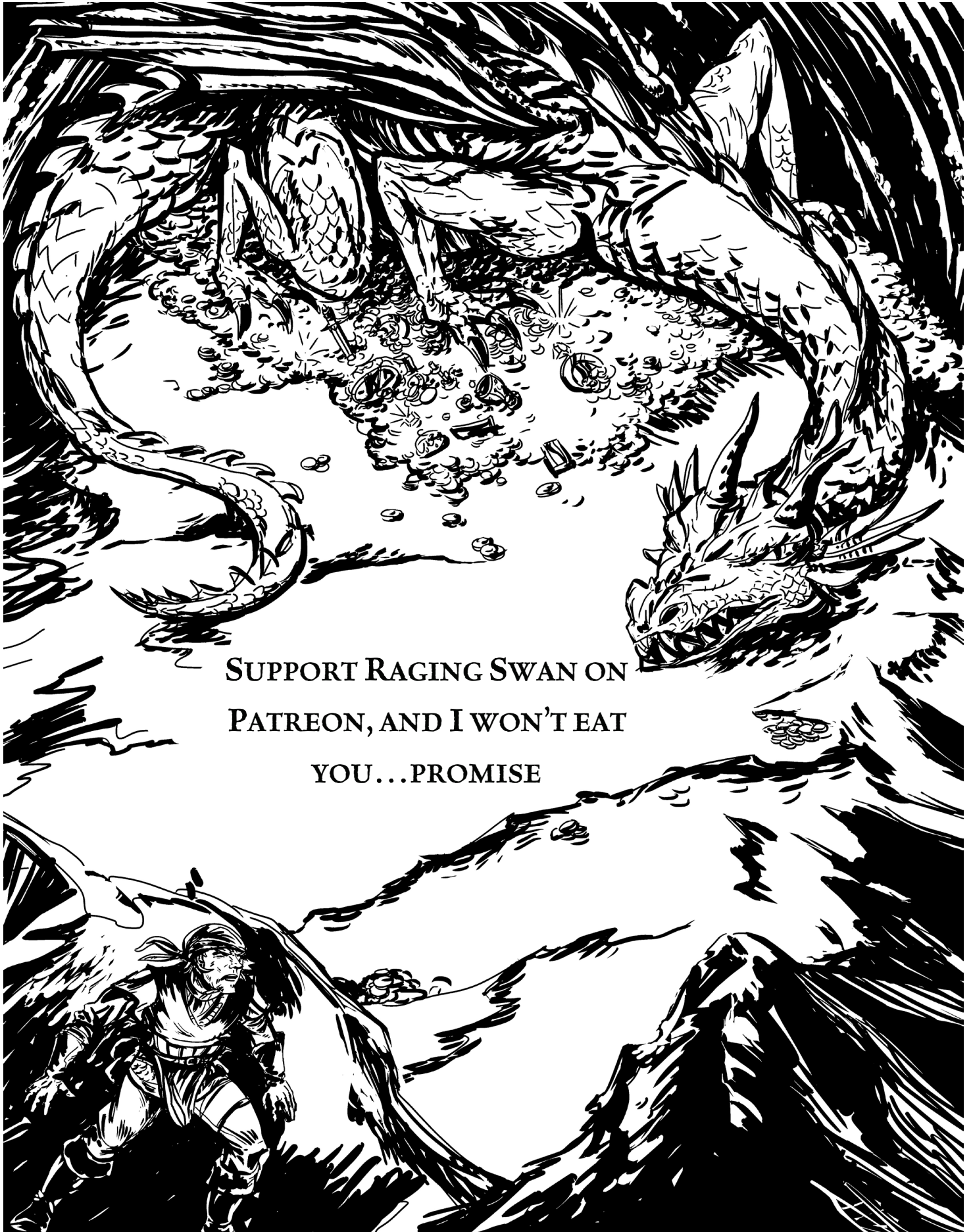


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ALTERNATE DUNGEONS: ALCHEMIST'S LABORATORY



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ALTERNATE DUNGEONS: ALCHEMIST'S LABORATORY

Not all dungeons feature the traditional setup of a monster-filled subterranean network of rooms and passages. Druidic groves, haunted houses, rank sewers and more can all serve as an exciting backdrop to the PCs' adventures. Such locations present their own set of unique design challenges, though, for the time-crunched GM plotting the next adventure.

