

LADY FALLO

# MY FRIEND'S A MONSTER!

TOSHAR MILIK



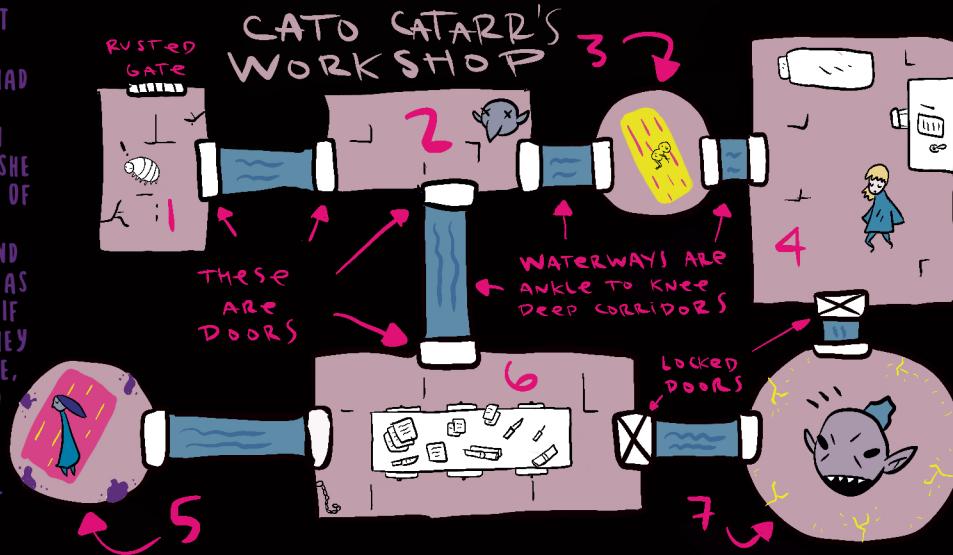
A SELF MADE, FAIR, AND BOLD ENTREPRENEUR. A YEAR AGO SHE SWOOPED INTO THE CITY. AMAZED MERCHANTS WITH HER IMPECCABLE TASTE AND RELENTLESS PURSUIT OF A GOOD DEAL. HAS NOT HEARD FROM HER MOST RECENT INVESTMENT, CATO, IN 20 DAYS; HE HAD BEEN STUDYING THE CONNECTION BETWEEN MONSTERS AND MAGIC. SHE WANTS A RECLAMATION OF ANY PROMISING INVENTIONS, WHOLE AND FUNCTIONING, AS WELL AS ANY VITAL RESEARCH. IF THE PARTY SUCCEEDS THEY WILL GAIN A VALUABLE, CONNECTED ALLY AND WHATEVER GOLD OR TREASURE THE GM DEEMS APPROPRIATE.

THE PARTY IS HIRED TO INVESTIGATE THE SUBTERRANEAN WORKSHOP OF THE INVENTOR MAGE, CATO CATARR. THEY WILL DISCOVER THE PRIZED CREATION THEY MUST CAPTURE IS A VICIOUS, MAGIC EATING MONSTER!



## ROLL FOR SEWER FLAVOR (USE IN WATERWAYS BETWEEN ROOMS):

1. AN OVERSIZED RAT WATCHES THE PARTY AT A DISTANCE
2. VULGAR GRAFFITI CARVED IN STONE DENIGRATING ELFKIND
3. SEVERED HAND FLOATING IN WATER SILVER RING ON PINKY
4. HISSED OF AN UNSEEN, CURIOUS SNAKE, MAY BRUSH PAST LEG OF CHARACTER
5. FORLORN SONG OF A TALENTED DRUNK WAFTS DOWN FROM THE STREETS
6. RATS RUSH, DEX SAVE OR TAKE 1 DMG AND 1 IN 4 CHANCE OF FEVER



1. ENTRYWAY REEKS OF BLEACH. REMOVE GATE WITH STR CHECK PLUS WIS CHECK TO AVOID AN INFECTION. A LARGE, ALBINO COCKROACH SCREECHES AND SKITTERS INTO A WALL, CAN BE CAUGHT WITH DEX SAVE.

2. GUARD ROOM IN THE CORNER IS A GOBLIN CORPSE, A PREVIOUS ASSISTANT TO CATO. IF THE NARGOLAK IS REMOVED FROM THE LIGHTNING CHAMBER, THE CORPSE ANIMATES AND DEFENDS THE WESTERN DOOR. FIGHTS LIKE A ZOMBIE AND SPEWS KNOCKOUT GAS, REQUIRING A CON SAVE OR VICTIM IS UNCONSCIOUS FOR D6 ROUNDS.

