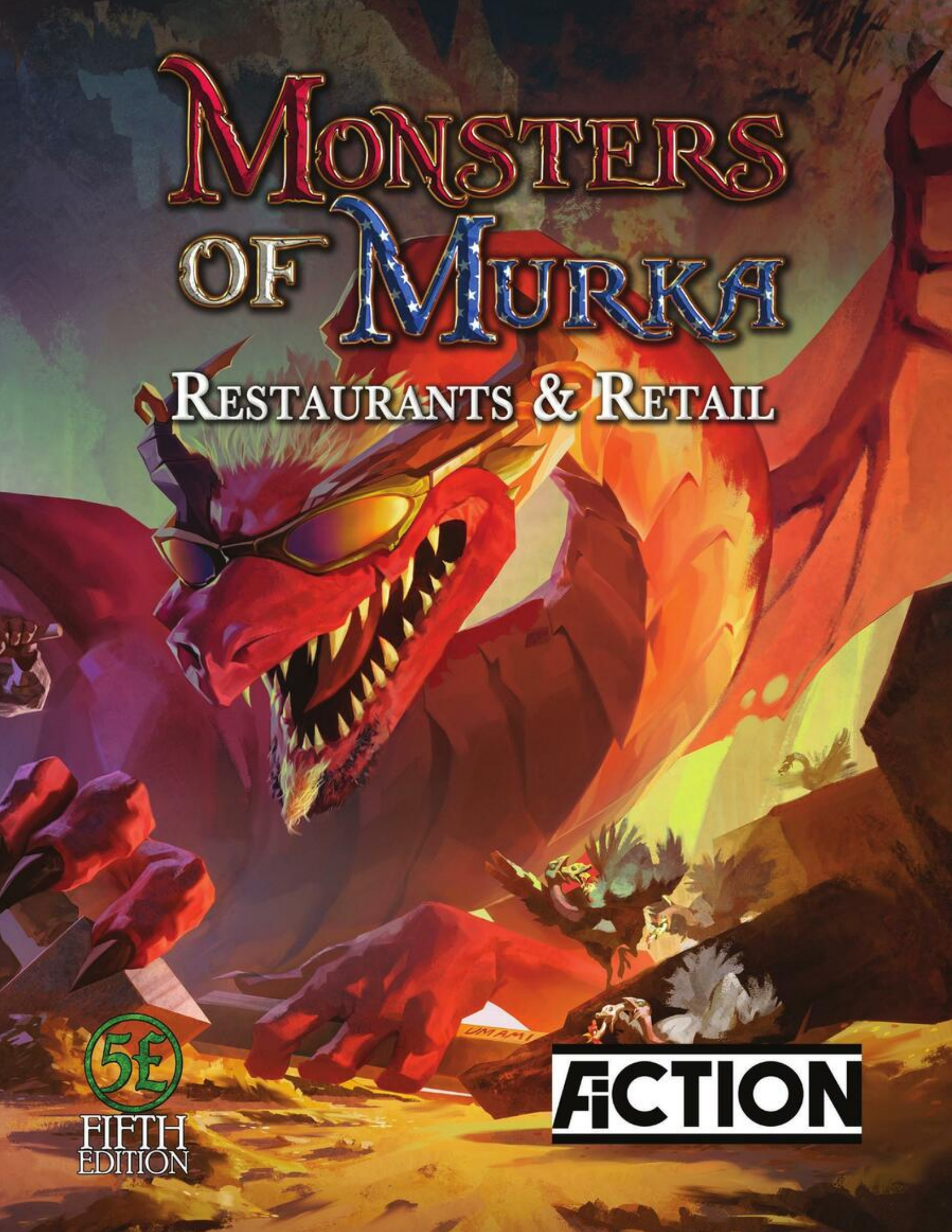
Monsters of Murka

Restaurants & Retail



5E

FIFTH EDITION

FICTION


WALMORIA



Copyright © 2020
Action Fiction, First Edition
www.actionfiction.com
[ISBNs]
Printed in The Netherlands [Hardback only]
Blah blah blah, legal stuff, legal stuff. Harumph, harumph.
Would you just turn the page already?


WALMART



Credits

This book was the result of an incredibly talented collaborative team of nearly 50 people. Each one of them has poured their passion into every word, every page element, and every work of art within this book. We could not be more proud of them.

Lead Designers: Jaron R. M. Johnson, CJ Thomas, Brad S.V. Roberts

Designers: Akeem Favor, Anthony Pinggera, Bailey Megrian, Brad Pierce, Cameron Blair, Christopher Castro, Christopher Harding, Donald T. Townsend, Jr., Laurence Kirkby, Lee Morgan, Luke Campbell, Luke Russell, Snails, Michael Bonar, Michael Woods, Nicholas Kjeldgaard, Rodney "Phil" Miller, Tim "Strato" Bailey

Editing, Layout, Add. Writing: DropTheDie

Additional Editing: Mary A. Osborne, Riley Kirkham

On the Cover: In this parody of a classic 5e GM screen, Daniel Alessi has pictured Lord Guillaume Fierre, in his form as a flavor dragon, knocking over a statue of Tall Hammertoe in an attempt to better see an adventuring party comprised of a single member of each of the subclasses you'll find in this book. Also some Poultryoshka are there.

