

The Alchemists' Monster



A Dragonbane Adventure

2-5 players

6-10 hrs. play time

Full Boon  GAMES

A SUPPLEMENT FOR

DRAGONBANE

Play testers

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*No creatures, real or imaginary, were harmed
in the making of this game.*

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The Alchemists' Monster
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Backstory and details

The alchemists had successfully breathed unnatural life into a fusion of flesh and rock, their creations having bulbous pink abdomens ringed with five tentacle-like limbs. The creatures attached rocks to their moist acidic skin for protection, and used them to dig efficiently through the earth. When they found precious gems, they attached them to their bodies and returned them to the alchemists. When they lost limbs, they pressed on without them. When they died after a few weeks of labor, they melted away leaving only star-shaped piles of stones behind.

In the lower reaches of the lair was a bubbling pool of acid the alchemists used to dissolve animal flesh. Their alchemy process involved removing the liquified flesh from the acid, adding reagent and limestone to balance the acid, and pouring the foul-smelling mixture into clay pots. After 40 hours the goo became animated, crawled out of the pot, and began collecting rocks for its outer covering.

Driven by greed and pride, the alchemists continually refined their process to create larger creatures that could live longer and dig deeper. One day, the whole order had assembled for the unveiling of their latest creation. They watched as a fleshy blob emerged from a large stone vat. It was bigger than they expected, with dry, greenish-gray skin.

The monster would not respond to their commands, nor did it shrink from their weapons. Instead, it extended its tentacles and ripped chunks of rock off the walls and ceiling of the room. It collapsed the wall above the gallery, and all but a few of the order were

crushed to death. It picked up several bodies and disappeared into a newly revealed passage in the wall.

The monster emerged periodically to capture living creatures, sometimes hunting fish in a nearby pond. It had tunneled to the acid room, creating a secret opening in the darkness under the wooden ramp. The monster had figured out how to use the chains, buckets, winches, and other equipment to liquify its prey in the acid pool and absorb their flesh to extend its life. In this way it continued to live and grow larger.

Several of the alchemists who survived the cave-in fell victim to the monster, and all but the head alchemist (Gantar) fled. He saw the error of the order's ways, its greed and lust for riches. He tried to control the monster, to no avail. He now seeks to destroy it, the lab and tools, and all records of the alchemists' experiments. He has a device that sprays limestone powder, but it has only a minimal effect on the monster due to its thick, dry skin.

Some weeks prior, one of the creatures tunneled too far and emerged in the bedroom of a giant's cave. The giant promptly squashed the creature under his foot. The giant was unnerved by what he called "an abomination", and kept a wary eye for more of them.

The giant had a cordial but cautious relationship with the alchemists, even buying some of their gems to make jewelry for his wife. The party can establish a good relationship with the giant, even helping him. In return, the giant will allow them a shift rest in the safety of his cave. He is willing to help kill the monster.

Limestone

The alchemists use limestone powder to balance the acidity of their chemical process, as well as control (or even kill) the rock creatures. Tossed in a cloud, the limestone causes damage to the smaller rock creatures. The rock monster is merely deterred—not harmed—by the limestone powder.

Gems

PCs can discover many gems in this adventure. A merchant will exchange the gems for coins at the following rate (subject to barter).

- **Small gem** (1/4" across): 4 gold
- **Medium gem** (1/2" across): 10 gold
- **Large gem** (1" across): 25 gold



Denizens

Rock monster

The rock monster has five symmetrical tentacles that extend off a bulbous, spherical body. Rocks cover most of its smooth, dry skin, functioning like movable armor that resists slashing damage. When injured, it bleeds a greenish acidic liquid that bubbles and froths. On death, it melts to leave behind only stones and gems.

Unbeknownst to the alchemists, a large salamander had fallen into the tissue concoction when the creature was being formed. The contamination resulted in a monster with a greenish hue, dry skin, and the ability to regenerate lost limbs. The limestone repels the monster, but doesn't seem to harm it.