This instalment of Alternate Dungeons presents loads of great details, hints and tips for a GM designing an adventure set in an alchemist's laboratory. Designed to save a GM's time while adding flavoursome details to bring the locale alive in the player's minds, Alternate Dungeons: Alchemist's Laboratory is an essential tool in any GM's arsenal.

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ALCHEMIST'S LABORATORY: AN ALTERNATE DUNGEON

The art of alchemy arose among archaic scholars pursuing cures for disease, pain and mortality. Some continued to hunt for medicines, while others turned from the healing arts to seek riches, trying to transform ordinary metals into pure gold. While the alchemists of our world evolved into modern scientists, those within the Pathfinder Roleplaying Game found their original methods more successful. In a world brimming with arcane power, a true alchemist may achieve wonders to rival even great feats of magic. A blend of science and sorcery, alchemy remains a mainstay of roleplaying games, embodying the intersection between reality and fantasy.

Exploring an alchemical laboratory provides adventurers with a glimpse into the minds and arsenals of the great crafters. The alchemist masters the world by learning its fundamental workings through experimentation, concoction and dissection. Over smoking fires in rooms lined with cluttered shelves, they hone their art. Although alchemical laboratories share many features with typical dungeons, designing a realistic yet mystical laboratory presents a unique challenge for the modern GM. The following section uses a combination of mysterious atmosphere and real world chemistry to provide the GM with guidelines for transforming a simple alchemist's workroom into an unforgettable gaming experience.

DEFINING THE DUNGEON

An alchemist's laboratory serves as a workshop where scholars can refine mundane ingredients into tools or supernatural power. Alchemist laboratories can be found anywhere intelligent creatures call home, whether as part of a larger complex or built as an independent structure. At its heart, a laboratory is a high-risk workspace, designed to maximize efficiency, function and, above all else, safety. Laboratories tend to be sequestered from living spaces in order to reduce the risk of alchemical waste or botched experiments harming people or property. The nature of a laboratory dungeon depends on its state of repair; abandoned laboratories accumulate numerous hazards as unstable concoctions and apparatuses break down, while occupied laboratories are better maintained and more likely to contain recent research notes, newly crafted alchemical products and functional traps.

DESIGNING THE DUNGEON

When designing an alchemical laboratory as a dungeon, the GM must consider how each room's features contribute to the laboratory's overall function. Laboratories are dynamic structures that require certain components in order to conduct safe and reliable experiments. Dilapidated or inadequate provisions create an unstable environment, increasing the risk of

hazards and changing the nature of encounters within the laboratory. Below are some features the GM should consider when designing an alchemist's laboratories as dungeons.

Disposal: All experiments create waste, which must be removed. Ideally a researcher can dump experimental waste into a river, chasm, portal or other reservoir where they can disperse with little risk. Laboratories that lack immediate disposal methods must set aside containers to hold alchemical detritus until it can be safely removed. Laboratories without adequate disposal mechanisms risk mixing unstable waste products, which interfere with normal biology. Creatures interacting with alchemical waste must make a Fortitude save (DC 10 + the party's APL). Failure means the creature cannot heal hit points or ability damage naturally. This condition can be removed with a DC 20 Heal check or a *remove disease* spell.

Heat Source: Heat is easily manipulated, making it an appealing and often vital catalyst for alchemical reactions. A fire that burns too hot can easily lead to an explosion, while a fire that is allowed to burn too low may not yield the desired results. Ideally, alchemists have apparatuses capable of limiting temperature fluctuations; almost any heat source can be jury-rigged to function in a laboratory. Broken or poorly regulated heating mechanisms can create severe or extreme heat conditions, or explode when mishandled, functioning like *fire trap*, *fireball* or *incendiary cloud*.