Logo Redesign: Leoni Smith (@GlossandGadgets)

Art Direction: Manuel "Snails" Olonia

Interior Illustrators: Beto Lima, Benji Ticheur, Bianca Papalardo, Daniel Cunha, Daniel Onoch, Hiidra Studios, Júlio Azevedo, Kolzar "Tai" Tsumagari, Madison Henline, Marco González, Pablo Murinelly, Penslinger, Sabrina Clark, Sal Cloak, Sam Kainos, Wouter F. Goedkoop

Sensitivity Readers: Akeem Favor, Elijah Forbes, Persephone Valentine, Paul "Mav" Buford III

Playtesting Leaders: Brad S.V. Roberts, Tim "Strato" Bailey

Brand and Marketing Assistance: Leoni Smith (@GlossandGadgets)

Additional Roles

Jaron R. M. Johnson: Additional Editing, Graphic Design, Project Management, Brand and Marketing, Community Lead, Additional Art Direction

CJ Thomas: Additional Editing, Additional Interior Illustration, Additional Art Direction

Bailey Megrian: Additional Project Management

Brad S.V. Roberts: Additional Editing, Community Lead

Playtesters: Aaron Bible, AriannaAlbatross, Dan Curran, Eli C, Emma Underwood, Helen Yates, Kate Ashcroft, Marty Huntford, Sophie Bury, TokiSilvertongue, and our Discord playtesters:

@Zach
@nolanboiii
@Jacksonian
@2nd Account Man Guy
@bold kobold
@Doc
@Perpetual_Platypus
@amingee
@chandahulk
@Greg Sommers
@LordLchaim
@IlliastheLegitimate
@Yanni
@Walker L.
@Joe Thunder,
@Viking Walrus
@GondorsAid
@Trillamir
@GloryWolfsbane
@TheOublietteSquire
@SchmoopityFoop
@tkdrubberbandman
@Cyril/wyldesong
@Furbyknight
@Silver Angel
@Greg...?
@TrueRulerofNone
@Davester
@Rikun
@Sec Gen of Dogs
@Moogle
@Hrafnar

Acknowledgements

Action Fiction would like to thank: Our incredible writing team, of whom we are so proud; each and every one of our illustrators, who helped bring this work to life; Riley, whose love and support is as deep as it is powerful; Josh Zugai, of Better Homes and Dungeons; Adam Baffoni of 4EverGMPod; Bunny and Luis, for participating in our hectic 24-hour stream; Members of our Discord community, who make us laugh and support us fervently; our playtesters; and our Kickstarter backers, again.

Jaron would like to thank: CJ and Brad, who are the best creative partners I could have ever asked for; Skandi, for never-ending support; Adam Baffoni, for who you are and for everything you do; Snails and Bailey, two incredible friends I have come to know and trust during this project; the Walmoria writing team for their love and kindness; and countless others who have been the mortar between the bricks of my life, holding me together.

CJ would like to thank: Jaron, Brad, Bailey, Snails, Strato and everyone who became a part of Action Fiction throughout the development of this book, you made this experience life changing; My writing team who helped bring a vision to life, and who constantly surprised me with new and zany ideas; and finally the Action Fiction Community who have showered us in support, and motivate us to do better with every new year.

Brad would like to thank: CJ and Jaron, for being some of the best friends, business partners, and creative teammates I could ask for. Jeschke, Christy, Chris, and Squigs, lifelong friends without whom I absolutely would not be around today. As well, The entire Flavor City writing team for bringing such joy and light into my life. Bailey, Snails, Strato, Jinx, Krown, Paul, Adam, Denhi, Jaina, Lilli, Val, and you, yes you, reading this book right now. I know you've been going through it, but I think you're doing an amazing job, keep on keeping on. Unless you're a Nazi or Nazi adjacent, then fuck off.

DropTheDie (JB) would like to thank: All of you. 2020 caught everyone flat footed with our chins out and nothing will ever quite be the same again. Action Fiction was kind enough to reach out and ask me to work on this book after the success of *Monsters of Murka* and the much much much - much much, much, much much more easily completed *Cryptid Chronicles*, and I was happy to take on the opportunity. As of the moment of writing this, I'm a year and two weeks into an as-yet undefined health issue that's robbed me of a great amount of my focus and comfort on top of, like most of the world, losing a great many friends and family to sickness and stress. Action Fiction never pushed their freelancers beyond what they could do, and every time that launch date was pushed back felt like a kick in the gut. We never forgot you, and we're happy to finally get this book in your hands. I sincerely hope you enjoy it and the extreme ideas that touch these pages are an inspiration - you deserve some humor and joy right about now.

