

ROYAL ALCHEMY

Rise to Royalty, Part 7 (Optional), Rec. Lvl 3-5.

(Blue->Cold, Green->Acid, Gold->Fire).

Terrain

Each staircase is a 10ft elevation difference.

Setup: Royal Ore Lode

The party has obtained Royal Ore and the court invites them to utilize the Alchemist's Quarters to gain a great boon from it. Royal Alchemist **Veleka Twyst** (as **Noble** with Intelligence 20, Alchemist's Tools proficiency) is to receive them.

The Spy-Apprentice: Kaligar's Duplicity

Kaligar DuVont (as **Spy** with **Firebolt**) is a spy for the Band of Scholarhood. He has awaited a chance to obtain a sample of the Royal Ore for years, and he'll do anything to get it—will try to avoid hurting the party if they're friendly with his faction.

Bottled Chaos: the Alchemical Dragon

Generations ago an **Alchemical Dragon** (as **Red Dragon Wyrmling** with one cast of **Etherealness** that lasts one turn) was produced from the bones and souls of three different wyrmlings. It is now kept compressed within the Alchemist's Quarters to draw breath from. It has long plotted its escape. There are 8 **Alchemical Mephits** (as **Stream Mephit**

fire to whatever elemental smoke it ended its last turn in) it has recruited for the escape attempt. All speak Draconic.

Phase 1: a Hurried Affair

Veleka wants to see the Royal Ore processed swiftly and smoothly.

- DC 12 **Arcana** or **Religion** check indicates great magic within the ore
- DC 13 **Survival** or **Nature** check indicates signs that the Alchemist's Quarters desks house elementals
- DC 15 **Insight** on **Kaligar** shows he's feeling great apprehension.
- **Veleka Twyst** instructs the party to spread between the western and eastern desks while she reads instructions to the south. The party will each make the one skill or ability check they feel is most relevant in helping shape the Royal Alloy items they are producing.

Smoke Danger

Any creature who begins or enters for the first time, on their turn, a smoke cloud makes a DC 15 **Constitution save**. On failure, 3d6 damage of type

Phase 2+: Smoke in a Crowded Quarters

Burning gas erupts from the western desk!

- **Kaligar** has tampered with the lower levels so some will be diverted to another chamber—but the **Alchemical Dragon** takes advantage of the tampering, bursting through the western gas cloud alongside two **Alchemical Mephits**.
- Initiative is rolled; at the end of every turn, two more **Alchemical Mephits** emerge and phase advances 1 at the end of each turn.

“The Extinguishers!”

Veleka directs the party to the back rooms to scour for the extinguisher.

- Roll 1d4 per crate—on a four it contains a vial of **Extinguisher** (as **Alchemist's Fire**, Alchemical creatures are vulnerable to it); otherwise it contains **Alchemist's Fire**.
- DC 13 **Investigate** test let's PCs check contents of a crate from a distance.
- After 3 **Extinguishers** have been used in the smoking area, phase advances -1 per round.
- The party's Royal Alloy items are completed despite the chaos, and **Veleka Twyst** demands answers from **Kaligar**—who is trying to escape with one of the items.

Royal Alloy Items

The Royal Alloy has a distinct purple hue. Each party member receives their choice of one of the following:

- **Royal Weapon** (+1)
- **Royal Shield** (+1)
- **Royal Armour** (as Mithril)
- **Royal Scepter** (casting focus, +1 to damage rolls from spells)
- **Royal Device** (as Circlet of Blasting, Boots of Elvenkind, or Alchemy Jug)

The items should take on a theme appropriate to their intended wielder.

Alchemical Dragon : Legendary Actions

- **Alter Nature**: swap Resistance and Breath damage type to Fire, Cold, or Acid.
- **Engender Weakness**: grant up to four creatures vulnerability to Fire, Cold, or Acid until the end of their next turn.
- **Rearing Bite**: make a bite attack against all creatures within 5ft.
- **Elemental Roar**: drops all Alchemical Mephits to zero HP, triggering their Death Burst.