Maintenance: Alchemical reactions are sensitive, and even small flaws or trace amounts of contamination can ruin materials. Alchemists must routinely scour their workspace, glassware and other tools, and replace damaged equipment to ensure high quality products. Improperly maintained laboratories increase the risk that alchemical items found or produced in the laboratory fails to function (up to 50% chance of an item having no effect when used), and debris can function as difficult terrain or caltrops.

Ventilation: Poisonous fumes are an insidious killer. Gaseous products can quickly fill the surrounding air if a laboratory is not properly ventilated. A chimney is often sufficient, but noxious or volatile substances require artificial airflow to draw fumes away, such as heated air rising to carry away vapours, or vacuums created by pump mechanisms or magical portals. Poor ventilation results in the accumulation of toxic fumes, which deal 1 point of Constitution damage per hour, minute or round spent in the laboratory, depending on the extent of contamination. A DC 10 Fortitude save resists the damage, but longer exposures become more dangerous, increasing the DC by 1 per previous save.

RUNNING THE DUNGEON

Running an alchemist's laboratory as an adventure site is similar to running a traditional dungeon. Below are some features GMs should bear in mind when using an alchemical laboratory as a dungeon.

Airflow: Bellows, shutters, fume hoods and other apparatuses installed in a laboratory allow alchemists to direct gases into or away from certain areas. A DC 15 Disable Device or Knowledge (engineering) check allows creatures to manipulate these mechanisms to relocate or remove airborne hazards. Powerful ventilation devices may create strong or severe wind effects.

Contaminants: Poorly cleaned laboratories accumulate all manner of poisonous compounds that can weaken the body and befuddle the mind. Creatures within contaminated areas take a -2 alchemical penalty on Fortitude and Will saves unless they wash away the toxins by making a DC 20 Heal check.

Corrosive Compounds: Alchemists often work with materials that rapidly dissolve wood, stone and metal, requiring special containers that remain unharmed by the powerful solvents. Objects exposed to these reagents take 2d6 acid damage every turn, ignoring hardness, until the item is destroyed or the corrosive substance is scraped or washed away. Attended or magical objects can attempt a DC 15 Reflex save to negate the damage. Objects that are immune to acid damage remain unharmed by these reactions.

Explosives: Some concoctions are extremely unstable when exposed to an open flame. When ignited or dealt fire damage, these mixtures explode, dealing 1d6 bludgeoning damage and 2d6 fire damage in a 10-ft. radius burst (DC 15 Reflex halves). Clusters of these compounds can create catastrophic chain reactions capable of destroying entire buildings.

Irritants: Alchemical reagents can be notoriously pungent, causing itching, nosebleeds, watery eyes and other distractions to confound the senses. Creatures exposed to irritants must make a DC 15 Fortitude save or take a -2 penalty on Perception checks until they return to fresh air. Alchemical irritants also obscure other odours, so creatures with the scent ability can only detect creatures within 5 feet, and the base DC to track by smell becomes 20 rather than 10.

Mutagens: Some alchemical materials possess properties that enhance or inhibit effects that alter a creature's physical properties. When a creature exposed to mutagens is targeted by a transmutation spell effect, there is a chance its duration will be decreased by half (1-40), doubled (41-80) or remain unaffected (81-100). The magic consumes the mutagens, which only modifies the first transmutation spell affecting the creature following its exposure. Mutagens have no effect on spells with a duration of instantaneous or permanent, though these spells still remove the mutagens from the creature.

SACKING THE DUNGEON

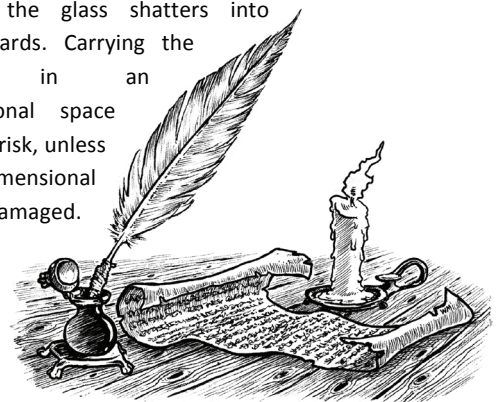
Like any adventuring site, an alchemical laboratory has its share of valuable treasures and magical artefacts. Listed below are inspirational ideas for unique, thematic treasures to award PCs adventuring within an alchemical laboratory.

