



Mayhem at the Elixir Emporium

By: Stephen Scott



Outside / Hook: The street is full of the typical stores one might see in a city. People stand in shock as a corner of the roof of a nearby building is on fire. The sign on the front of the building reads “The Elixir Emporium” and a large glass window looks into the shop front. The players watch as a frenzied man with wild eyes approaches. He is wearing thick gloves and a heavy apron. His name is Ebenezer Elroy, and he tells the players that this is his store and that his apprentice is inside along with his spell book which contains all his recipes. He will ask the players to save both his apprentice, spell book, and as much of his property as they can. If pressed, he will tell the players that his apprentice is a good-for-nothing and the fire is probably his fault, but he still feels responsible for the boy, whose name is Eric. He will also explain the layout of the building and his underground lab. If the players ask him about a reward, he will offer the players each a potion from whatever remains of his stock along with a 25% discount on future purchases (he will negotiate up to 50%).

Storefront: As the players enter, two things are immediately obvious. This room is wrecked, papers, coins, glass, and the remains of various spilled potions are strewn over the floor and smeared onto the counter top. Second, there is an unconscious man on the floor. If the players investigate the man, he is alive but does not match the description of the apprentice. If he is revived, he will reveal that he was a customer and when he came in the store he was attacked by a broom and that is the last thing he remembers. There are stairs that lead up to the second floor and a obvious trap door that leads to the basement. There is also a small locked box behind the counter with 50 gold pieces, 76 silver pieces and 123 copper pieces.

2nd Floor / Living Quarters: There are two rooms on the second floor. The smaller room is the apprentice's room. It seems fairly normal, if sparsely furnished. There is an empty instrument stand against one wall and several comics piled on the night stand. On the bed is a to do list. It contains a list of chores, and each item has a check mark next to it. It reads: dust the master's room, sweep the store front, reorganize the stockroom, fertilize the garden, dust and sweep the hazardous chemical room and laboratory, and replace the rats water bottles. The large room belongs to Ebenezer and is currently filled with smoke. The desk is on fire which in turn has caught the roof on fire. If the players try, they can attempt to put out the flames using any methods the GM deems reasonable. This room is in similar disarray to the storefront with papers strewn about the room. Careful investigation will reveal a broken lamp on the desk to be the likely source of the fire. The safe in the corner of the room is open and the spell book is inside. On the bed is a scroll. If investigated, the players can discover that it is a used spell scroll (of what spell they do not know). If the players take too long to investigate the second floor, the fire might destroy the spell book or even consume the whole shop.

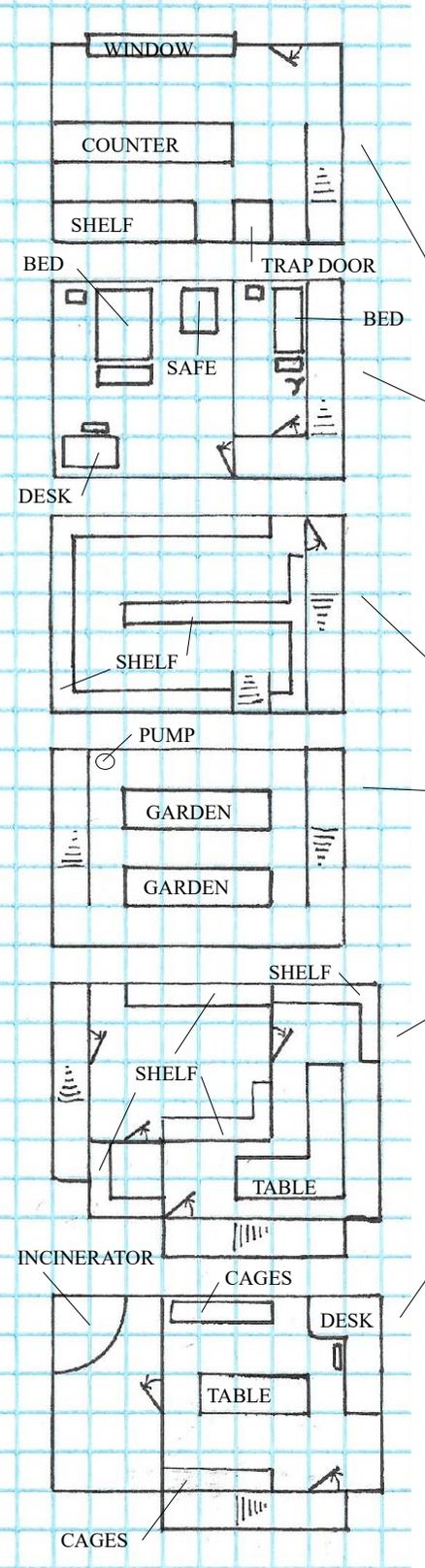
Basement 1 / Stockroom: As the players descend the short steps into the stockroom, they notice the walls are lined with shelves, with one shelf jutting out into the center of the room. These shelves once held potions of varying kinds however, the room is now full of broken glass and spilled liquids. As the players watch, the potions begin to pool together and in a few seconds they combine to form a large ooze. The ooze will attack the players immediately and will follow if they try to flee. It can also move through the shelves and under doors. There is a door on the far side of the room with stairs leading downwards.

