the walls and are somehow subdued.

There is a liquid covering almost everything here. It is constantly dripping from the platform above.

The danger to the PCs in this room is the animated pieces of furniture that attack when a PC enters the room.

APL 2 (EL 2)

➤ **Animated Objects, small** (2): hp 15, 13; see *Monster Manual* and Appendix 1.

APL 4 (EL 4)

➤ **Animated Objects, small** (4): hp 15, 15, 13, 11; see *Monster Manual* and Appendix 1.

APL 6 (EL 6)

➤ **Animated Objects, small** (4): hp 15, 15, 13; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, medium** (2): hp 31, 36; see *Monster Manual* and Appendix 1.

APL 8 (EL 8)

➤ **Animated Objects, small** (4): hp 15, 15, 13; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, medium** (2): hp 31, 36; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, huge** (2): hp 84, 78; see *Monster Manual* and Appendix 1.

APL 10 (EL 10)

➤ **Animated Objects, small** (4): hp 15, 15, 13; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, medium** (2): hp 31, 36; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, large** (2): hp 54, 52; see *Monster Manual* and Appendix 1.

➤ **Animated Objects, huge** (2): hp 84, 78; see *Monster Manual* and Appendix 1.

Tactics: The animated objects attack based on their abilities. They attack until destroyed. The objects range from small to huge.

Small: Footstool, brazier, ledger and trunk. These objects swarm one PC and try to overwhelm him. The brazier tries to catch them on fire (use the standard catching on fire rules presented earlier), the ledger flies and tries to blind by wrapping about the head, the trunk slams and footstool uses its better move to chase.

Medium: Iron keg and dinner trolley. These objects attack by slamming. The keg has a high hardness and uses its round body to roll into targets. The dinner trolley rolls into its target as well.

Large: Rug and bed. The bed attacks by slamming. The rug attacks by blinding and constricting.

Huge: Table, curtains and iron kiln. The table slams targets. The curtains constrict and blind. The iron kiln is on the platform and jumps down onto the first PC it can hit. It weighs 1400 lbs. and inflicts 7d6 on the PC that it hits. A targeted PC gets an attack of opportunity but not a Reflex for half if they take the attack of opportunity. The furnace is hot so it deals 2d6 heat damage to targets that it

grapples (iron retains and conducts heat) and it is immune to fire.

Note: the animated objects are mindless. They don't deliberately move to flank, target spell casters, or think tactically. They move to and attack the nearest opponent.

Due to the open ceiling of this room, there could very well be a situation where the PCs trigger two encounters, the animated and the ooze. This possibility increases should any of the PCs be able to fly. The ooze is unwilling to descend to the lower level so they attack only those PCs on their platform

Flux: The liquid covering this room is the cause of the fluxing effect. PCs entering the room must make a DC 12 + APL Fortitude save or suffer one of the following effects:

- 1- PC is *invisible* as per spell for 5 rounds. (Faint Illusion)
- 2- PC is affected by a *cure light wounds* spell. (3rd level caster). (Faint Conjunction).
- 3- PC gains *spider climb* ability for 2 rounds. (Faint Transmutation).
- 4- PC is affected by an *enlarge person* spell for 5 rounds. (Faint Transmutation).
- 5- A *gust of wind* erupts from the PC's mouth for 2 rounds. (DC 15 + spell level Concentration check to cast spells with verbal components). (Faint Evocation).
- 6- All personal items affected by an *invisibility* spell (for 1 hour). (Faint Illusion).

Heat/Smoke: The heat in this room is contained near the top of the room and is suppressed. When the ooze dies this room will erupt into flames. Any individuals within the room take 1d6 fire per round (no save). The PCs also run the risk of catching on fire. Smoke is billowing out the hole in the roof. When the ooze dies, this room fills with smoke. A failed DC 15 +1 per previous save Fortitude save every round indicates the PC suffers 1d4 points of nonlethal damage caused by smoke inhalation.

AREA 14: HALLWAY (4TH FLOOR)

Coming up the wooden stairs leads to a hallway and it is filled with smoke. Refer to rules about smoke when the PCs are in this corridor.

There is a door on the south wall and a door on the west wall. The door to the south is missing the lower half of the door and the door to the west is simply missing.

There is a chimney that runs to the roof through this hallway. A successful Knowledge (engineering) check (DC 15) notes that a hole in the chimney here will create sufficient wind turbulence to clear half of the smoke (saves against smoke get a +4 circumstance modifier) as the smoke now can escape this area.

Flux: none

Heat/Smoke: After the ooze dies, this hallway fills with smoke regardless of whether there is a hole in the chimney or not.

AREA 15: CREATURE PENS (4TH FLOOR)

This room holds many cages. Two of the largest are made of glass but a timber from the ceiling has broken them and they lie empty. Around the room are other dissolved cages (the digesters ate some of the other creatures that were caged up here). Two large iron cages have sections missing from them and they lie empty. There is a hole in the floor (10 feet by 10 feet) that descends into the lower floor. Through the smoke you can make out a multicolored parrot squawking in its cage.

The parrot's feathers are what Fonkin uses for scribing his scrolls. He takes a feather every once in awhile and the bird shows signs of missing plumage.

Druids who see this room may be appalled. Animals in the cages and the cages themselves show evidence of neglect. A druid character should feel justified in freeing all of the animals here.

There is one Parrot and two hedgehogs remaining here. The rest have escaped or have been eaten.