Alchemical Ingredients: The most obvious resources found in laboratories are reagents used in alchemy. Using these rare ingredients provides a +2 circumstance bonus on Craft (alchemy) checks, and reduces the time needed to craft any nonmagical alchemical item by one day. Particularly potent reagents can enhance the magical properties of solutions. Potions created with these ingredients increase the duration of their effects by 50%. An alchemical laboratory typically has enough materials to create 1d4 of these extended potions.

Documents: Most alchemists keep fastidious records of background research and experimental results in order to reproduce their findings. Valuable to researchers in their own right, these tomes may also provide bonuses on Craft or Knowledge checks, function as magical scrolls or spellbooks or describe ways to augment spells using alchemical items. These formulae allow spellcasters to use items created with Craft (alchemy), such as alchemist's fire or thunderstones, as optional material spell components for related spells, providing bonuses on caster level, save DCs or other benefits based on the GM's discretion.

Precious Metals: Many alchemists study metallurgy, probing the mystical properties of rare metals and discovering valuable alloys. Ores, powders and ingots of any metal or gemstone may be found in a laboratory. These precious commodities can be sold or used as raw materials for relevant Craft skills. Experimental metals may also possess new properties, such as increased hardness, more hit points or resistance to certain types of energy damage.

Research Equipment: Delicate experiments require masterfully crafted tools, so intact sets of alembics, crucibles, retorts and other apparatuses can fetch a high price among alchemists. Glassware is fragile, so looting it requires extra care. When a PC carrying research equipment takes damage, there is a 5% chance the glass shatters into worthless shards. Carrying the equipment in an extradimensional space removes this risk, unless the extradimensional container is damaged.



ALCHEMIST'S LABORATORY: DRESSING

The appearance and characteristics of an alchemist's laboratory are a vital part of highlighting the site as a unique and exciting adventure locale. Whether it is the studio of a renowned academic, the workshop of an eccentric tinker or the foundry of a hot-blooded metallurgist, choosing appropriate dressings for the alchemist's laboratory helps to establish the tone of the adventure and player expectations for what secrets may be hidden among the reagents and research notes.

FUNCTION

The role of an alchemical laboratory depends on the needs of the alchemist operating it. Whether humanoid or monstrous, laboratory overseers tend to be intelligent, while more simpleminded creatures serve as assistants or guardians. Below are some examples of how alchemists utilize their workspace.

Crafting: Many alchemists earn a place in the community by creating tools or medicines for customers. Laboratories are often designed to reflect the mercantile side of alchemy, boasting shop fronts and displays stocked with raw ingredients and finished products alike. Laboratories dedicated to producing tools and remedies rarely contain equipment beyond those required for standard commissions. Though typical alchemists consider their work little more than a way to make a living, some pursue personal research interests in their leisure time, trying to invent new medicines, poisons or other compounds for which they alone know the proper formula. Alchemists jealously guard their experimental results, but they may offer discounts or free products to volunteers willing to help them collect ingredients.

Dissection: Alchemists who study the nature of life use laboratory space for autopsies and experiments with living, dead or undead tissue. Dissection areas typically feature diagrams or models labelling anatomic landmarks as well as numerous chemicals for postponing decomposition and maintaining sterile fields. Well-lit examination tables are located throughout the room, leaving plenty of space for movement between them. Occupants may include undead, constructs stitched together from former specimens or oozes scavenging for discarded flesh.

Education: Like wizardry, alchemy is an intellectual pursuit that often finds a home in institutions of learning. Mastering alchemical theory requires specialized facilities, including classrooms for academic study and greenhouses designed to train apprentices how to identify and properly harvest ingredients. Teaching laboratories are outfitted with duplicate equipment for apprentices to use, as well as chalkboards and reference texts. Extensive ventilation and drainage help mitigate the risk of novices triggering uncontrollable reactions, but accidents still happen and educational laboratories, especially abandoned ones, can be rife with hazards.