Kickstarter Backers

This project was made possible by these amazing backers on Kickstarter. We would like to take the time and space to thank each and every one of you.

A Cthulu Made Of Yoyos
A. William SoRelle IV
A.J. Gruver
A.West
Aan Gomes Branco
Aaron
Aaron & Lindsay
Aaron Bible
Aaron Donahoo
Aaron F Stanton
Aaron Hamric
Aaron Hunt
Aaron Vess
Abbey "Wednesday is Food Network Night" Weber
Abbra Firman
abeEzell
Abigail Rogers
Abissale Chef de Cuisine
Abraxialflame
Adalgisa Schneeeule
Adam "Bearslayer" Barnes
Adam "Jiggs" Williams
Adam Brown
Adam Conner
Adam D. Burdo
Adam Graham
Adam J. Neve
Adam Jacobsen
Adam Kipp
Adam Marrow
Adam Normandin
Adam Nyiri
Adam Perkins
Adam Vance
Adric Waddell
ads
Aedin Miller
Aerri the Aerrible
Agent York
Aidan
AJ Price
Al Stein
Alan Karas
Alan The Bothersome.
Alaric Shapli
Alaura
Albert Lim
Albert Weitz
Aldaroc
Alex & Dana DeMichael
Alex "Skylord Aleksander" Campbell
Alex "Trulove" Truax
Alex and Chris
Alex B.
Alex Buckles
Alex Davies
Alex 'deepy' Nordlund
Alex F.
Alex Fosth
Alex K.
Alex Mellor
Alex Rock
Alex Simpson
Alex W. Patterson
Alexa Wilcox
Alexander & Wilson
Alexander Blow
Alexander J. DeWitt
Alexander J. Richardson
Alexander Moore
Alexander Petty
Alexander T Dickinson
Alexander Thiccums Crain
Alexandra Long
Alistair Nimitz
Allison P.
Allyson "grill" Backus
Almora Rpg
Alphairri
Alucard47
Alundril
Alysia Bassett
Alyssa Audet
Amanda Atkins
Amanda Dillard
Amanda Mundy
Amanda Nappier
AmiYumi
AMK
AMRedwood
Amy Andujar
Andrew "McBadguy" Smith
Andrew "Tenacious" Granieri
Andrew Arcand
Andrew Bacon
Andrew Banooni
Andrew C
Andrew Clayton
Andrew Farmer
Andrew Goode
Andrew Hostet
Andrew Koch
Andrew Leidlein
Andrew Lundquist
Andrew M
Andrew M. Parrish
Andrew Machado
Andrew Mauney
Andrew Nightgato
Andrew Thomas
Andrew Warren
Andy Dunning
Andy Lewis
Andy Ribaudo
ANGEL
Angelito Villamena Jr
Ankybear
Anna Heavens
Anonymous
Anonymous is fine
AnotherChris'Topher
Anthony "Tubbz" Reyes
Anthony Garcia
Anthony Pappas
antman841
Apotheosis Studios
AragornZDark
Aramil Neogi
Archan9el S117
Areia Sunshine
Ariel Long
Ariel Nelson
ARSENAL
Arthur M.
Arthur So
Ash Monogue
Asher Simms
Atokanannaj
Austin Bohnert
Austin Miller
Austin Norton
Austin Steiner
Austin Waddell
Auxica
Ava Diskett
Avac "works for the Zhentarim" The Cruel
Avi Wiley
Axel Giegerich
Axel Malastaire
Aynjell
B. LaPalm
B. Roache
BaconHussy
Bady Risner
Bain Donegan
Balaq Valentine
Balran Steelbender
Barbara-Lydia-Donna-Abbott-Kerry-Daniel
Barry "Barrels"