Flux: PCs entering the room must make a DC 15 + APL Fortitude save or suffer one of the following effects:

- 1- PC is affected by a *grease* spell. A DC 15 Balance check or DC 15 Reflex save is required to avoid falling into area 9 through the hole in floor. (Faint Conjunction). 1-minute duration.
- 2- The PCs is slightly magnetized. He loses 5 ft. of movement and becomes stuck to the iron cages for 2 rounds unless a DC 15 + APL Reflex save is made. If stuck the PC is unable to move and takes a -2 circumstance penalty to attack and damage rolls. 1 minute duration
- 3- PC is turned to stone as if affected by a *flesh to stone* spell. Duration for 1 round. (Moderate Transmutation).
- 4- A war dog is summoned as if the PC had cast a *summon monster* spell. 3 round duration. (Faint Conjunction).
- 5- The PC is affected by an *aid* spell. 2 minutes duration. (Faint Enchantment).
- 6- PC is subject to a *disguise self* spell which gives them the appearance of an orc, hobgoblin, gnoll or goblin (Randomly determine). 3-minute duration. (Faint Transmutation).
- 7- An *antimagic field* is centered on the PC. 3 round duration. (Moderate Abjuration).
- 8- The PC is hit by an *acid splash* and takes 1d3 points of acid damage. (Faint Conjunction).

Heat/Smoke: Heat from the fire is present in this room. When the ooze dies this room erupts into flames. Creatures within take 1d6 points of fire damage per round (no save). A failed DC 15 +1 per previous save Fortitude save every 5 rounds indicates the PC suffers 1d4 points of nonlethal damage caused by smoke inhalation.

AREA 16: LABORATORY (4TH FLOOR)

This is Fonkin's laboratory. This is where his potion base was created and where his cat familiar, Wifflepurrr, is. The

cat is hiding on a bookshelf near the north wall. The cat is aware of the ooze and is afraid. It does not come down from its perch. It takes a DC 18 + APL Spot check for the PCs to see the animal. If called by name, Wifflepurr meows.

🐾 **Wifflepurr:** hp 17, Fort +2, Ref +2, Will +6

The danger in this room is the chaos ooze, which is currently feeding off of the fire and simultaneously suppressing it. If the PCs kill the ooze, the whole room erupts into flames (the potion base is highly flammable). See the Heat/Smoke section.

APL 2 (EL 4)

🐾 **Chaos ooze** (1): hp 30; see Appendix 2.

APL 4 (EL 6)

🐾 **Chaos ooze** (2): hp 35, 33; see Appendix 2.

APL 6 (EL 8)

🐾 **Chaos ooze, Advanced** (2): hp 103, 100; see Appendix 1.

APL 8 (EL 10)

🐾 **Chaos ooze, Advanced** (4): hp 103, 100, 115, 121; see Appendix 1.

APL 10 (EL 12)

🐾 **Chaos ooze, Advanced** (4): hp 103, 100, 115, 121; see Appendix 1.

Tactics: Chaos ooze is mindless and moves to attack the nearest thing.

APL 2-8: They attack when a PC opens the door to this area. They grab and constrict. Note: there is not enough liquid here to conceal the oozes.

APL 10: The rain barrel on the roof collapses and fills the room with water creating two effects:

- Steam fills the room (treat as an *obscuring mist* for vision and concealment affects). The steam causes 1d6 damage (no save) each round that a PC breathes in this room. It also warrants a DC 15+ 1 per previous save Fortitude save every 5 rounds or the PC takes 1d4 points of non-lethal damage.
- The water level here gives the oozes their concealment and swim ability. The water also makes it slippery. PCs moving must make a DC 10 (or DC 20 on a double move) Balance check or fall prone. If the PC is on the edge of the platform, they must make a DC 20 Reflex save or fall to the floor below (DC 15 Tumble or Jump Check to convert the damage to nonlethal). **Note:** Characters attacking from below can't hit the ooze as it has cover and the ladder up to the platform is broken. This advantageous setup gives the ooze a +2 EL modifier as it is unaffected by the conditions.

Note: The barrel falls when a PC opens the door but it does not land on a PC.

Wifflepurr takes the damage from the conditions as well but he holds his breath after being damaged.

Flux: Yes. Use ooze fluxing for this effect. See new monster entry

Heat/Smoke: Heat from the fire is present in this room. When the ooze dies this room erupts into flames. If this occurs everyone in the room including the Wifflepurr, suffers fire damage. The amount of damage suffered is dependent on the APL of the table:

APL 2: 1d6 point of fire damage

APL 4: 2d6 points of fire damage

APL 6: 3d6 points of fire damage

APL 8: 4d6 points of fire damage

APL 10: 5d6 points of fire damage

A DC 15 + APL Reflex save halves this damage. After the initial fiery explosion the PCs are subject to extreme heat and follow the DUNGEON MASTER's *Guide* listed rules for heat. Any within take 1d6 points of fire damage per round (no save). A failed DC 15 +1 per previous save Fortitude save every 5 rounds indicates the PC suffers 1d4 points of nonlethal damage caused by smoke inhalation.

CONCLUSION

SUCCESS

If the PCs successfully rescue Wifflepurr read the following:

After your entrance into the flaming dangers of the wizard's home, you emerge to the shouts of congratulations from the assembled crowd. The city watch has just arrived to start putting out the flames. Their captain gives your soot-covered form a look over before ordering his men into action. Fonkin looks at you with tear-stained eyes. A cry of joy passes his lips when he sees his beloved familiar, Wifflepurr, emerge from your person and hop to the ground. The cat is quickly scooped up and given a big hug." I cannot begin to repay you for your kindness. I will find some way to repay the debt that I now owe you."

