



# DUNGEON MASTERY

written by **BEN THOMPSON**

illustrated by **BRIAN SNODDY**

## THE WIZARD'S LAB

**W**ith a final defiant scream, you surge forward, smash through your enemy's defenses, and drive your weapon deep into the foul Sorcerer's black heart. He stumbles backwards, his eyes flashing a mix of surprise and fear, and you soon feel the dark strength begin to wane from his body. He slumps to the floor, his gnarled fingers pointing accusatorily in your direction,

his lips mouthing an incantation that his breath can't push forward into voice. But then, as the life slips from his mortal form, a pulse of black energy reverberates thunderously throughout the halls of the sinister tower, shaking the floor beneath you and sending chunks of stone and metal crumbling down from the ceiling... you quickly realize that the very stones of this dark Wizard's lair must have been tied to his own power, and now the entire structure seems poised to collapse down on your head!

You rush forward, dodging and weaving the deadly rocks and debris cascading down around you, but when you push through the nondescript wooden door on the far side of the Throne Room you are greeted by an intriguing sight — the evil Wizard's personal laboratory. Potion bottles, magical ingredients, dark tomes, and vials of inscrutable liquids and powders surround a large black cauldron that billows with a mysterious thick smoke and bubbles with magical energy so powerful that it makes the hairs on your arm stand on edge.

You gaze back into the throne room, feeling the earth tremble beneath you and watching as one of the large Throne Room windows shatters into crystalline shards of red and blue glass. You know you don't have much time, yet the power radiating through this room makes it obvious that the enchanted laboratory pos-

sesses the potential to craft potions of untold power. Do you dare attempt to harness this power for yourself, or will you let the Sorcerer's arcane secrets die with the foul magic that created them?

### Overview

The Wizard Lab is a mini treasure room that can be added in to your adventure as a way of adding a little flavor, drama, randomness, and potential hilarity. Basically, the idea is this: there's a room full of strange magical components and a complex set-up to craft powerful arcane elixirs, but the party is pressed for time and has a limited understanding of what they're looking at, so if they decide they want to try to craft a few potions there is a lot of variation as to what might actually happen with the mixtures. Crafting potions with this **Random Potion Generator** has the potential to produce some pretty powerful items — or you could mess up and blow off a finger in the process!

### Adding the Lab to Your Campaign

The Wizard Lab can work for nearly any level of character and can fit into nearly any campaign, provided that you maintain a few key ground rules that will help you keep this as a quirky one-room adventure and not an overpowered Magic Item Factory.

First, the quest must be **Time-Sensitive**. If you give the party unlimited time to complete

this, they'll spend all day arguing and debating, rolling 800 skill checks to try and have their characters figure out the best combination of their skills, or they'll just Secure Shelter themselves into the *Dragonball Z* dimension for 300 years to work out the correct solution to make the perfect potion.

Either way, the more time you give the party to think, the more likely they are to outsmart you by doing something incredibly dumb that you could never have accounted for. So for this to work, their characters need to be under pressure, with limited time to craft and invent some incredibly complex potions. Maybe the building is collapsing around them. Maybe there's a giant over-leveled monster coming to kill them. Maybe it's a time trial from a powerful Order of Wizards or the private chambers of an Archmage, and they're going to throw the party out of there in ten minutes. Maybe the party is teleported to another dimension, where they find this strange equipment, but they only have ten minutes before the portal that brought them here closes behind them, sealing off their only access back to reality. Whatever it is, there must be a clock ticking — from a flavor perspective, it will make the characters feel pressured and rushed (so it's less odd when they make a bad mistake), and from a gameplay perspective it will stress out your players and make them shout out dumb things that will be funny later on. In my experience, I find it helpful to have

a little plastic sand timer (they sell 30-second and 60-second timers at Dollar Stores or online for very cheap), which I can then slam down on the table and be like, "Ok, here we go, you have 30 seconds to tell me what you're doing."

Second, this room is available **One Time Only**. This entire concept of this treasure room is hinged on the idea that you're never going to get another opportunity like this again, and giving the party unfettered access to something this potentially powerful is the sort of thing that can quickly and easily ruin an entire campaign. Generally the best way to do this is to have the room be destroyed after the party uses it, but there are a few other options... if it belongs to a Wizard who is still alive, be sure to make that guy way too powerful for the party to handle, and have him guard the room with a series of diabolical traps and alarms so intense that the party could never hope to bypass them. Maybe a trap is triggered when the party enters the room, and the party knows that this thing will be sucked back into another dimension immediately after they're done here. Or perhaps the Lab itself is unstable and fragile, and the party knows that using this ancient equipment will surely damage it well beyond the capacity of repairing it. In most cases, it should be pretty easy to tie this in with the Time-Sensitive requirement, but as a DM you should make it very clear to the party that



you aren't going to give them the option to come back here after they leave the room.