DeCoursey
Bastion Fennell
Beau DeDeaux
Becca Rhodes
Ben Carey
Ben Clarke
Ben Goodrich
Ben I.
Ben McArthur
Ben Norfield
Ben Petitt
Ben Phelps
Benjamin “Nodens“ Jones
Benjamin Biehler
Benjamin Chance
Benjamin kaye
Benjamin Macias
Benjamin P. O’Dell
Benjamin Powell
Benjamin Redman
Benn Mace
Benson Chen
Bernard A. De Santis III
Bernard Marsh
Bex O’temro
Bex Stein
Big Shafe
Big Tone
Big Tyler
Bill Myers
Billiconcarne
Biscuits and The Fat Man
Blaine Marky
Blakill
Blaze Utz
Blue Tosczak
Boba Queen
Bobby Campfield
Bobby Salsa
boog
Boots0011
Boyd R Critz V
Brad Barco
Brad Pierce
Braden Cange
Braeden Lilley
Brandon Ashcraft (Ashen Works)
Brandon Blackwood
Brandon Sweeney
Brandy Blanton
Brazen Sigilos
Brench Fryce
Brendan Maestas
Brendan Moran
Brendan Murphy
Brendon Gildenzoph
Brennan Phillips
Brent D Sims
Brent Nelson
Brenton Heath
Bret “FredrikTalderoy“ Hess
Bret Myers
Brian “Illaoibot“ Hrischuk
Brian Ashmore
Brian Clark
Brian J, DM of Tavanor
Brian Lee
Brian Schief
Brian Weibeler
Brice Barnett
Brice Coolen
Brice_T
Brienna Krueger
Brill Laaksonen
Brittany and Paul Burns
Brooke Yanovich
Brother Orin
Brother Tom
Bruno Arcand
Bryan Cocola
Bryan D. Covington
Bryan Voss
Bryce Perry
Bubbaaron
Buck B.
Byron Rodriguez
Caleb Stahl
Calidian
Callie Howard
Cam Banks
Cameron Brinson
Cameron Manis
Cameron Perez
Cameron Rockelein
Cameron Smith
Camila Valentina Emiliana Damico-Lattanzi
Camille Caparas
Campfire System
caramellos
Cardinalis
Carolina “Bum Bum Bum“ Sweets
Casey “Yors Truly“ Harrison
Casey K.
Casey M Wellborn
Cassie Blasko McNally
Castreek
Chad Robb
Chad The Scourge
Chance Green
Chance M. Dunman
Chandahulk
Chapmage
Charles “Hadez” Phillips
Charles England
Charles Tomb
Charles Town
Charlie “The Chud“ Flinn
Charlie Daniel
Chase Marshall
Chase Yarbrough
Chef Adam M Valdez
Chef Dean TenBrink
Chef Sal S. Bury
Chelsea and Rob
Chief WetTail
Chimera
Chip Frederick
Chris
Chris “oMaddigan” Madden
Chris “The Muffin Man“ Johnson
Chris Ayers
Chris Blanchard
Chris Burmeister
Chris Giesy
Chris Griffin
Chris Hall
Chris Hart
Chris Head
Chris Maloney
Chris Minn
Chris Nehring
Chris P.
Chris Spieker
Chris Wilcoxon
Chris Williamson
Chris, Dark Lord of All
Christian Hampson
Christian Shoemake
Christina Chiar
Christina Stam
Christopher & Megan Stoll
Christopher “Ju Ju“ Merrill
Christopher Baar
Christopher D. Lee Esq.
Christopher Davis
Christopher G Rodriguez
Christopher Harding
Christopher L. Doran
Christopher Lee
Christopher Niedzialek
Christopher Roberts
Christopher Rudy
Christopher the Storycrafter
Chuck Ivy
Chuck Mudrat Webb
Cindy Roberts
Cindy Steeves

Ciré Rellim
Claire Conway
Clark McVey
Claudia Jean Jasmine Wave Skyline Linke-Resvick
Clay Trimble
Clayton Freund
Clegg
Clifton Carrol
Clinton Nicholls III
Cloudseeker
Cody BonBon
Cole Hendrickson
Colin and Britt
Colleen Tsikerdanos
Conner D Vail
Conner Norton
Connor Dixon
Connor Parker
Connor Powers
Connor Sinclair Cavin
Conor Galagan-Mead
Cooper Pennfield
Cooper Smith
Corbin Jones
Cordelia Tobin
Cory Gilbertson
Crafty Juggler
Craig A McDaniel
Craig Clark
Craig Crossbard
Craig Curran
Craig Eubanks
Craig S. Quertermous
Creepieprowlie
Cynthia Loviska
Cyrus Manesh
D. Lybarger
D. Ostrom
D. Tony Vernola
Daad Güddfanger
Dackinson
Daen Musick-Slater
Dakota M. Burger
Dallas Van Houwelingen
Dalton Hunsinger
Dalton L. (Salty)
Dalton W. Moore
Damien Brunetto
Damien J. Lee-Miller
Damon Zephyr
Dan “LordLchaim” Geigerman
Dan R
Dani Stull
Daniel Bartley
Daniel Fields
Daniel Haynes
Daniel Henley
Daniel McGrew
Daniel R. Agazzi
Daniel Renaud
Daniel Sullivan
Daniel Walsh
Daniel Willeitner
Danny Kriegbaum Laursen
Daphne Wang
Darek Z Burdziuk
Darien Stupack
Dark Road Travels Podcast
Darkfyre
Darrell Mast
“Darren Sheppard & Gemma Sheppard”
Dathon
Dave McFarland
Dave Sheldon
David “Mike” Wazowski
David A.
David A. Martin
David Avallone
David Awesome Cole
David DiPaola
David E, Dalton
David Griffiths
David Hildebrandt
David K. Kaye
David King
David Poulter
David Ruskin
David S. Ortiz {Racule}
David Slaney
David Sun
David Wiggins
David X Crowe
Dawn Schwartz
Daybrea
De4d_Physh
DeadlusPGD
Debra Lieven
Dee A42GamiGirl
Delmer Fry
Delta Stet
Dennis Campola
Derek Christie
Derek Eardley
Derek Hollingshead
Derek M
Derek Taylor
Desmond Metzger
Destiny Nugent
Deven Roshala
Devin Arkema
Devin Beech
Devin Roll
Dim and Wit
Dina Gaeta
Diredead
Disco Dan
DnDeej
Don “Crowboy“ Crowe
Don Corn
Don S
Donald O’Bryan
Donny Pascale
DoorMan
Doug McGeehan
Dr. Nicholas Sinclair
Dragonfly Tailor
Drakku
DreadPriest
Drew Sanderson
Drew Schreiner
Duck Peters
Dylan Guthrie
Dylan Harrelson
Dylan Mackey
Dylan Morrow
DyschordianX
E & W Short
E. J. Wilhite
E.J. Lada
Ed
Ed Washburn
Edmund Michael Kera
Edward F Sheaffer
EkajTheOrc
Elaine Neftelberg
Elaine Wong Mersereau
Eli Corder
Eli Glick
Elijah Ramey
Elizabeth Klingenberg
Elizabeth Marco
Ellis Crisp
Els and Spencer
Emerson Towey
Emily “Tankly“ Sanscrainte
Emily Gilley
Emily Gonnella
Emily V. Kavanagh
Emma Tolkin
Emperor Norton of the West Marshes.
Eric A Diamond
Eric Chapman
Eric FERRERE
Eric Foose
Eric Solberg
Eric Sylvia
Eric Willman
EricTwitch Harlacher
Erik Balcazar
Erik Pina
Erik Talvola