Fonkin rewards the characters with valuable potions and he is willing to sell his services at any time.

Should the PCs have also saved his spellbook, Fonkin rewards them with access to his inventions, which he will specially build for them. If they did not retrieve his spell book, then the PCs do not gain access to the special items.

APL 2: Coin 200 gp; Magic: 3 potions of heroism (63 gp each), potion of blur (25 gp).

APL 4: Coin 250 gp; Magic: 5 potions of heroism (63 gp each), potion of blur (25 gp).

APL 6: Coin 300 gp; Magic: 6 potions of heroism (63 gp), 2 potions of blur (25 gp), oil of daylight (63 gp), potion of displacement (63 gp).

APL 8: Coin 350 gp; Magic: 6 potions of heroism (63 gp each), 4 potions of water breathing (63 gp each), 2 potions of blur (25 gp each), oil of daylight (63 gp), potion of displacement (63 gp), potion of good hope (88 gp).

APL 10: Magic: 6 potions of heroism (63 gp each), 6 potions of water breathing (63 gp each), 3 potions of blur (25 gp each), barricade buckler (347 gp), oil of daylight (63 gp), potion of displacement (63 gp), potion of good hope 88 gp).

At all APLs the PCs gain access to the following items if the PCs save Fonkin's spellbook:

- Mechanical burglar type I
- Barricade buckler
- Spool of endless rope

FAILURE

If the PCs fail to rescue Wifflepurr read the following:

After your entrance into the flaming dangers of the wizard's home, you emerge to the shouts of congratulations from the assembled crowd. The city watch has just arrived to start putting out the flames. Their captain gives your soot-covered form a look over before ordering his men into action. Fonkin looks at you with tear stained eyes. He looks to the ground and then back up at you, knowing that your attempt to save his familiar was not successful. "I know he's dead and I thank you for at least trying to save him."

Fonkin rewards the PCs for their effort, even if they are unsuccessful in saving Wifflepurr.

The PCs gain access to the specialty items if they retrieve Fonkin's spellbook. If they did not retrieve his spellbook, then the PCs do not gain access to the special items.

APL 2: Coin 150 gp; Magic: 2 potions of heroism (63 gp each).

APL 4: Coin 200 gp; Magic: 3 potions of heroism- (63 gp each).

APL 6: Coin 250 gp; Magic: 6 potions of heroism (63 gp), 2 potions of blur (25 gp), oil of daylight (63 gp), potion of displacement (63 gp).

APL 8: Coin 300 gp; Magic: 6 potions of heroism- (63 gp each), 4 potions of water breathing (63 gp each), 2 potions of blur (25 gp each), oil of daylight (63 gp), potions of displacement (63 gp), potion of good hope (88 gp)

APL 10: Coin 350 gp; Magic: 6 potions of heroism (63 gp each), 3 potions of blur (25 gp each), oil of daylight (63 gp), potion of displacement (63 gp), potion of good hope 88 gp), barricade buckler (347 gp).

At all APLs the PCs gain access to the following items if the PCs save Fonkin's spellbook:

- Mechanical burglar type I
- Barricade buckler
- Spool of endless rope

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Area 10: Hallway

Defeat the creatures

| | |
|-------|--------|
| APL2 | 90 XP |
| APL4 | 120 XP |
| APL6 | 180 XP |
| APL8 | 240 XP |
| APL10 | 240 XP |

Area 13: Bedroom

Defeat the animated objects

| | |
|-------|--------|
| APL2 | 60 XP |
| APL4 | 120 XP |
| APL6 | 180 XP |
| APL8 | 240 XP |
| APL10 | 300 XP |

Area 16: Laboratory

Defeat the chaos ooze

| | |
|-------|--------|
| APL2 | 120 XP |
| APL4 | 180 XP |
| APL6 | 240 XP |
| APL8 | 300 XP |
| APL10 | 360 XP |

Area 3: Hallway

Evade oil lamp trap

| | |
|-------|--------|
| APL2 | 90 XP |
| APL4 | 120 XP |
| APL6 | 120 XP |
| APL8 | 120 XP |
| APL10 | 180 XP |

Story Award

Braving the burning tower to save Wifflepurr and spellbook.

| | |
|--------|--------|
| APL2 | 60 XP |
| APL4 | 100 XP |
| APL6 | 150 XP |
| APL8 | 200 XP |
| APL 10 | 240 XP |

Additional Discretionary roleplaying award

| | |
|-------|-------|
| APL2 | 30 XP |
| APL4 | 35 XP |
| APL6 | 30 XP |
| APL8 | 25 XP |
| APL10 | 30 XP |

Total possible experience:

| | |
|------|--------|
| APL2 | 450 XP |
| APL4 | 675 XP |

APL6
APL8
APL 10

900 XP
1,125 XP
1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

MAX GP BY APL

APL 2: 400 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1,215 gp
APL 10: 2,100 gp

CONCLUSION

SUCCESS

APL 2: Coin 200 gp; Magic: 3 *potions of heroism* (63 gp each), *potion of blur* (25 gp).

APL 4: Coin 250 gp; Magic: 5 *potions of heroism* (63 gp each), *potion of blur* (25 gp).

APL 6: Coin 300 gp; Magic: 6 *potions of heroism* (63 gp), 2 *potions of blur* (25 gp), *oil of daylight* (63 gp), *potion of displacement* (63 gp).