Material Enhancement: Alchemy provides a cheap, reliable alternative to enchanted tools or raw materials. Whenever a specific weapon is required, such as a silvered blade, compounds that can burn or freeze flesh or the like, locals and travellers alike first turn to alchemists to meet their needs. Material enhancement laboratories may resemble forges, foundries, gardens or carpentry shops, for the process of augmenting a resource is often coupled with refining it. Alchemists in this field often seek insight from creatures connected to the substances they wish to improve. As a result, visitors may find elementals, fey and magical beasts residing in such places.

Sorcery: Alchemists seeking to harness magical power from mundane ingredients may incorporate arcane materials into their research. Cauldrons, runes, summoning circles and other hallmarks of arcane crafting stand alongside typical research equipment in these laboratories, and the resulting products possess more mystical, otherworldly qualities. Outsiders and magical beasts can often be found in such laboratories, serving as either research assistants or experimental subjects.

DRESSINGS

Use the table on the following page to generate interesting characteristics for your alchemical laboratory. Some of the features listed below may be inappropriate for your laboratory based upon its setup – ignore or modify such entries as appropriate.

Expensive Materials: Some of the dressings described below include expensive alchemical reagents or equipment. These dressings typically have a gp value equal to the gp award for an encounter with a CR equal to the party's APL –2, although the exact value for such items is subject to GM approval.

Harvesting Dressings: Canny PCs can harvest a dressing from an alchemist's laboratory by succeeding at an appropriate skill check with a DC of 15 + the average CR of an encounter within the laboratory. Failing by 5 or more ruins the item.

Modifying Statistics: Some dressings provide bonuses to the creatures encountered within an alchemist's laboratory. Most of these dressings require a reference text, a Craft (alchemy) check, or a Survival check (DC 15 + the average CR of an encounter) to utilize. A creature receives these benefits automatically after dwelling within the laboratory for one uninterrupted month. These bonuses typically fade if the creature spends too much time away from the laboratory.

Multiple Dressings: A GM may roll multiple times for dressings. Alternatively, a GM may pick dressings to create the desired atmosphere.

D%	ALCHEMICAL LABORATORY DRESSINGS
01	Bundles of incense burn in each corner of the room, barely masking the stench of rotting flesh.
02	An oily spill covers the ground, and anyone who steps in it leaves behind greasy, pungent footprints (-5 to Survival DC to track).
03-05	A shelf contains small phials of dark liquid labelled with names of local villagers or creatures (these function as body parts for scrying spells).
06-08	Jars contain twitching and writhing organs, muscles and appendages.
09-10	Chemical burns stain most surfaces, as if the furniture was cleaned with acid.
11-13	Herbs, glassware and tools hang from beams along the ceiling (+2 bonus on Heal checks).
14-16	A large heap of broken glass is swept into one corner (functions as caltrops).
17-20	A shelf contains shrivelled body parts tattooed with cryptic symbols.
21-23	A pristine dissection kit rests atop a bloodstained steel counter.
24-26	Small cages soiled with feathers, scales and fur dangle from chains attached to the ceiling.
27-28	An overgrown shrub, bearing shrivelled fruit, dominates one corner of the room.
29-30	Insidious buzzing emanates from a glass chamber filled with insect hives.
31	A life-size diagram of the human body looms over a cabinet filled with salves and unguents.
34-36	Food-stained dishes are mixed with tarnished glassware in a water basin.
37-38	A secret panel in the wall unfolds to reveal a pallet bed.
39-40	A sealed room contains dozens of frozen samples surrounding human-sized tanks billowing ice-cold mist (functions as extreme cold conditions).
41-45	Small vats of molten metal bubble over a furnace.
46-50	A burned, stained and partially dissolved wooden dummy rests in the corner.
51-54	A hanging garden of fungi covers a damp wall, each species labelled with a stone placard describing its medicinal or poisonous qualities.
55-59	A massive bucket of water hangs in a stall above a grate in the floor. A dangling, heavy ripcord is designed to empty its contents on anyone below (puts out all nonmagical fires within the stall).
60	An ironclad furnace features thick glass windows, slots and trays of varying sizes, several valves and cranks and a large central thermometer.
61-63	A squeaky well pump brings clear water up into a polished copper bucket.
64-66	Clean towels and strips of cloth hang from a rack opposite a basin stuffed with similar linens soiled with unknown detritus.