3. HEAT CHAMBER A FAILED NARGOLAK ATTEMPT IS CAUGHT IN A PRISM OF MAGICAL LIGHT, STRUGGLING TO BREATHE. IT IS HARMLESS, PITIABLE, AND UNSETTLING. VALUABLE GEM BURIED IN SKULL.

4. CATO'S QUARTERS A WARY, SLEEP DEPRIVED TOSHAR PACES. IF CODDLED, HE WILL JOIN PARTY, TELL THEM OF THE NARGOLAK, AND HOW IT MAY BE SUBDUED WITH SPELLS. IF THREATENED, HE WILL JOIN BUT BE LESS FORTHCOMING AND REFUSE TO CAST SPELLS. HE IS ADAMANT ABOUT KEEPING HIS FRIEND ALIVE AND HAS A KEY TO THE LIGHTNING CHAMBER. DEEP DOWN, HE KNOWS HE MUST ESCAPE BUT LACKS THE WILL TO FREE HIMSELF.

## MAGIC + NARGOLAK = ?!

WHENEVER A SPELL IS A CAST AT THE NARGOLAK OR WITHIN A 15 FOOT RADIUS OF CREATURE ROLL D6:

1: SPELL ABSORBED, GAINS D6 HP, CREATURE CAN EXCEED THEIR MAX HP

2, 3: ABSORBED, GAINS PLUS ONE ON NEXT ROLL

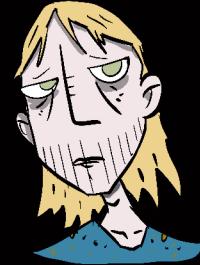
4: SPELL NEGATED

5: SPELL REFLECTED ON CASTER

6: NARGOLAK SATISFIED AND SLUGGISH 2 MINUTES

## ADVENTURE AT A GLANCE

1. RECEIVE INFO FROM LADY FALLO
2. EXPLORE SEWERS AND WORKSHOP
3. RESCUE TOSHAR AND CAPTURE NARGOLAK



FOURTH SON OF A NOBLE. SENT AWAY BY HIS FATHER TO APPRENTICE FOR CATO. THE MAD MAGE ABUSED TOSHAR AT EVERY TURN. TRAUMATIZED, HE IS CONVINCED THE NARGOLAK IS HIS BEST FRIEND. INEPT AT MOST THINGS BUT KINDNESS. CAN ONLY CAST CANTRIPS. BOOSTING HIS CONFIDENCE WARRANTS AN XP BONUS.

WHEN HE CASTS A SPELL NEAR THE NARGOLAK ROLL D6:

1, 2, 3: SPELL ABSORBED, NARGOLAK GAINS 2 HP, CAN EXCEED MAX HP

4: SPELL NEGATED

5, 6: NARGOLAK STUNNED FOR 1 MINUTE

5. ICE CHAMBER A FORMER LOVER OF CATO IS PERFECTLY PRESERVED IN A PRISM OF MAGICAL LIGHT. FOUR OOZES, RESIDUE FROM HIS EXPERIMENTS, CLING TO AND STRIKE FROM WALLS. CHAMBER WALLS BURN 2 DAMAGE WITH COLD.

6. LAB WORKBENCH PILED WITH NOTEBOOKS, DIAGRAMS, CUTTING KNIVES, AND SURGICAL TOOLS. THE PAPERS REVEAL THE MAD OBSESSION CATO ENDURED AND THIS TEXT: CRYSTAL GREW NATURALLY, IS THE SOURCE OF LIFE AND UNIQUE ABILITY OF THE NARGOLAK. BURIED UNDER PAPYRUS IN A DRAWER IS A KEY TO THE LIGHTNING CHAMBER. HEAVY CHAINS HANG FROM THE CEILING, USEFUL FOR CONSTRAINING THE NARGOLAK. GLASS JARS CAN HELP COLLECT SAMPLES OF OOZES AND NOTGOLAK IN THE HEAT CHAMBER.

7. LIGHTNING CHAMBER THE HALF EATEN, ROTTING CORPSE OF CATO CATARR LIES UPON THE FLOOR. LIGHTNING FROM WALLS SHOCKS FOR ONE ROUND ON A FAILED CON SAVE. ALSO AWAITING THE PARTY IS...

## THE NARGOLAK

UNNATURALLY QUICK AND STRONG

SICKLY APPEARANCE, SMELLS OF ROT

ATTACKS WITH TEETH AND CLAWS

PREFERS MAGIC WIELDING TARGETS

ABSORBS SPELLS VIA CRYSTAL IN HEAD

ERRATIC MOVEMENTS: WILD LUNGES, SUDDEN SWIPES

UNAFFECTED BY LIGHTNING

IF THEY CANNOT EAT MAGIC, FLESH WILL SUFFICE