Basement 2 / Garden: This is an underground garden where the alchemist grows some of his rarer ingredients. The light in the room is a soft greenish glow from a sphere mounted on the ceiling. Standing in one corner is a simple water pump and a watering can. Currently, the garden beds seem to be growing mushrooms. As the players enter, there are 5 big mushrooms growing in a tight clump on a mound of what appears to be fertilizer. By the time the players approach, the mushrooms are already waist high. The mushrooms sprout legs and arms and open newly formed eyes and attack the players. After the fight, a bag can be found next to the mound of fertilizer. It reads "Magic Grow Fertilizer, your plants will look so great your neighbors will claim it's magic". In fine print at the bottom of the bag, it says "over fertilization may cause excessive growth, aggression and sentience. Magic Grow is not liable for any damages caused due to improper use of this product". It appears the entire bag was dumped in one spot on these five mushrooms. A set of stairs on the far side of the room leads down to the next level.

Basement 3 / Hazardous Chemical Storage and Laboratory: There is a door at the bottom of the stair. Upon opening the door, the players see that the next room is filled with burning potion, and corrosive fumes are coming from the fire. From the doorway, the players can see two doors; one across the room is currently unharmed, but the one to the right of the doorway is on fire. The door on fire has a sign that says “Highly Volatile Chemicals” and it contains 5 vials of something labeled “Ebenezer's Explosive Extract”. The players cannot move through the burning room as-is without taking damage, and if they do not put the fire out soon there will be an explosion. The door on the far side of the room opens into the Laboratory. This room is full of broken glass that is lazily spinning through the air like a thousand razor blades floating gently on a breeze. An investigation will show that the alchemist was in the process of brewing a flying potion and when the potion was in a critical stage something bad must have happened. This caused the glass to be infused with some of the flying potion's magic. If the players try to move through this room as-is they will take damage. On the far side of the laboratory is a doorway leading to another staircase that leads further down.

Basement 4 / Testing Chamber: As the players enter this room, they see a very bizarre sight. There is an animated broom that is currently whirling about the floor, stirring up dust. There is an animated feather duster on the desk knocking over ink and scattering papers, and an animated robe that is replacing the water bottles on the rat cages with potions. As soon as the players are seen, the animated objects will attack. Three rats have been given potions of lightning breath and they begin to escape from their cages shortly after the fight begins. They are really just trying to escape, but they cannot control their new breath attack so they cause more mayhem. The other door in the room leads to the incinerator where the alchemist disposes of trash and waste. The players find the apprentice here listening to an animated lute play music while he reads a comic book and lazily chews on an apple. The apprentice is surly and indignant when confronted, but will sober up quickly when the party reveals the extent of damage his actions have caused. He will confess that he stole a Scroll of Animated Objects from his master's safe in order to get around having to do his chores.

Rewards & Loot: Ebenezer is grateful for anything that the players are able to accomplish, but if they can find the apprentice, the spell book, and put out the fires he will let each player pick a potion from his now limited inventory and promise them a 25% discount on all future purchases once he gets his shop back up and running. Allow each player to pick a potion of their choice from the Random Potion Table. If the players wish to search the debris for intact potions as they go through this adventure, the GM can have the players roll, if they do well, the GM can determine which potion they find by rolling on the Random Potion Table. The players can only find potions once on this adventure, to avoid giving them to many. Ebenezer can also be used as a quest giver in the future, as he will need all sorts of special ingredients to replenish his stock. Also the Magic Grow Fertilizer plant could be the sight of future adventures.



Random Potion Table

1	Potion of Flying	5	Potion of Diminution	9	Potion of Water Breathing
2	Oil of Sharpness	6	Potion of Lightning Breath	10	Potion of Mind Reading
3	Potion of Clairvoyance	7	Potion of Greater Healing	11	Potion of Speed
4	Potion of Growth	8	Potion of Invisibility	12	Roll twice and keep both potions