Erskine James
Eschatonius Rex
Esenno
Esper
Ethan “Steelangel” Deneault
Ethan K
Evan “Arkelzia” Stewart
Evan “bamboozle” Kay
Evan Graham
Even Nelson
Evimaru
Ewan Magee Nolte
Fairystail
Faith Hall
Farmer John Zanath
Faye Gregory
Felix Augma Cainum
Fenryk
Ferni Vazquez
Fethic Bloodclaw
ff7fan12345
Fhazira Brendove
FireManedViking
Fluffuzombie998
Forrest G. Emerson
Fort Might Minia
Frank Andrews
Frank from Frankfurt
Frank O
Frankieboy1123
Frazer Gault
Furen Ursarius
G.A. O’Berin
Gaaret
Gabriel Appleton
Gage Merkt
Gage Patterson
Gage R. Darnell
Gail Bailey
Gamma Liz
Garainshoth
GaroRuss the BardicGM
Garret Northam Jr
Gary Phillips
Gavin F Warnock
Gaylan Lewallen
Geddum702
Geekmode
Genaro Gonzalez
Generik. Yes, that one.
Geoffrey Dowd
George Dunn
GiftTier
Ginaville Villanueva
Giuseppe D’Aristotile
Glen McNeill
Glenn Mochon
Glenn Simpson
Gnom3
Goatframe
GoneAFK
Goseff of house Ostriisen
Grayson Davis
Greg
Greg Atkinson
Greg Marcum
Greg Sommers
Grim_Moon
Gunpowdrpenguin
Guy M. Danner
Guy ‘WiseGuy’ Hudson
Gwen “The Goblin“ Bard
Gwendolyn Lucille Fear
Ha Sung Kim, Esq.
Haley Jo Patague
Hallie Walck
Hamish Cameron
Hank Gibbons
Hannah C. Vary
Hans Guev
Harrison Gabe
Harry Seth Urbanus
Hayden Dittmann
Hayden Fahey-Bredeson
Hayley Pyre
Heather Norris
Hector gourde
Hector Venezula
Hendel Thistletop
Hendo
Hendrik Mell
Henry Cribbs
Hermie Stampé
Hollow Digit
Holly Marshall
Hopper Crain
Horker Spade
Houligan
HOW IS THE DOC
Hunter Wheatcraft
Huuahn
Ian Davidson
Ian Knight
Ian Vanness
Icaro Santos
Imp System
Indrid S.
Ingrid Emil
Inola Wolfe
Iris L
Isaac Crutchfield
Isaac Wurmbrand
Isaiah Hawk
IsntThatDelilah
Iván Rael Núñez Harper
Ixis Naugus
J
J
J. Asher Henry
J.K. Sotomango
J.L Spaw
J.R. Biché
J.T. O’Connor
Jack Gulick
Jack McCray
Jack Morrison
Jack Perry
Jack Young
Jack3Nimble
Jackson Means
Jacob “Fun on a Bun” Miller
Jacob “Gatraz“ Hathaway
Jacob Abbott
Jacob Blackmon
Jacob Brown J.r.
Jacob Daniel Martin
Jacob Gulliver
Jacob Jenkins
Jacob Keating
Jacob Mosher
Jacob Nuñez
Jacob Slone
Jacob White
Jacopo Serafin
Jade harveland
Jade Horton
Jaime Rivera
Jaine T
Jake Mattinson
Jake Moore
jallan
James & Jamie Ruks
James “XxTyrxX“ Wells
James A Velez
James B
James ‘Corvus’ Ho
James D. Guillard II
James M McLaughlin
James M. Beach
James Meredith
James Mould
James Olsen
James Reeder
James Ritchie
James Turner
Jamey Combs
Jamie Cis
Jamie Sage
Jamieson Mockel
Jared Herring
Jared W
Jared W Strickland
Jarrod Higdon
Jason “Duckie“ Dault

