THE The hulking, robotic constructs in this dungeon have [Function] and [Target] ALCHEMIST'S tags. A construct's function is built into Patrols its route and responds to noises. its structure and cannot be changed, but [Repair]: Dozens of arms with every its target is set by means of a rectangular imaginable tool. When not in the work-REPOSE metal punchcard slotted into its head.

> Humming magical barrier instead of a door. Disintegrates anything touching it that is not contained within the [Retrieve] construct. Half a skeleton, cut off by the field,

voutube.com/questingbeast will shut down. These punchcards can patreon.com/questingbeast be slotted into any functional construct, then transports them to the library. Cov- Every 10 minutes, or whenever the PCs make noise, roll a d6 questingbeast.itch.io allowing players to reprogram them.

Construct appearance

[Destroy]: Armored. Huge hammer. shop, it roams looking for its target. By Ben Milton If a PC removes that card, the construct [Retrieve]: Like a huge walking tin can. Places retrieved objects in its belly and ered in magic resistant runes.

Punchcard appearance

[Alchemist]: Gold. Etching of the four elements. [Constructs]: Steel. Etching of a gear. [Cracks]: Copper. Etching of a broken wall. [Elves]: Platinum. Etching of a tree. [Intruder]: Silver. Etching of crossed swords. [Punchcards]: Electrum. Etching of a punchcard.

to see what shows up. 1: d6 feral fungal elves. 2: Construct with an [Intruder] punchcard.

lies on the stairs. Mostly filled with rotten books, but a search reveals a readable Control Plants potion recipe book. The [Elves] Ancient alchemist, dreaming in a bed Entrance Covered in vines that catch and crush and [Alchemist] punchcards hang on hooks in an alcove entwined with flowers. Can only be woken intruders. They retreat at loud noises. at the back of the room, along with a lever that deactivates if the [Repair] construct repairs him. If [Destroy][Intruder] constructs will the magical barrier at the room's entrance. This happens, he will be furious and cause be summoned by loud noises, but are flowers to sprout from every surface, which [Destroy][Intruder] construct loud enough that vines avoid them. causes mind-altering effects of his choice. patrols the hallway. Fungal elves avoid this room. Under VINE ROOM Bedside table contains a key to the lab's the vines are two suits of medium main door. Secret door to the lab is right Ruined divans, armor and a scroll of lightning. behind the bed, which has been pulled a foot moldy wallpaper. away from the wall. LOUNGE Metalic main door is locked, unpickable. Covered LIBRARY in acidic etchings. Beating hard on it releases a Knee-deep water floods the BED cloud of acid. If you did this for long enough, it bottom floor. ROOM might disintegrate the door. Instruments inside are VIP ROOM necessary to brew potion recipes, and would be LAB Filled with hundreds of fibrous pods containing very valuable to an alchemist. POD ROOM rabid fungal elves, guests of the alchemist mutated by a magical disaster. Disturbing a pod causes do WORKSHOP of them to emerge. Each 6 rolled adds another d6 to the total. A [Repair] [Cracks] construct is in here, working on the damaged wall. Secret treasure room hidden behind [Destroy][Intruder] construct Broken furniture. A scroll of a cracked limestone wall. patrols the hallway. silence is hidden in an end table. STORAGE The blacony looks out into the Secret treasure room hidden behind pod room. a cracked limestone wall. [Repair][Constructs] construct is in here, patching up the [Retrieve][Punchcards] construct. If the players have a punchcard, the [Retrieve] construct will follow them Contains enough ingredients everywhere, demanding it back. Becomes to brew potion recipe found violent if not complied with. in the library.