APL 8: Coin 350 gp; Magic: 6 *potions of heroism* (63 gp each), 4 *potions of water breathing* (63 gp each), 2 *potions of blur* (25 gp each), *oil of daylight* (63 gp), *potion of displacement* (63 gp), *potion of good hope* (88 gp).

APL 10: Magic: 6 *potions of heroism* (63 gp each), 6 *potions of water breathing* (63 gp each), 3 *potions of blur* (25 gp each), *barricade buckler* (347 gp), *oil of daylight* (63 gp), *potion of displacement* (63 gp), *potion of good hope* (88 gp).

At all APLs the PCs gain access to the following items if the PCs save Fonkin's spellbook:

Mechanical burglar type I

Barricade buckler

Spool of endless rope

FAILURE

APL 2: Coin 150 gp; Magic: 2 *potions of heroism* (63 gp each).

APL 4: Coin 200 gp; Magic: 3 *potion of heroism* (63 gp each).

APL 6: Coin 250 gp; Magic: 6 *potions of heroism* (63 gp), 2 *potion of blur* (25 gp), *oil of daylight* (63 gp), *potion of displacement* (63 gp).

APL 8: Coin 300 gp; Magic: 6 *potion of heroism* (63 gp each), 4 *potions of water breathing* (63 gp each), 2 *potions of blur* (25 gp each), *oil of daylight* (63 gp), *potion of displacement* (63 gp), *potion of good hope* (88 gp).

APL 10: Coin 350 gp; Magic: 6 *potions of heroism* (63 gp each), 3 *potion of blur* (25 gp each), *oil of daylight* (63 gp), *potion of displacement* (63 gp), *potion of good hope* (88 gp), *barricade buckler* (347 gp).

At all APLs the PCs gain access to the following items if the PCs save Fonkin's spellbook:

Mechanical burglar type I

Barricade buckler

Spool of endless rope

Special Items

Mechanical Burglar Type I: A gnome invention, the mechanical burglar is a tiny, clockwork device that automatically picks mechanical locks. (It cannot bypass magic locks). The device is a sophisticated mechanism in which springs extend and retract tiny metal probes to manipulate a lock's inner workings.

To use the mechanical burglar, the owner simply winds it up and inserts it into the lock where the key would normally fit. The device is not silent; it ticks,

whirs, and pings the whole time it is working. A mechanical burglar takes 1d10 rounds to pick a lock.

The quality of the device determines how complex a lock it can open: Type 1 Very Simple locks (DC 20)

To maintain the device, the owner must keep it dry, oil it occasionally and protect it from impact. Failure to take proper care of the mechanical burglar causes it to cease functioning until repaired, which costs half its original cost. The mechanical burglar only works on traditional key locks and padlocks

Market Price 2,000 gp weight 3lbs. See *Song and Silence* page 55.

Barricade Buckler: The command word transforms this +1 buckler into a tower shield. Like any other tower shield, it does not modify AC directly; rather, it provides up to total cover for any one character behind it. A second command word shrinks the barricade buckler back to its original size.

Caster level: 5th; Prerequisites: Craft Magic Arms and Armor, *enlarge*; Market Price: 4,165gp; Weight: 5 lb. in buckler form, 45 lb. in tower shield form. See *Song and Silence* pg55

Spool of Endless Rope: Some adventurers never seem to have enough rope. The spool of endless rope contains 300 feet of the finest silk rope, yet the whole weighs only 10 lb. The spool comes with a belt loop. One end of the spool is attached firmly inside the spool that a sharp tug would pull the owner over before it would break the connection.

To use it, the owner feeds out as little or as much rope as desired, up to a max of 300 feet. When finished with the rope, the owner can simply wind it back onto the spool. (Rewinding requires 1 round per 50 feet fed out, rounded up).

If some of the rope is cut off, the rest remains attached to the spool and works as before, though its total length is shortened by the amount removed. Extra lengths can be tied onto the rope to extend its length beyond 300 feet, but that extra length cannot be wound into the spool.

Cater level: 9th; Prerequisites: Craft Wondrous item, *Leomund's secret chest*, 5 ranks use rope; Market Price: 2,000gp; Weight: 10 lb. See *Song and Silence* pg58

ITEMS FOR THE ADVENTURE RECORD

Fonkin was so happy at getting Wifflepurr back that he will make potions for the PC. Each core that the PC plays, they may purchase one potion up to 900gp in value. The PC pays full market price for the item.

With the retrieval of Fonkin's spellbook, the wizard offers to build items for the PCs. They get access to the following:

Mechanical burglar Type I: A gnome invention, the mechanical burglar is a tiny, clockwork device that

automatically picks mechanical locks. (It cannot bypass magic locks). The device is a sophisticated mechanism in which springs extend and retract tiny metal probes to manipulate a lock's inner workings.

To use the mechanical burglar, the owner simply winds it up and inserts it into the lock where the key would normally fit. The device is not silent; it ticks, whirs, and pings the whole time it is working. A mechanical burglar takes 1d10 rounds to pick a lock.

The quality of the device determines how complex a lock it can open: Type 1 Very Simple locks (DC 20)

To maintain the device, the owner must keep it dry, oil it occasionally, and protect it from impact. Failure to take proper care of the mechanical burglar causes it to cease functioning until repaired, which costs half its original cost. The mechanical burglar only works on traditional key locks and padlocks

Market Price 2,000 gp; weight 3lbs. See *Song and Silence* pg 55.

Barricade Buckler: The command word transforms this +1 buckler into a tower shield. Like any other tower shield, it does not modify AC directly; rather, it provides up to total cover for any one character behind it. A second command word shrinks the barricade buckler back to its original size.