Third, there are **Limited Components**. The combination of all the other factors above aren't conducive to sitting there brewing potions all day at your leisure, and these guys aren't going to be running out of the Lab with a Bag of Holding stuffed so full of magical goodies that vials of Time Stop spill out every time the Halfling goes to the bathroom. There are only enough ingredients in this room to make X number of potions (I'd say somewhere between 1 and 3 potions per player) and no matter how clever you are, that's all you're going to get out of this room.

The final aspect of setting this up is that the **Instructions Are Unclear**. Maybe nothing is labeled, or it's labeled in a language that nobody understands (a complex cipher based off the language of a long-extinct race of Demons, runic pictograms from the mind of a madman, splotches of blood arranged like a Rorschach painting, etc.), or maybe stuff is obviously mis-labeled ("That doesn't smell like cinnamon"). Maybe all the components are alien or extra-dimensional, and nothing like them exists in the characters' world. Maybe they're ordinary-looking items, but they've all got mysterious enchantments cast on them and the nutmeg is now glowing like a radioactive chunk of plutonium. Whatever the case, the party has no clue what they're

looking at, and they never will, so if they're going to mix stuff up, it's going to include a lot of guesswork — so you're just going to have to roll the dice to find out what happens. You know your players better than I do, so (depending on the group) in order to maintain this, there may also be a need for the room itself to be Magically Sealed. Maybe it's a Dispel Magic or an Anti-Magic Aura that is modified to resist spells from Wizards less powerful than the Lab's creator, or maybe it's a component of Cauldron draining and absorbing all the magical energies from the room to channel them into the potions, or whatever, but essentially you don't want the party casting a bunch of Divination spells while they're trying to create a potion. In my game I think I would run this as a Dispel Magic check and just require the Wizard to roll something ridiculous (basically a nat 19-20, rerolling for each attempted spell) in order to override the wards on the room.

That should be it! The idea is pretty simple — you have one shot at this, you don't really know what you're doing, you're in a hurry, and it's going to come down way more to luck and randomness than to innate Wizard powers or knowledge. Do they dare take a crack at it? I have a hard time believing that someone in your group won't be willing to break the ice, throw together a potion, and make something exciting happen.

## MIXING POTIONS

Everyone who wants to make a potion will have three options — they can **Create a Specific Potion**, they can use the **Random Potion Generator** and **Play It Safe**, or they can just mix a bunch of stuff together and **Go Big**. Playing it safe has the chance of getting you a 1st to 3rd level spell as a potion, while randomly mixing stuff together has the tantalizing chance of netting you a potion of much higher level... or of blowing your arm off.

### Create a Specific Potion

The player attempts to create a specific potion out of any zero through 2nd level spell in the Player's Handbook. Consult **Table 1** to determine the potion's effectiveness.

### Random Potion (Play It Safe)

The player chooses to mix a bunch of random ingredients together. First roll on **Table 1** to determine potion effectiveness, then roll a d100 and consult the "Safe" column of **Table 2**.

### Random Potion (Go Big)

The player chooses to mix a BUNCH of random ingredients together for a high-risk, high-reward shot at the **Random Potion Generator**. First roll on **Table 1** to determine potion effectiveness, then roll a d100 and consult the "Big" column of **Table 2**.

## DMing the Potion Creation

After a few moments of fumbling through the odd jars, pots, and bubbling beakers loosely scattered around the table, you sniff, measure, and pour several mysterious ingredients into the roiling cauldron at the center of the lab. Within moments, smoke rises, a magic energy hums loudly, and a flash of heat and energy radiates from the black apparatus. You ladle a strange liquid from the cauldron, pouring it into a small vial, and regard it carefully, unsure of whether to trust your hastily-prepared concoction.

After creating a potion, make the party roll a Spellcraft or to actually Identify what they came up with. The base DC for this is 20 (plus spell level), which is higher than usual for identifying a potion, but this is due to the bizarre nature of this set-up. You cannot take ten on this roll, and a character can't attempt this more than once per potion.