Jason G_Q
Jason Gomez
Jason Hennigan
Jason Lachmann
Jason Mendez
Jason 'The Argonaut' Greenleaf
Jason Treadway
Jason Whitley
Jay Koby
Jayson Warren
Jean-Luc Labonté
Jean-Maroun Aboutanous
Jeannine Chan
Jeff Black
Jeff George
Jeff Stelly
Jeffrey Lance
JEm
Jemma Peterson
Jemma Roberts
Jennifer Patrer
Jennine Cerra
Jeremy Ackerman-Yost
Jeremy Burden
Jeremy Foote-Manion
Jeremy Golembiewski
Jerrod Bolton
Jess Wagoner
Jesse and Ren Bradley.
Jesse Dennison
Jesse Keen
Jesse L. Torres
Jesse McCarty
Jesse R
Jessica "Ryn" Scott
Jessica Carter
Jessica Gallardo Tapia
Jim Ryan
Jimmie D M Scott
Jimmy "Tonto" Simmons
Jimmy the Cannon
Jinx
JiYeon Yom
JM
Joe "Mexidorf" Gonzales
Joe Goslin III
Joe Kontor
Joe Potvin
Joe Sampson
Joe Shine
Joe Thunder
Joe Zazueta
Joel Walden
John & Meghann Lammers
John & Tori
John "Blaise" Lent
John "Tex" Lawton
John "Tojan" Allan
John A Snowberger Jr
John Anderson
John Basilio
John Bookwalter
John Cording
John David (J.D.) Dunn
John Eberhardt
John Hanson
John J. Schreck.
John 'johnkzin' Rudd
John L. Russell
John Leight
John Mark Smotherman
John Savage
John 'Tieflingbard' Walz
John Wallenfeldt
JohnPatrickMCP
JollyPine
Jon (rhymes with terrible) Marable
Jon Arnold
Jon Carpenter
Jon G. - Virot and Amazing DM!
Jon Jenkins
Jon Kinnear
Jon Terry
Jonah Wilkinson
Jonathan "Buddha" Davis
Jonathan Alv
Jonathan Blackmore
Jonathan Boucher
Jonathan Hunt
Jonathan Lynn
Jonathan O'Guin
Jonathan Oshaben
Jonathan Swenson
Jonathan T
Jonh Well
Jordan aka Snow
Jordan Horsfall
Jordan Mandel
Jordan Rudolph
Jorge Ciprés
Jose Placeres
Josef Dabrowski
Joseph A Rosario
Joseph A. Russell
Joseph Crase
Joseph DellaVecchia
Joseph Sheaves
Joseph Wallace
Josh (Valor)
Josh "Gorso" Shanabarger
Josh Brunner
Josh Golsan
Josh Johnson
Josh K.
Josh Maraj
Josh Mitchell
Josh Rooks
Josh, the sexiest Aussie podcaster Zugai
Joshtheraider
Joshua "Kazzamo" Scott
Joshua A Perez
Joshua A. Klosinski
Joshua D Simon
Joshua Palmer
Joshua Seckel
Joshua Thomas
Josue Silva
Ju Man Jack
Juan #7
Juan Antonio Guerrero
Juan M Gutierrez JR
Juanpaulo G. Quiatchon
Jude Danger
Julia Pluta
Juliet Youngren
Jurnee Jakes
Justin Alexander Dorsey
Justin Bowers
Justin Fox-Bailey
Justin Gee
Justin Gee
Justin Hornung
Justin McCown
Justin Mitchell
Justin Oehler
Justin Pomraning
Justin Sieling
Justin Smith
Justin Tyler
Kaila Hanlin
Kaizer Fate
Kake Moepeper
Kale Perrien
Kaleb Lane
Kalysta Young
Kami Data
Karina Reitz
Kat Benn
Kate
Katherine Darrow
Katie Kyle
Katie Velasquez
Kayla "Pastelle" Becerra
Kaylee Trumbull
Keith Rupp
Keith Zientek
Kelly "Bograt" Robinson
Kelly J Clark
KelticKommando
Ken Andrews
Ken W
Kenny B.