67-60	Three sets of thick white coats, goggles, boots and masks hang from hooks along wall (+2 bonus to Disguise checks and Fortitude saves against inhaled poisons).
61-63	Electricity arcs between a pair of copper spheres atop steel poles (standing between the poles deals 1d6 electricity damage per round).
64-65	Three bins sit against the far wall, one overflowing with trash, one with a sealed lid and one that emits an eerie glow.
66-70	Scorch marks stain the stones above the iron brackets lining the walls. Small brass knobs control the height of the flames within the sconces.
71-73	A crescent dagger hangs from the doorknob, the outer edge smooth for crushing herbs; the inner edge serrated for cutting through large bunches of herbs and grasses.
74-76	An exotic animal horn sits on the table next to a mortar and pestle filled with luminescent powder.
77-70	Several species of insect, amphibian and reptile are pinned to a large wax tablet.
71	Tallow candles burned down to stubs rest at the corners of a stained slate table.
72-75	A collection of meteorites gleams within a glass cabinet.
76-80	Coils of hair, separated into red, gold, black and brown are bound with twine, hanging from the ceiling.
81-83	A large crate filled with grave dirt and old bones rests against the wall, some of its contents are sorted and cleaned.
84-86	A collection of sundials, hourglasses and a water clock are scattered throughout the room.
87-89	A fine powder drifts through the air, glowing various colours when close to magical auras (+2 bonus to Spellcraft checks to identify magical auras).
90	A wall is carved with images depicting the process of refining a rare metal alloy.
91-93	A grate labelled "waste" opens into a dark chasm that echoes with the sound of dripping water.
94-95	Large glass capsules contain rotting vegetables crawl with strange insects.
96-97	A complex arrangement of windows, lenses and mirrors focuses beams of sunlight onto various potted plants and boiling flasks.
98-99	A strange, metallic humanoid creation lies on its side in a corner, partially covered by a dusty sheet. Gears, wheels and other mechanisms fill the humanoid's chest.
100	A rack of potions vials stands on a workbench. Each is labelled either, "Healing," "Flying" or "Invisibility." Sadly, all are empty.

ALCHEMIST'S LABORATORY: DENIZENS

From fleshcrafted abominations to semi-sentient conglomerates of toxic waste, several alchemical monstrosities can take up residence in a laboratory. This section includes sample creatures often found within alchemical laboratories; each creature includes its CR for reference.

Derros (CR 4): Derros possess an obsession with the nature of flesh, which gives them an intrinsic affinity for alchemy. Though adept poison crafters, their insanity leads to poor experimental design and blatant disregard for safety, making their laboratories even more hazardous than those of surface races.

Elementals (CR varies): Alchemists often use bound elementals to power their laboratories and provide energy for experiments. The trapped creatures constantly vie for freedom, and damaging their prison may lead to them escaping and attacking any mortals they encounter in their quest for vengeance against their captor.

Grey Oozes (CR 4): Although virtually any ooze can reside within an alchemical laboratory, grey oozes are the most common due to their tendency to arise from failed experiments and alchemical detritus. Left unchecked, an ooze can wreak havoc, but alchemists can sometimes lure them into stone cells and use them for waste disposal.

Golems (CR varies): Adventurers who explore alchemical laboratories frequently encounter golems, built to serve as guardians, manual labourers or commissions by wealthy patrons. Flesh golems are the most common, but since alchemy plays a major role in crafting most constructs, the type of automaton that may be found is limited only by the resources available to the alchemist in charge.

Imps or Quasits (CR 2): Alchemists seeking abyssal or infernal aid often employ these tiny fiends as familiars and research assistants. Though bound to servitude, these malicious outsiders attempt to cause as much mischief as possible without being caught, creating traps and hazards to make the laboratory even more dangerous.

Violet Fungi (CR 3): Any alchemist attempting to grow his own ingredients runs the risk of creating aggressive plant monsters.