Another thing worth noting is that, when possible, add in the flavor that the potion is the thing that is causing whatever random spells end up being cast, or whatever weird stuff ends up happening with the **Random Potions**. For instance, a Light spell ends up being centered on the caster's abdomen, since he drank the potion. Or a Summon Monster spell is like you throw the potion on the ground and it explodes in a cloud of dust and summons a monkey from another dimension

like some kind of **Monkey Grenade**. Have fun with it! This is a weird thing and you should try to prioritize to make it Max Weird. Oh! Also, it's important to note across the board, that the Spell Effect listed on the **Random Potion Generator** affects the person drinking the potion. So creating a Potion of Sleep doesn't allow the imbiber to cast Sleep, it puts the imbiber to Sleep.

**OPTIONAL RULE: THE INGREDIENTS LIST**  
If you look at Table 3, you will find a big list of fun ingredients that you can throw out as things that are scattered on the table, or things that ended up in the potion. There's no in-game purpose for any of these, they're just a fun flavor thing you can roll just to tell the party what random stuff they ended up throwing into the Magic Cauldron.

**Table 1: Potion Effectiveness**

To determine the effectiveness of the potion, characters must make a special version of the Craft (Alchemy) check. This check can be made untrained (as a straight Intelligence roll) for the purposes of this module. A Wizard with the Brew Potion feat can add +1 to their roll.

Roll	Effect
Less than 1	Potion explodes, destroying all equipment in the room and erupting in a 10d6 Fireball (as spell, Reflex DC18)
Natural 1	Potion explodes, blowing off 1d4 fingers and dealing potion-maker 1d8 damage per finger blown off
1-9	Potion fails
10-12	Potion created, but it does the opposite of what you wanted it to do (at DM's discretion, be creative!)
13	0-level version: All number values in spell description (duration, magnitude, etc) are reduced to 1
14-15	Weak version: All number values in spell description are reduced by half
16-29	Standard version: Spell as written in the book
30-39	Enhanced version: All number values are increased by 50%
40+	Permanent version: Any spell with a Duration has that duration increased to Permanent
Natural 20	Potion has a second effect – roll this on Table 2 using either the Safe or Go Big table (Player's Choice)

**Table 2: Random Potion Generator**

If the players decide to <b>Go Big</b> , roll a d100 and consult the column on the left		
If the players decide to <b>Play It Safe</b> , roll a d100 and consult the second column from the left.		
Go Big	Safe	Effect
1		Aboleth's Lung*
2		Flesh to Stone*
3		Chain Lighting (6d6)*
4		Lycanthropy, as if bitten by a Werewolf/Wererat/Wereshark/Werebear (determine randomly)
5		Summon Monster 6* (Dire Bear/Dire Tiger/Succubus/Triceratops, determine randomly)
6		You create a white-hot jet of plasma. 4d6 damage, plus cripples your dominant arm until magically healed (DC 20 Reflex avoids)
7		Your alignment changes one step on the Good-Neutral-Evil axis. If you are currently Neutral on this axis, flip a coin to decide which direction it shifts
8		A withering curse decreases one of your ability scores by -2 (determine randomly). This change is permanent, but can be removed by a Remove Curse.
9		Drinking this causes you to switch bodies with another player character (Freaky Friday style). Determine randomly. The PCs maintain their current INT, WIS, and CHA scores, as well as all of their Skills, Feats, and Powers, but now have the appearance of the other player character as well as their STR, DEX, and CON scores and all of their equipment. This change is permanent, but can be removed by a Remove Curse.
10		Your gender changes to the opposite of whatever it currently is. This change is permanent, but can be removed by a Remove Curse.
11	1	Your skin and hair changes to a brilliant neon color (blue/green/purple/red, determine randomly). You suffer -4 to Charisma and -4 to Stealth. This change is permanent, but can be removed by a Remove Curse.
12	2-3	You grow scales over your flesh. Roll 1d100 to determine the percentage of your body that is now afflicted. This change is permanent, but can be removed by a Remove Curse.
13	3-4	Uncontrollable flatulence. You burp and fart uncontrollably for the next 24 hours, giving -8 to your Charisma and -2 to all attack rolls.
14	5	It's just spiders. At potion creation, 1d4 Spider Swarms begin pouring out of the vial at the rate of 1 swarm per round. A successful DC20 Reflex save by the potion creator can cork the vial, leaving 1 swarm in the room and containing any other swarms inside the bottle.
15	6-7	At potion creation, the vial immediately begins filling the room with a Stinking Cloud. A successful DC20 Reflex save by the potion creator can cork the vial before the room is filled with the noxious vapor.
16	8-9	Your hair grows 12 inches.
17	10	The ghost of one of your ancestors appears for two minutes and you can speak with him. He knows anything he would have known during life.
18	11	Tap Water