Caster level: 5th; Prerequisites: Craft Magic Arms and Armor, *enlarge*; Market Price: 4,165gp; Weight: 5 lb. in buckler form, 45 lb. in tower shield form. See *Song and Silence* pg55

Spool of endless rope: Some adventurers never seem to have enough rope. The spool of endless rope contains 300 feet of the finest silk rope, yet the whole weighs only 10 lb. The spool comes with a belt loop. One end of the spool is attached firmly inside the spool that a sharp tug would pull the owner over before it would break the connection.

To use it, the owner feeds out as little or as much rope as desired, up to a max of 300 feet. When finished with the rope, the owner can simply wind it back onto the spool. (Rewinding requires 1 round per 50 feet fed out, rounded up).

If some of the rope is cut off, the rest remains attached to the spool and works as before, though its total length is shortened by the amount removed. Extra lengths can be tied onto the rope to extend its length beyond 300 feet, but that extra length cannot be wound into the spool.

Caster level: 9th; Prerequisites: Craft Wondrous item, *Leomund's secret chest*, 5 ranks use rope; Market Price: 2,000gp; Weight: 10 lb. See *Song and Silence* pg58

ITEM ACCESS

APL 2: Spool of endless rope. (Core)

Potion of heroism (Adv)

APL 4: Mechanical burglar type 1 (Core)

APL 2 Items

APL 6:

APL 2&4 Items

APL 8: Potion of water breathing (Adv)

APL 2, 4 & 6 Items

APL 10: Barricade buckler (Core)

APL 2, 4, 6 & 8 Items

APPENDIX 1: MONSTER STATISTICS

APL 2

AREA 13: BEDROOM

🔥 **Animated Objects, small** (2): hp 15, 13; see *Monster Manual*.

🔥 **Footstool**: Spd 40 ft.; Hardness of 5

🔥 **Brazier**: Spd 30 ft.; Hardness of 10. Risk of PC catching on fire while in melee.

APL 4

AREA 13: BEDROOM

🔥 **Animated Objects, small** (4): hp 15, 15, 13, 11; see *Monster Manual* pg 13.

🔥 **Footstool**: 40 ft. move, Hardness of 5

🔥 **Brazier**: 30 ft. move, Hardness of 10. Risk of PC catching on fire while in melee.

🔥 **Ledger**: flight 20 ft. (clumsy), Hardness 1, Blind ability.

🔥 **Trunk**: Hardness 5.

APL 6

AREA 10: HALLWAY

🔥 **Carrion Crawler, Advanced**: CR 5; Large Abberation; HD 6D8+12; hp 39; Init +2; spd 30ft, climb 15ft; AC 17, touch 11, flat-footed 15; Bab +4; Grp +10; Atk +6 melee (Paralysis, tentacle); Full Atk +6 melee (Paralysis, 8 tentacles), bite +0 melee (1d4 +2, bite); Space/Reach 10 ft./5 ft.; SA Paralysis; SQ Darkvision 60 ft., scent; AL N; SV Fort +4, Reflex +4, Will +7; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +12 (+8 racial bonus), Listen +9, Spot +6; Ability Focus (+2 to Paralysis DC), Alertness, Combat Reflexes, Track.

Paralysis: Those hit by a tentacle attack must succeed at a DC 15 Fort save or be paralyzed for 2d4 rounds. Save DC 15 is Constitution based.

Skills: +8 racial bonus to Climb checks. Can take 10 on Climb checks even if rushed or threatened.

AREA 13: BEDROOM

🔥 **Animated Objects, small** (4): hp 15, 15, 13, 11; see *Monster Manual* pg 13.

🔥 **Footstool**: Spd 40 ft.; Hardness of 5

🔥 **Brazier**: Spd 30 ft.; Hardness of 10. Risk of PC catching on fire while in melee.

🔥 **Ledger**: Spd fly 20 ft. (clumsy), Hardness 1, Blind ability.

🔥 **Trunk**: Hardness 5.

🔥 **Animated Objects, Medium** (2): hp 31, 36;

🔥 **Iron Keg**: Hardness 10,

🔥 **Food Trolley**: Spd 70 ft.; Hardness 5,

AREA 16: LABORATORY

🔥 **Chaos ooze, Advanced** (2): CR 6; Large Ooze; HD 9d10+45; hp 103, 100; Init -5; Spd 20 ft., swim 30 ft.; AC 6, touch 4, flat-footed 6; Bab +6/+1; Grap +15; Atk +10 melee (1d8+5 +1d8 flux, slam); Full Atk +10/+5 melee (1d8+5 +1d8 flux, slam); Space/Reach 10 ft./5 ft.; SA Energy Flux, constrict, improved grab, bubble spray; SQ Blindsight 60 ft., energy resistant 10, ooze traits, transparent; AL CN; SV Fort +8, Reflex -1, Will -1; Str 20, Dex 1, Con 25, Int -, Wis 1, Cha 1.

Skills and Feats: None

Energy Flux (Ex): When the chaos ooze strikes or grapples an opponent in combat or an opponent enters the ooze's bubble spray that individual is affected by an energy flux. The opponent suffers 1d8 points of damage of a randomly determined type. Roll 1d6 to determine the kind of energy damage inflicted - 1- fire; 2- cold; 3- acid; 4- electricity; 5- negative energy; 6- positive energy. If a target is affected by positive energy this portion of the successful attack acts as healing.