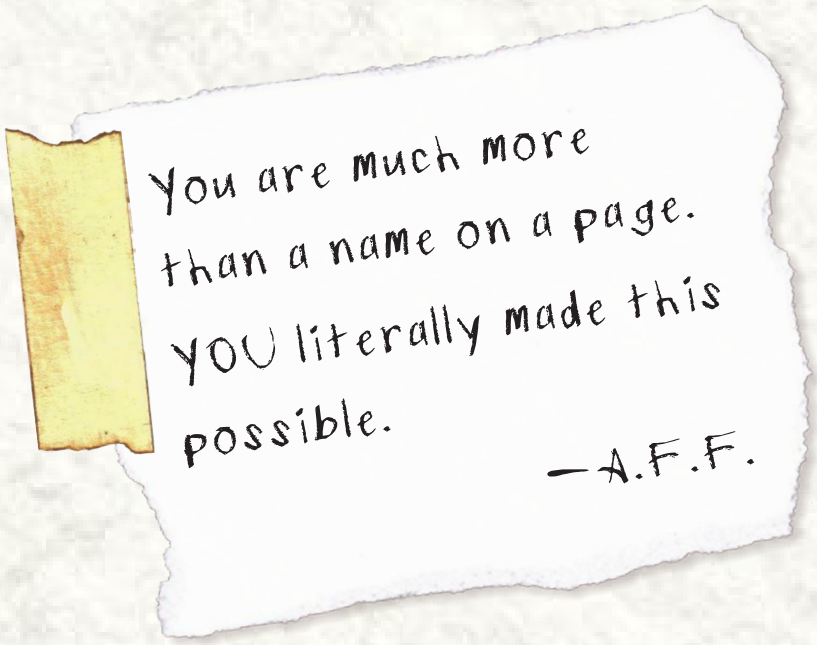
Kenny Schuchter
Kenny shultz
Kerry Toth
Kevin Caldwell
Kevin Erickson
Kevin Hutchison
Kevin J. Caler
Kevin K
Kevin Orlof
Khidr Milliman-Jarvis
Khren Phyros
Kidzero2525
Kieran N
Kieran R
Kiki Li
King Rat
Kintran Valgrige
Kira Taft
Kirby Rodman
Kirk Graves
Kirstin Rowan
Kit H.
Kitapedia
Koichi Hattori
Kong Baph
Korey Moore
Krika
Kris Chernoff
Kris the Caketress
Kris Wirick
Krista Hoxie
Kristen B
Kristopher Pullin
Kristopher R. Hunter
Kristyn "Nyx" Rowe
Kui1cp
Kurt Piersok
Kutotsu
Kwamé Babb
Kyle Alexander Burgess
Kyle Brigman
Kyle Broekers
Kyle Challen
Kyle Hart
Kyle Kulakowski
Kyle Moore
Kyle Sharp
Kyle Spiegel
Kyle Urban
LadyWitchfox
Lance Hurst
Lance the Wolf
Landon King
Lantern's Glow Productions
Lar deSouza
Larry Golden
Laura Willoughby
LavaDrake1
Lavender
Lawful Noodle
Lawjick
Layne Hatf
Lee Bragg
Lee Donovan
Lee McCarthy
Lee Moe
Lee Stephens
Lee Whitaker
Lené Pieters
Lenny Gotter
Leokii
Leonel Campos
Les Howard
Leslie Domnguez
Lia Ojendyk
Liam Powell
Lily Saviet
Lindsey Nadler
Lionel S
Lissa Heineman
Lithathia
Lithium (Danielle) Fire
Liz Moonbury
Liz P.
Liz Palin
Liz Reay
Locklann
Logan Diamanti-Wilson
Logan Duplessis
Logan Mattson
Logan McCollough
Lord Goosington
Lord Jonas Langhoff Nielsen
Lord Jotamort
Lord Matthew Painter
Lorence Olivo
Louis Wornes
Low Rosario
Luca Vavala
Lucas J. Cifranic
Luke Campbell
Luke M. Raymond
Luke Russell
Luke Seawright
Luke Zondervan
Lynna Landstreet
Lyshote
M. Eric Jett
M. Rian
Mac "Time Machine" Callahan
Mack Schmaltz
Mackenzie Johnson
Madison Kettering
Mag
Magus-for-Hire
Maiken Marie Strårup
Major Toland Eligiuson
Mallie Rust
Manny Classic
Marc Vaughan
Marco Castro-Pallas
Mario K Sasso
Mark Anderson
Mark Bannon III
Mark Davidson
Mark Morgan
Mark Spaeth
Markus Daniel Hale
Marlo Boggess
Mars Gordon
Marsayus
Marty Huntford
Marv Childress
Mason Webb
Mastertoenail
Matau
Mateo Celaya
Mateo M-Mott
Mathieu Lapierre
Mathyew Smith
Matt
Matt & Madison Seiple
Matt "Honeybear" Smith
Matt and Duncan Randall-Bair
Matt Gregory
Matt Hatcher
Matt Higgins
Matt McLeod
Matt Olsen and Jessie Armstrong
Matt Pritt
Matt Simmons-Tralenet
Matthew @ ProudNerdery
Matthew Camp
Matthew Cmiel
Matthew D Sanchez
Matthew Dashner
Matthew Froedge
Matthew J (Sh4d0wOfD3aTh666)
Matthew Koleda
Matthew Kuns
Matthew kuykendall
Matthew Pegram
Matthew Plank
Matthew R. Bock
Matthew R. Moore
Matthew Taft
Matthew Tetrick
Matthew Voss
Matthew Warren
Matty K
Max Jandreau.