19	12	Clam Chowder
20	13	Alchemist's Fire
21	14	Hydrochloric Acid (as Acid Splash)
22	15	Black Widow Venom
23	16	Sleep*
24	17	Aphasia*
25	20-21	Discern Next of Kin
26	22-23	Detect Humanoids (Humans/Orcs/Elves/Mind Flayers, determine randomly)
27	24-25	Ungent of Timelessness
28	26-27	Ant Haul
29	28-29	Call Animal
30	30-31	Clarion Call
31	32-33	Comprehend Languages
32	34-35	Cure Light Wounds
33	36-37	Detect Undead
34	38-39	Disguise Self
35	40-41	Divine Favor
36	42-43	Enlarge Person
37	44-45	Feather Fall
38	46-47	Grease
39	48-49	Hide from Animals
40	50-51	Jump
41	52-53	Mage Armor
42	54-55	Monkey Fish
43	56-57	Mount*
44	58-59	Obscuring Mist*
45	60-61	Oil of Magic Weapon
46	62-63	Produce Flame
47	64-65	Protection from Good/Evil/Law/Chaos (determine randomly)
48	66-67	Reduce Person
49	68-69	Shield
50	70-71	Shocking Grasp
51	72-73	True Strike
52	74-75	Vanish
53	76	Hold Person*
54	77	Zone of Truth
55	78	Summon Monster 2 (Horse/Wolf/Octopus/Giant Centipede, determine randomly)*
56	79	Alter Self
57	80	Animal Messenger*

58	81	Bull's Strength
59	82	Commune with Birds
60	83	Eagle Eye
61	84	Eagle's Splendor
62	85	Extreme Flexibility
63	86	Fire Breath
64	87	Glitterdust*
65	88	Invisibility
66	89	Levitate
67	90	Mirror Image
68	91	Mud Buddy*
69	92	Protection from Arrows
70	93	Resist Energy (fire/cold/lightning/sonic, determine randomly)
71	94	Savage Maw
72	95	Spider Climb
73	96	Displacement
74	97	Freedom of Movement
75	98	Gaseous Form
76	99	Haste
77	100	Heroism
78		Meld into Stone
79		Water Breathing
80		Baleful Polymorph*
81		Caustic Blood
82		Cure Critical Wounds
83		Dimension Door
84		Divination
85		Repel Vermin
86		Stoneskin
87		Polymorph
88		Raise Dead
89		True Seeing
90		Anti-Life Shell
91		Anti-Magic Shell
92		Heal
93		Heroes' Feast
94		True Resurrection
95		Summon Monster 6* (Dire Bear/Dire Tiger/Succubus/Triceratops, determine randomly)
96		Time Stop



97	Limited Wish
98	One of your Ability Scores is permanently increased by 2 (determine randomly)
99	Plane Shifts you to an Extradimensional Realm where you meet a God and can speak with him for five minutes. Once your conversation is over, he will Plane Shift you back to the location of your choosing. He will respond favorably to you, unless you give him a good reason not to.
100	Summons an Efreeti who lasts for 24 hours and will assist you using any capacity within his means.

**Table 3: Random Ingredients Generator**

Roll	Ingredient 1	Ingredient 2
1	Evil Nutmeg	Table salt
2	The teardrop of a Sprite	Monarch butterfly wings
3	A live frog	Eye of newt
4	Werewolf fur	Bitterroot
5	White-rooted lavender	Coriander
6	Ground-up bones of a Displacer Beast	Basilisk scales
7	The claw of a Roc	The beak of a cockatrice
8	Antlers from a Golden Stag	The venom of a massive centipede
9	Thyme	Velociraptor egg
10	Eye of Cyclops	Ice from the Frozen North
11	Bark from a Treant	Shavings of a purple crystal
12	Ash from a Phoenix pyre	Tail of a dire bat
13	The tooth from a Chimera's Lion Head	Some weird purple mushrooms
14	Assassin Vine branches	Ambrosia from Elysia
15	Yeti fur	The heart-blood of an Erinyes
16	Tears from a Siren	The feather from a Quetzalcoatl
17	Dust from the Elemental Void	Witch's Spit
18	Scales of a Leviathan	Feather from an Angel's wings
19	Ground-up Minotaur horn	Mermaid's hair
20	The blood of an Ancient Red Dragon	Unicorn dust

**\* IMPORTANT!**

Spell Effects listed on the Random Potion Generator target the person drinking the potion or the first eligible square next to them (for spells such as Summon Monster.)

If the Spell Effect normally targets multiple targets, it continues outward to the nearest eligible targets as it would under its spell description.

Any area effects are centered on the person drinking the potion.

The person drinking the potion can always be targetted or affected, even if normally ineligible (for example, due to high hit dice on a Sleep spell.)