Bubble Spray (Ex): The chaos ooze's chaotic nature doesn't mix well with the liquids it so often inhabits. Any liquids that the chaos ooze resides in bubbles violently within 10 ft. of the ooze and anything and anyone within 5 ft. of the ooze must make a DC 17 Reflex save or suffer the effects of an energy flux. An opponent cannot be affected by both the energy flux from a slam and the energy flux from the bubble spray in the same round. The bubble spray damage occurs before the chaos ooze attacks.

Constrict (Ex): A chaos ooze deals automatic slam and energy flux damage with a successful grapple check. The opponent's clothing and armour take a -4 penalty on Reflex saves against these energy flux attacks. See page 165 of the *Player's Handbook* for more information.

Improved Grab (Ex): To use this ability the chaos ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It wins the grapple check, it establishes a hold and can constrict.

Energy Resistance (Ex): A chaos ooze has energy resistance 10 against fire, cold, electricity and acid. It also resists negative energy damage in the same fashion.

Transparent (Ex): A chaos ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a chaos ooze and walk into it are automatically hit with a melee attack for slam and energy flux damage. When immersed in a liquid the chaos ooze gains the benefits of concealment (20% miss chance).

APL 8

AREA 13: BEDROOM

🔥 **Animated Objects, small** (4): hp 15, 15, 13, 11; see *Monster Manual*.

🔥 **Footstool**: Spd 30 ft.; Hardness of 5

🔥 **Brazier**: 30 ft. move, Hardness of 10. Risk of PC catching on fire while in melee.

🔥 **Ledger**: Spd fly 20 ft. (clumsy), Hardness 1, Blind ability.

🔥 **Trunk**: Hardness 5.

🔥 **Animated Objects, Medium** (2): hp 31, 36;

🔥 **Iron Keg**: Hardness 10,

🔥 **Food Trolley**: Spd 70 ft.; Hardness 5.

🔥 **Animated Objects, huge** (2): Hp 84, 78; see Appendix Four

🔥 **Iron Kiln**: Hardness 10, Move 40 ft., Trample, Constrict (with iron vent shaft), grapple affects metal armor like *heat metal*. Immune to fire

🔥 **Table**: Hardness 5, move 40 ft.

AREA 16: LABORATORY

🔥 **Chaos ooze, Advanced** (4): CR 6; Large Ooze; HD 9d10+45; hp 103, 100, 115, 121; Init -5; Spd 20 ft., swim 30 ft.; AC 6, touch 4, flat-footed 6; Bab +6/+1; Grap +15; Atk +10 melee (1d8+5 +1d8 flux, slam); Full Atk +10/+5 melee (1d8+5 +1d8 flux, slam); Space/Reach 10 ft./5 ft.; SA Energy Flux, constrict, improved grab, bubble spray; SQ Blindsight 60 ft., energy resistant 10, ooze traits, transparent; AL CN; SV Fort +8, Reflex -1, Will -1; Str 20, Dex 1, Con 25, Int -, Wis 1, Cha 1.

Skills and Feats: None

Energy Flux (Ex): When the chaos ooze strikes or grapples an opponent in combat or an opponent enters the ooze's bubble spray that individual is affected by an energy flux. The opponent suffers 1d8 points of damage of a randomly determined type. Roll 1d6 to determine the kind of energy damage inflicted - 1- fire; 2- cold; 3- acid; 4- electricity; 5- negative energy; 6- positive energy. If a target is affected by positive energy this portion of the successful attack acts as healing.

Bubble Spray (Ex): The chaos ooze's chaotic nature doesn't mix well with the liquids it so often inhabits. Any liquids that the chaos ooze resides in bubbles violently within 10 ft. of the ooze and anything and anyone within 5 ft. of the ooze must make a DC 17 Reflex save or suffer the effects of an energy flux. An opponent cannot be affected by both the energy flux from a slam and the energy flux from the bubble spray in the same round. The bubble spray damage occurs before the chaos ooze attacks.

Constrict (Ex): A chaos ooze deals automatic slam and energy flux damage with a successful grapple check. The opponent's clothing and armour take a -4 penalty on Reflex saves against these energy flux

attacks. See page 165 of the *Player's Handbook* for more information.

Improved Grab (Ex): To use this ability the chaos ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It wins the grapple check, it establishes a hold and can constrict.

Energy Resistance (Ex): A chaos ooze has energy resistance 10 against fire, cold, electricity and acid. It also resists negative energy damage in the same fashion.

Transparent (Ex): A chaos ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a chaos ooze and walk into it are automatically hit with a melee attack for slam and energy flux damage. When immersed in a liquid the chaos ooze gains the benefits of concealment (20% miss chance).

APL 10

AREA 13: BEDROOM

🔥 **Animated Objects, small** (4): hp 15, 15, 13, 11; see *Monster Manual*.

🔥 **Footstool**: Spd 40 ft.; Hardness of 5

🔥 **Brazier**: Spd 30 ft.; Hardness of 10. Risk of PC catching on fire while in melee.

🔥 **Ledger**: Spd fly 20 ft. (clumsy), Hardness 1, Blind ability.

🔥 **Trunk**: Hardness 5.

🔥 **Animated Objects, Medium** (2): hp 31, 36;

🔥 **Iron Keg**: Hardness 10,

🔥 **Food Trolley**: Spd 70 ft.; Hardness 5.