STATS (play as NPC)

- **Size:** large
- **Ferocity:** 1 per party member (3 max)
- **Move:** 8m
- **HP:** 72
- **Armor:** 6
- **Resistance:** 1/2 slashing damage
- **Skills:** awareness 15, evade 12
- **Heal:** D8/round (regeneration)
- **Plunder:** find 2D10 small gems, D8 medium gems, and D6 large gems among rocks

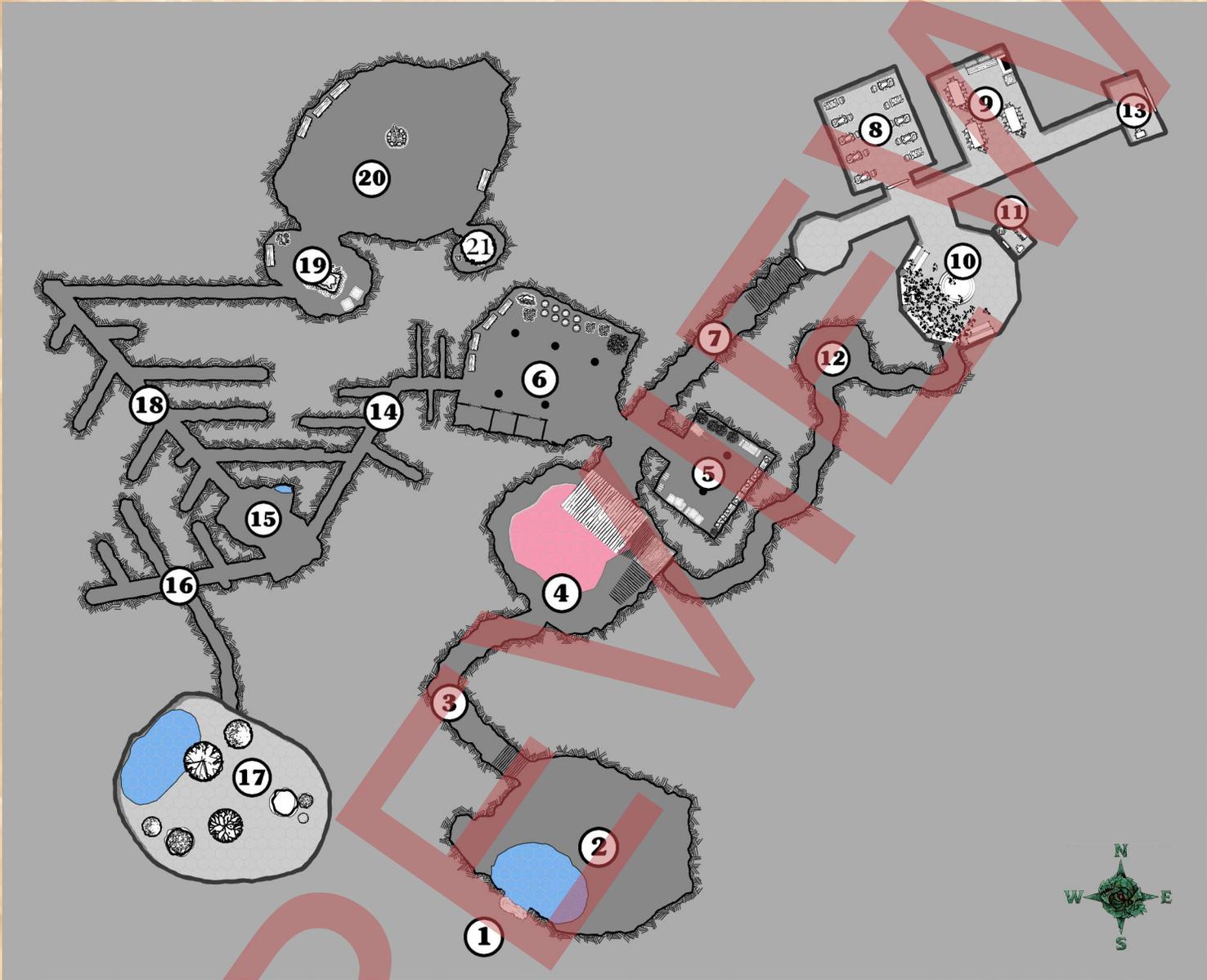
ATTACKS

- 1. Acid spray**
 - Small jets in its tentacles spray out acid at one PC
 - 6m range, 2D6 damage (can be dodged or parried with shield)
- 2. Throw rocks**
 - Attack one PC, 12m range, D8 bludgeoning damage (can be dodged or parried with shield)
- 3. Spinning tentacle whip**
 - Monster extends two tentacles and spins on three
 - PCs within 4m take 2D6 bludgeoning damage (can be dodged or parried)
- 4. Gem slash**
 - Monster turns tentacles over to attack one PC with sharp, embedded gemstones
 - 2m range, 2D6 slashing damage (can be dodged or parried)
- 5. Tentacle hammer**
 - Monster swings tentacles and hits one PC with embedded rocks
 - 2m range, 2D8 bludgeoning damage (can be dodged or parried)
- 6. Dislodge ceiling**
(re-roll if not underground)
 - Monster stretches up and pulls down rocks or stalactites from ceiling
 - PCs within 4m (cone) take 2D8 bludgeoning damage and are knocked prone (can be dodged or parried with shield)

PC armor reduces damage from all rock monster attacks.