Violet fungi are cultivated because their flesh-melting toxins make for valuable reagents, but the ravenous creatures can overgrow in a poorly maintained garden, becoming a hazard to the alchemist and anyone else who enters.

Zombies (CR varies): Alchemists can find numerous uses for mindless undead, created from the reanimated remains of former specimens or the unfortunately expired subjects of experimentation. Corpses that underwent fleshwarping may possess unique traits, such as improved damage reduction, greater reach or additional slam attacks.



ALCHEMIST'S LABORATORY: TRAPS & HAZARDS

Filled with unstable concoctions and toxic reagents, alchemical laboratories are never completely safe. Both natural and arcane hazards litter most alchemy laboratories.

MUNDANE TRAPS & HAZARDS

The following traps and hazards are non-magical in nature, and many of them represent artificial features intentionally included in the dungeon design. Most of the hazards detailed here are persistent, continuous threats, but if they are neutralized they do not have a reset mechanic.

Brown Mould (CR 2): This dangerous mould feeds on warmth, making it perilous to heating mechanisms and living creatures. Alchemists sometimes grow brown mould intentionally, lining stone chambers with the heat-draining plant to create coolers for perishable ingredients.

Disease (CR varies): Whether they are collected for medicinal research or festering in spoiled ingredients, laboratories are hotbeds of contagion. While those who study diseases take great care to quarantine infectious agents, any damage to the facility risks compromising the containment fail-safes, and poorly ventilated spaces can quickly become saturated with a pestilent miasma.

Electricity Arc Trap (CR 4): Electrical apparatuses in laboratories may lack safety features, putting unsuspecting intruders at risk of a deadly shock. Though useful in warding off invaders, electrical traps often drain all but the most advanced power sources, requiring the alchemist to recharge the equipment in order to reset the trap and continue conducting experiments.

Insanity Mist Trap (CR 8): Alchemists skilled with toxins may supplement almost any trap with poison, but insanity mist proves particularly useful at repelling those who try to steal research notes. The mist impairs a thief's reasoning, reducing the chances of the intruder discerning which information is valuable enough to steal. Furthermore, insanity mist rarely kills its victims, allowing the alchemist to more easily find and interrogate trespassers.

Magnetized Ore (CR 2): Alchemists working with metals may accidentally or intentionally magnetize their samples. Large ore specimens may make pull or disarm actions against creatures wearing or carrying ferrous equipment, while smaller pieces may fly towards armoured targets, dealing bludgeoning damage and increasing weight and armour penalties.

MAGICAL TRAPS & HAZARDS

Even when generated by uncontrolled alchemical reactions, the traps and hazards listed here rely on powerful magical energies.

Arcane Reactions (CR varies): Unstable ingredients can create violent reactions, if exposed to magical energy. If an unstable compound is within a spell's area of affect, the caster must make a Spellcraft check (DC 15 + double spell level) or trigger a reaction. Depending on the nature of the compound, this reaction may manifest as a duplication of the caster's spell, an explosion of energy (similar to a *fireball*), or an uncontrolled discharge of magic (functions like a scroll mishap based on the caster's spell). If several unstable mixtures are grouped together, they may activate one another in a catastrophic chain reaction.

Dweomersink (CR 6): Experiments that severely distort arcane energies may create pockets of magical entropy that disrupt spellcasting. These anomalies make counterspell attempts against any spells cast within their area, using a caster level equal to the strength of the magical distortion. Countered spells create a magical discharge that damages the caster and may trigger a chain reaction (see "Arcane Reactions" above).

Illusory Script (CR 4): Alchemists may guard their research notes with illusions that render the words unintelligible to prying eyes. Particularly vicious alchemists may supplement the spell with a *suggestion* to lead the unsuspecting reader to drink a poison or mix an explosive cocktail of ingredients.

NEW AFFLICTIONS

The following afflictions represent curses, diseases and poisons produced by alchemical reagents, experiments or mishaps.

ASBESTOS DUST

Your chest tightens and you struggle to breathe.

Type Poison, inhaled; **Save** DC 13 Fortitude

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1 Con damage and 1d2 Str damage; **Cure** 1 save

GOLDEN TOUCH

Your limbs stiffen as your skin takes on the sheen of polished metal.