🔥 **Rug**, Spd 20 ft.; No Hardness. Blinds, Constricts

🔥 **Bed**, Spd 40 ft.; Hardness 5, slam

🔥 **Animated Objects, Huge** (2): hp 84, 78;

🔥 **Iron Furnace**: Spd 40 ft.; Hardness 10; Trample, Constrict (with iron vent shaft), grapple affects metal armor like *heat metal*. Immune to fire.

🔥 **Table**: Spd 40 ft.; Hardness 5; slam

🔥 **Curtains x2**: Spd fly 15 ft. (clumsy); No hardness; Blind, Constrict.

AREA 16: LABORATORY

🔥 **Chaos ooze, Advanced** (4): CR 6; Large Ooze; HD 9d10+45; hp 103, 100, 115, 121; Init -5; Spd 20 ft., swim 30 ft.; AC 6, touch 4, flat-footed 6; Bab +6/+1; Grap +15; Atk +10 melee (1d8+5 +1d8 flux, slam); Full Atk +10/+5 melee (1d8+5 +1d8 flux, slam); Space/Reach 10 ft./5 ft.; SA Energy Flux, constrict, improved grab, bubble spray; SQ Blindsight 60 ft., energy resistant 10, ooze traits, transparent; AL CN; SV Fort +8, Reflex -1, Will -1; Str 20, Dex 1, Con 25, Int -, Wis 1, Cha 1.

Skills and Feats: None

Energy Flux (Ex): When the chaos ooze strikes or grapples an opponent in combat or an opponent enters

the ooze's bubble spray that individual is affected by an energy flux. The opponent suffers 1d6 points of damage of a randomly determined type. Roll 1d6 to determine the kind of energy damage inflicted – 1- fire; 2- cold; 3- acid; 4- electricity; 5- negative energy; 6- positive energy. If a target is affected by positive energy this portion of the successful attack acts as healing.

Bubble Spray (Ex): The chaos ooze's chaotic nature doesn't mix well with the liquids it so often inhabits. Any liquids that the chaos ooze resides in bubbles violently within 10 ft. of the ooze and anything and anyone within 5 ft. of the ooze must make a DC 17 Reflex save or suffer the effects of an energy flux. An opponent cannot be affected by both the energy flux from a slam and the energy flux from the bubble spray in the same round. The bubble spray damage occurs before the chaos ooze attacks.

Constrict (Ex): A chaos ooze deals automatic slam and energy flux damage with a successful grapple check. The opponent's clothing and armour take a –4 penalty on Reflex saves against these energy flux attacks. See page 165 of the *Player's Handbook* for more information.

Improved Grab (Ex): To use this ability the chaos ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Energy Resistance (Ex): A chaos ooze has energy resistance 10 against fire, cold, electricity and acid. It also resists negative energy damage in the same fashion.

Transparent (Ex): A chaos ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a chaos ooze and walk into it are automatically hit with a melee attack for slam and energy flux damage. When immersed in a liquid the chaos ooze gains the benefits of concealment (20% miss chance).

CHAOS OOZE

Medium Ooze

Hit Dice: 3d10+15 (30)

Initiative: -5

Speed: 20 ft. (4 squares), swim 30 ft.

AC: 5 (-5 Dex), touch 5, flat-footed 5

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d6+1 plus 1d6 energy flux)

Full Attack: Slam +3 melee (1d6+1 plus 1d6 energy flux)

Face/Reach: 5 ft./5 ft.

Special Attacks: Energy flux, constrict 1d6+1 plus 1d6 energy flux, improved grab, bubble spray

Special Qualities: Blindsight 60 ft., energy resistance 10, ooze traits, transparent

Saves: Fort +6, Ref -4, Will -4

Abilities: Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1

Climate/Terrain: Any fluid that can accommodate its mass.

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic neutral

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: -

COMBAT

A chaos ooze strikes like a snake, slamming opponents with its body.

Energy Flux (Ex): When the chaos ooze strikes or grapples an opponent in combat or an opponent enters the ooze's bubble spray that individual is affected by an energy flux. The opponent suffers 1d6 points of damage of a randomly determined type. Roll 1d6 to determine the kind of energy damage inflicted – 1- fire; 2- cold; 3- acid; 4- electricity; 5- negative energy; 6- positive energy. If a target is affected by positive energy this portion of the successful attack acts as healing.

Bubble Spray (Ex): The chaos ooze's chaotic nature doesn't mix well with the liquids it so often inhabits. Any liquids that the chaos ooze resides in bubbles violently within 10 ft. of the ooze and anything and anyone within 5 ft. of the ooze must make a DC 17 Reflex save or suffer the effects of an energy flux. An opponent cannot be affected by both the energy flux from a slam and the energy flux from the bubble spray in the same round. The bubble spray damage occurs before the chaos ooze attacks.

Constrict (Ex): A chaos ooze deals automatic slam and energy flux damage with a successful grapple check. The opponent's clothing and armour take a -4 penalty on Reflex saves against these energy flux attacks. See page 165 of the *Player's Handbook* for more information.