Map



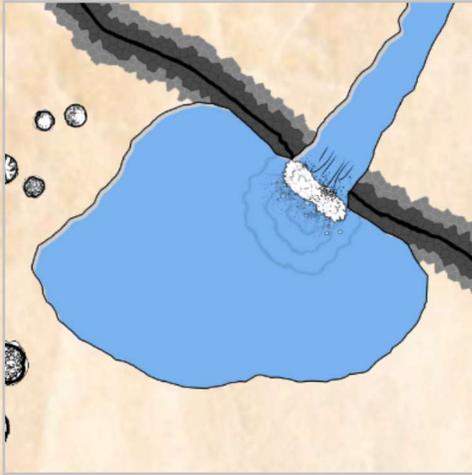
LOCATIONS

1. Pond and waterfall
2. Lower entry cave
3. Lower cave tunnel
4. Acid pool
5. Lab
6. Storage room
7. Stair passage
8. Dormitory
9. Mess hall
10. Gallery
11. Study
12. Rock monster's lair
13. Upper entrance
14. Mine
15. Mine cave
16. West mine tunnel
17. Sink hole
18. Northwest mine tunnel
19. Giant's bedroom
20. Giant's front room
21. Giant's alcove



Locations

1) POND AND WATERFALL



GM NOTE: The pond has its own map/scene.

The back entry to the alchemists' lair is through a cave opening on the side of a cliff. It sits behind a waterfall, with no access except by raft or swimming.

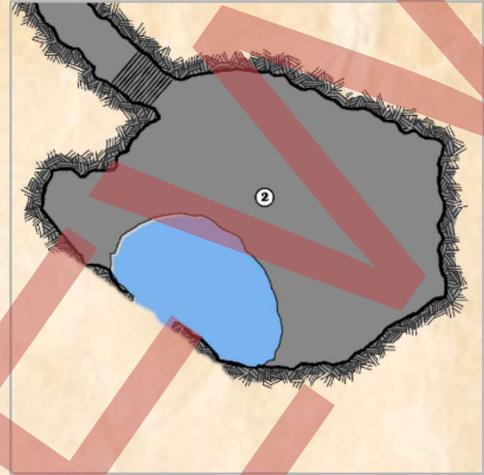
As the party moves up the trail, they see a small pond with a waterfall plunging into it. On the south bank, pulled up in the mud, is a small, crude raft. An aware PC finds a small gem in the mud near the raft; a successful spot hidden roll on the raft finds a second small gem between two logs. With a successful crafting roll and rope, they can add dried branches to the raft to carry the whole party. They can paddle the raft up to 4m per turn. They can also swim across the pond.

Encounter

As the party examines the area, they hear splashing and sputtering from the base of the waterfall. A man emerges from the spray and swims frantically toward the south bank. As he nears the middle of the pond, he screams "help me!" just as a large, tentacled creature grabs him and disappears under the water. Through the clear water, the party can see the creature holding the man at the bottom of the pond.

After a few moments, the surface of the water begins to ripple and the party hears loud, repetitive thumps. They can't see it, but a giant is walking nearby. The thumping scares the monster, which retreats (with its prey) back under the waterfall and disappears.

2) LOWER ENTRY CAVE



The pond extends partway into a large cave with a high ceiling covered in stalactites. The floor is covered in rocks, bat guano, and dust. There are rough stairs hewn into the northwest wall, leading up to a tunnel.

An obvious muddy trail exits the pond and heads northwest. Aware PCs will spot other odd, spiraling trails in the dust on the floor.

Encounter

Between the pond and the stairs, the party finds a gravely injured man in tattered green robes. He's clutching a book in his bloodied hands. With his final labored breaths, he says, "how did it learn to not die?" and "you have to destroy it".



The book contains drawings of a mechanism with buckets and pulleys, arcane formulas and recipes, and sketches of a star-shaped creature. His robes are covered in a fine, beige dust, as are the cover and many pages of the book. A successful spot hidden roll will find a blue gem the size of a thumbnail in one of his pockets.

Vampiric bats hang from the ceiling on the east side of the cave. The party may detect the bats for prime initiative, but the bats will attack regardless.

