



THE ALCHEMIST

4TH LEVEL SIDEQUEST

KELFECIL'S
TALES

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INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each Side-Quest module is meant to be used in whatever way you want in your own games. Unlike the adventures, Side-Quests do not have a full background story or enough material to run a full session with them. They can be used as:

- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- A one-shot adventure
- Drop-in content to fill-in the gaps.
- Drop-in encounters for any situation

QUICK INFO

Recommended Average Party Level (APL): 4

Experience from Completion: ~1,825

General Theme: Rescue

Setting: Any, Starlight Chronicle

Time to Finish: ~1-2 hours

MAPS - TOKENS

Get the full-size map without GM notes at the following links:

- [Alchemy Laboratory](#)

For variants and so much more, visit the [map maker's Patreon page](#).

QUEST INFORMATION

Something strange has beset the trading town of Grenhill. Travelers and locals alike vanish without a trace, and the local stream that feeds into the town has become foul-smelling.

Alcel, the alchemist has taken up residence in the hills nearby, using his kidnapped victims as test subjects for his research. Those who don't survive these experiments are dumped into the waterways that feed into the stream.

The people of Grenhill are afraid that any one of them might disappear next and have sent word with caravans for anyone able to help deal with this threat to come to their aid.

ACQUIRING THE QUEST

The characters might learn about the kidnappings from traveling merchants or in the town itself.

QUEST OBJECTIVE

Find the person or creature behind the kidnappings and bring them to justice.

REWARD

The local merchants guild will pay the characters 400 gold pieces for helping to bring the perpetrator to justice.

THE SITUATION

Following the sightings from the town leads the characters into the hills to the south of Grenhill. The characters find the entrance to the alchemist's lair at the mouth of a water-filled cave and enter from the **arrow on the map**.

Alcel has his potion workshop at 1. on the map, there are many alchemical tools for mixing and concentrating ingredients into potions. If a character searches the shelves, they can find: *A pinch of bone dust, iron filings, gold dust, oak bark, and a vial of holy water.*

➤ “**Encounter.**” Lunk, his **Flesh Golem** servant, is standing guard over jars of body parts at **A. on the map** and will periodically leave to patrol around the lair. He is tasked with guarding the **Alcel's** work and will attack any intruders on sight.

At **B. on the map** is a prison for the kidnapped townspeople. Two 10 foot deep pits are dug into the floor here, x3 **Commoners** sit in the left pit, and are some of the missing people from Grenhill.

⦿ “**Arcana**” At **3. on the map** is a sparsely furnished room with partially finished arcane symbols drawn on the floor. A character can make a DC 15 **Intelligence (Arcana)** check to identify the symbols as an incomplete circle of teleportation.

FINAL ENCOUNTER

Alcel is working in his study at **2. on the map**. If he hears disturbances, he will yell at Lunk to keep it down, but if he hears sounds of fighting, he will investigate. **Alcel** is a coward at heart and will attempt to flee down the eastern waterway that leads into the forest rather than face judgment for his crimes.

QUEST COMPLETED

The quest is completed when The missing townsfolk are rescued, and Alcel is killed or captured.

REWARDS

The local merchants guild will pay the characters 400 gold pieces for the capture of Alcel and the rescue of the townspeople.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

ALCEL

Medium humanoid (gnome), neutral evil

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common, Gnomish

Challenge 1/8 (25 XP)

Spellcasting. Alcel is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation
1st level (4 slots): detect magic, mage armor, magic missile, shield
2nd level (3 slots): misty step, suggestion

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (2d8 + 4) bludgeoning damage.



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