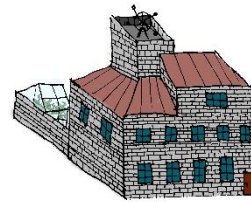


Smashing Things

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The Story

Players get hired by One-Eyed Mary, owner of a local pawn shop and the head of the Black Hoods gang. Mary is angry because magister Baldwin, a local wizard, and alchemist, is way past the date he should pay his debt. And the debt is enormous. Rare magical mushrooms, fairy dust, unicorn horn, a big bag of black lotus petals, and one particularly exotic toad worth over thousand gold pieces - these are just a few things the Black Hoods provided for Baldwin. No one dares to anger Mary, but most of all, no one dares to ignore his debt to her when she says the debt is due. And the Baldwin's debt is severely overdue.

The Quest

Mary is a woman of business, not a cold-blooded killer. You have to collect the debt from Baldwin's lab and teach him a lesson. A painful lesson. A lesson to remember. A lesson that will be heard across the town. The party has to do two things:

- Collect valuable items from Baldwin's lab worth at least 2000 gold pieces. The smaller and more valuable, the better.
- Smash wizard's equipment worth at least 3000 gold pieces. The more mess, the bigger the explosion, the better.
- Break one or two limbs of the wizard, but not kill him.

Mary has her ways with the city guards. When you start smashing you have two hours before any guards show up.

The Lab

The lab is located in a big, two-story building with excentric architecture and filled with various magical equipment. The valuables are listed in the room description (hidden items are highlighted in *italic*), and the magical equipmenet to be broken (with it's value) is listed in the map.

1. **Shop:** Place where Baldwin meets his clients. Loot: casket locket with **Baldwin's key**, inside: cash, 150 gp.
2. **Hall:** Loot: Paintings collection, 200 gp, one painting is cursed and summons three fire mephits when touched.
3. **Shed:** Storage of unused laboratory glass and some spoiled potions.
4. **Kitchen:** Roxanne, a halfling cook, lives and works here. Loot: few bottles of good wine, 50 gp
5. **Alchemical laboratory:** Every day, general-purpose lab. Loot: 2d8 healing potions hidden in a closed metal closet (locked with **Baldwin's key**).
6. **Living room:** Place to meet with friends. Loot: a collection of rare crystals in a display case, 250 gp; Old magical sword, 300 gp.
7. **Library:** Full of rare magical books. Roll d6 for every ten minutes spent here: 1-2: minor tome, 20 gp; 3-4: rare book, 40 gp; 5: cursed grimoire: minor demon attacks party 6: rare grimoire, 150 gp.
8. **Upper hall:** A collection of six clay figures from the cursed city of N'raath is on display in this hall. Ras'ad, a half-orc guardian of Baldwin, attacks the party. Loot: each unbroken figure is worth 50 gp
9. **Necromantic apparatus:** door locked with **Baldwin's key**. A battery attached to a bed stained with blood is hidden here. Loot: Magical battery, 200 gp

10. **Portal chamber:** A portal surrounded by some form of the magic circle and a ring of mirrors is placed here. If anything is broken here, the major demon comes out of the portal and escapes through the window to the town. Loot: Wand of magic missile, 120 gp
11. **Life research chamber:** Large glass containers with some strange creatures inside. When broken, each creature bursts with magic energy. Loot: one of the creatures has a human shape and a *diamond ring on the finger*; 250 gp.
12. **Occultum:** Magic circle and crystal mandala.
13. **Bedroom:** Baldwin hides here beneath the bed. He can offer the party 250 gp in cash. *He also has a magic amulet worth 300 gp and a Baldwin's key under the pillow, which he tries to hide.*
14. **Forbidden arts workshop:** Lab with ominously looking black and shiny-green liquids in the complicated alchemical apparatuses, stinking of death and decay. A toad with malignant smile swims in one of the jars. When players try to take her, she casts one or two high level necromantic spells. Dead toad is worth 300 gp and alive 800 gp.
15. **Tower top:** Open to the sky, full of astrological equipment and magical orrery. Loot: golden astrological tools, 340 gp.
16. **Greenery:** Lots of magically altered plants. One plant with pink flowers shaped like elf faces starts to swear and curse to the players. Loot: *a hidden stash of psychedelic mushrooms worth 350 gp.*
17. **Garbage:** Bins with results of failed experiments.

The Magic

Lab equipment contains five magical essences: air (grey), earth (brown), fire (red), water (blue), and death (black). When the players smash something marked with essence marks (small dots), roll d6 for each essence mark, and describe the effects to the players. If there are multiple marks of the same colour roll according to their number and apply multiple effects.

- **Air:** 1-2: Small items in the room fly in random directions 3-4: Strong wind breaks all windows in the room 5: The nearest player is sent flying through the room 6: Small air elemental attacks players.
- **Earth:** 1-2: The nearest player is paralyzed for 2d4 minutes 3-4: 10d10 gold pieces burst from the equipment 5: One random object in the room is animated and attacks players 6: Random wall or part of the floor turns into sand and scatters around.
- **Fire:** 1-2: Smashed equipment bursts into flames 3-4: Fiery explosion hits two nearest players 5: Stray fire elemental runs loose and breaks the nearest not broken piece of equipment 6: Strong explosion breaks a hole in the wall next to the broken equipment.
- **Water:** 1-2: A flood of 100 cubic feet of water floods the room 3-4: A jet of acid sprinkles nearest player 5: Snow starts to fall in the room 6: Floor in the room becomes covered in slippery ice.
- **Death:** 1-2: Small imp attacks players 3-4: A cloud of foul stinking smoke manifests in the room 5: A shadow starts to follow players and attacks in the worst possible moment 6: Black tentacles spring from the equipment and try to catch the nearest player and throw them most spectacularly (through the window to the street, into a magical portal or onto a pile of burning equipment).