Improved Grab (Ex): To use this ability the chaos ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an

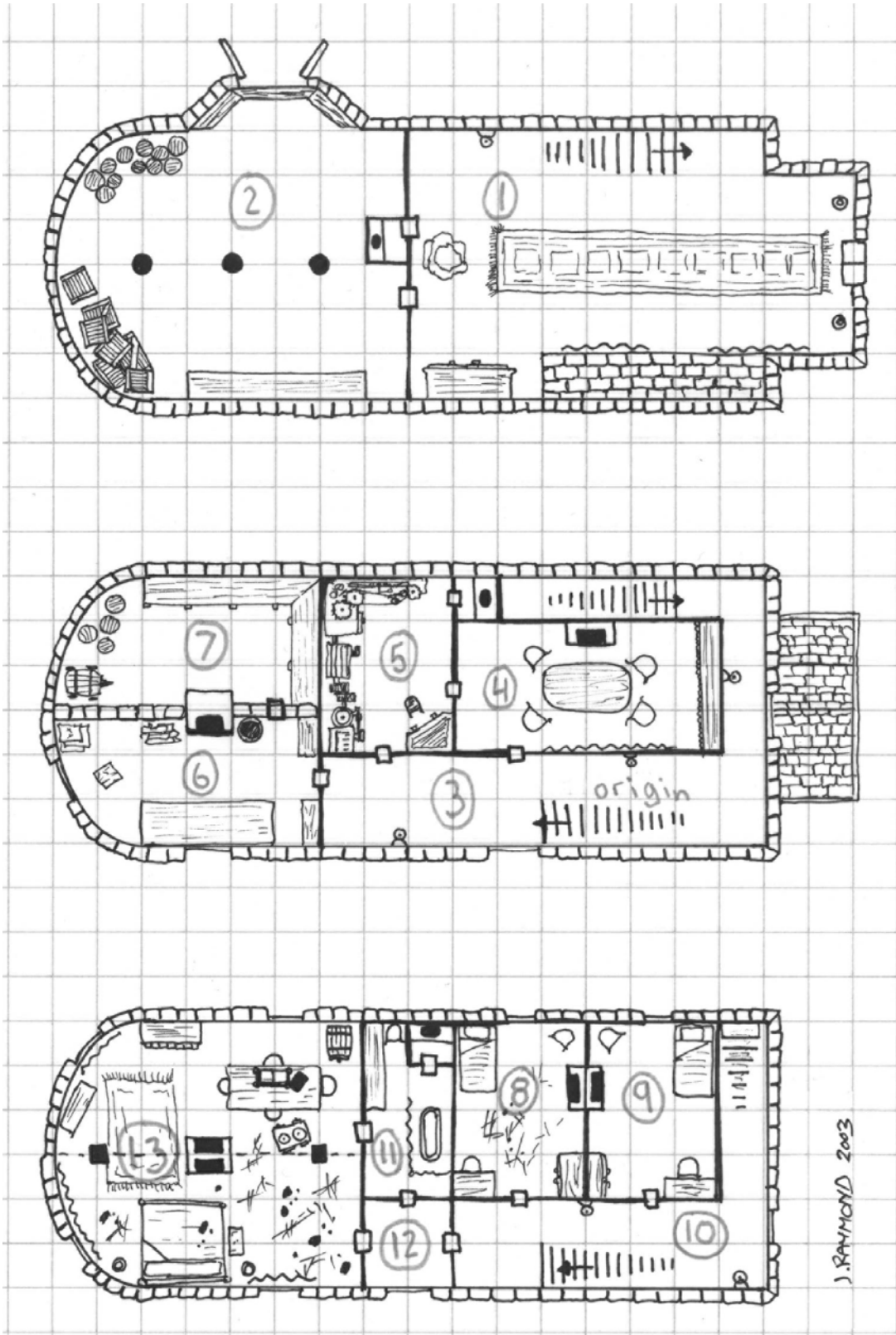
APPENDIX 2: NEW RULES

attack of opportunity. It wins the grapple check, it establishes a hold and can constrict.

Energy Resistance (Ex): Chaos ooze has energy resistance 10 against fire, cold, electricity and acid. It also resists negative energy damage in the same fashion.

Transparent (Ex): Chaos ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a chaos ooze and walk into it are automatically hit with a melee attack for slam and energy flux damage. When immersed in a liquid the chaos ooze gains the benefits of concealment (20% miss chance).

MAPS



J. RAYMOND 2003

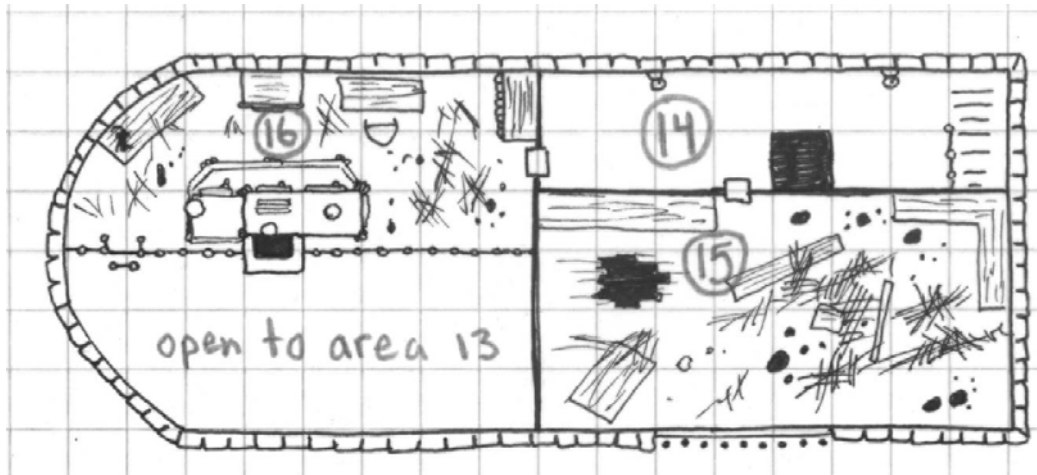


Illustration 1: Exploding Tower



Illustration 2: Ooze