Type Curse; **Save** DC 14 Fortitude

Frequency 1/round

Effect 1d4 Dex damage as flesh and bone harden into metal; creatures reduced to 0 Dex become petrified as *flesh to stone*, only their body is made of metal; **Cure** 1 save

INVASIVE TUMOURS (CARCINOGENS)

You notice strange lumps on your neck and under your arms.

Type Disease, contact, inhaled or injury; **Save** DC 20 Fortitude

Onset 10 years, -1 year per exposure to carcinogens; **Frequency** 1/day

Effect 1d2 Con drain and 1d4 Str damage; **Cure** Invasive tumours can only be cured by casting *remove disease* within 1 minute of surgically extracting the masses (Heal DC 20, deals 4d6 damage).

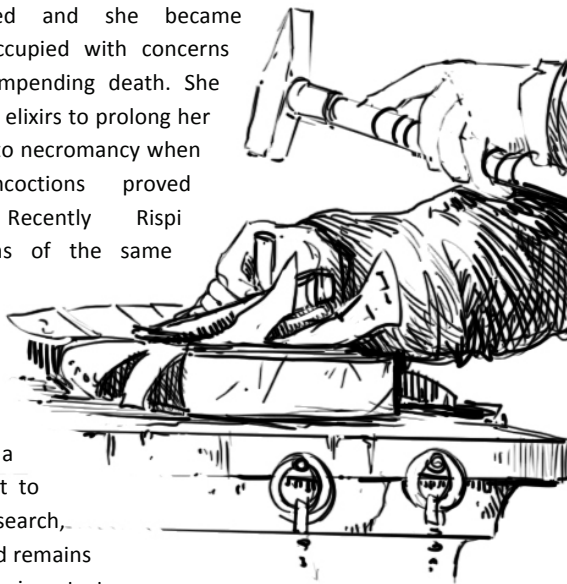
ALCHEMIST'S LABORATORY: ADVENTURE HOOKS

THE ADAMANT FOUNDRY

When a family of dwarven metallurgists lost their supplier of forge-ready adamantine, they decided to use their alchemical expertise to create more of the impervious metal from common ores. For years they tirelessly experimented with different alloys and refining techniques, summoning denizens from the Plane of Earth to guide their studies. As the family tested more and more complex metals, however, they increasingly relied on their conjured servants to power their laboratory, treating them like expendable slaves. Eventually the dwarves pushed their extraplanar labourers too far, and the resentful outsiders attacked their masters. Though much of the foundry was levelled in the revolt, those brave enough to face the elementals that now rule the ruined laboratory can salvage valuable ores and alloy recipes.

THE MORTICIAN'S OBSESSION

After a hereditary disease claimed all her family members one by one, the gnome alchemist Rispi Leveralt devoted her life to understanding the nature of life and death. She opened a mortuary where she examined causes of death and analyzed differences in tissues taken from short- and long-lived humanoid. Despite her best intentions, her experiments consistently failed and she became increasingly preoccupied with concerns about her own impending death. She began researching elixirs to prolong her life, even turning to necromancy when her own concoctions proved unsatisfactory. Recently Rispi noticed symptoms of the same affliction that claimed her family, and has begun kidnapping living subjects in a desperate attempt to expedite her research, using the animated remains of her failed experiments to procure fresh specimens.



THE VANGUARD ACID WORKS

An ancient warlord built this enormous complex on the border of a fey-haunted forest he longed to conquer. As his armies hunted faerie guerrillas throughout the woods, the vicious despot's loyal alchemists used this series of laboratories to invent and mass-produce caustic weapons capable of harming his supernatural enemies. Over time the warlord stretched his forces too thin, and his domain imploded in a bloody coup. His alchemists fled the onslaught of the vengeful fey, leaving the acid works abandoned and lost to history. To this day the secrets of the vanguard alchemists remain hidden within the decrepit walls of the acid works, for those who hope to unearth their findings must contend with terrible beasts that roam the complex and faerie guardians eager to kill any mortal seeking the weapons of their hated enemy.

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