Max Mcfelia
Maxbfar
MaxGadgetZ
Maxwell Kenny
Maxwell Stevenson
Meg and Alice Gardner
Meg Nance Coker
Megan Timperley
Megas, lord of mecha
Melanie Lambrecht
Melinda Hopper
Melissah Burt
Mellissa A.
Meredith Martin
Merle Mapes
MerrillBea
Mia Duff
Michael "Chef Pandakage" Salas
Michael "MMOaddicted" Molik
Michael "Pudge" Zamudio
Michael Abramovitch
Michael and Jennifer Toolan
Michael Blood de Gonzalez
Michael Bomar
Michael Boothroyd
Michael Cumber
Michael Duren
Michael Elsner
Michael Eric Schaner
Michael Gamboa
Michael Harris
Michael J Kruckvich
Michael J N Arellano
Michael J. Malin
Michael Leopold
Michael McGie
Michael Merchant
Michael Mirovsky
Michael Most
Michael O.
Michael Paul Blanton
Michael Plowden
Michael Russell
Michael S Bloss
Michael S Yonchak
Michael Sauer
Michael Schatz
Michael Shaw
Michael Swing
Michael Victorine
Michaela Power
Midget7x
Midwest Wage Slave
Mikal Aensland
Mike "Cronos" Chastang
Mike "SupersonicMike D" Delaney
Mike Burns
Mike heral
Mike Lehmann
Mike Middleton
Mike Rehm
Mike Trisevic
Miles L
MindArkantos
Minh Van Nguyen
Miranda Dees
Mischief Silverblade
Miss
Mitch and Beth Pierce
Mitch Megaw
Mobius Infinity
Mofar Minotaur
Molly Abell
Moncriefs
Monte "Cyphur" Young
Moonlit_Moth
Morandia
Morgan L'Fey
Morgan Tupper
Mr. Dave
Mr. Huish
Mrmike2
MrNowhere
Mukariz
Myrtle Bracegirdle
Nacho Fernandez
Nairu
Nap
Nariel the True Taster
Natasha Grünewald
Nate Zacc
Nathan Bowles
Nathan H
Nathan Jepson
Nathan Morrison
Nathanael Rouillard
Nathaniel Westfall
Neal Tanner
Nekola
Neomodious
Nerdarchist Ted
Nerdstorm
Nia Ross
Niall Sheehan
Nicholas A. Howe
Nicholas Choppa
Nicholas lap
Nicholas Lehnert
Nicholas Roethlisberger
Nick and Corinna
Nick Esposito
Nick Harabedian
Nick Hughes
Nick Johnstone
Nick Kjeldgaard
Nick O'Bryan
Nick Penman
Nick Shelton
Nick the Enigma Painter
Nick Weber
Nick Yuk
Nicolas Desjardins
Nicole Wagenblast
Nik Bartlett
Nik Evans
Nik Renshaw
Nikiya Garrison
Nikki Jeske
Nilanjan Chowdhury
Niles George
NK Holte
Noah Cass
Noah Pavin
Nobody The Lost
Noches Flores
Nolan Atter
Nolan Brinkman
NomadicSmurf
None
Norman Burnosky Jr
Not The Tiger
Nya and Kate Hearts
Olinza Headd
Olthar
ominousgryphen
Ondine Legris
Otto
Overlord Koilesh
Owen Stupka
Owlinatree
Paddy "Big Yikes" B
Pagos Volkor
Pamela Choucino
Paris Borge
Pascal Tremblay
Pastor J
Pat Luther
Patricia Efird
Patrick "PatGund" McKinnion
Patrick A Hill
Patrick Conrad
Patrick Flood
Patrick Fortenberry
Patrick Gooden
Patrick Haugh
Patrick Rickert
Patton Pray
Paul
Paul Chavarria
Paul Hartford
Paul J. Kasinski

Paul Munger
Paul Popiel
Paul Scott
Paul van der Waerden
Percy Proprietor
Pernmaniac
Peter Chernoff
Peter Galehouse
Peter Lapp
Pheonix Zed
Phil Arnold
Phil Portwood
Phil Shinnie
Phil Stepp
Philip Coleman
Philip W Rogers Jr
Phil-is-Offi-Cool
Phill Cameron
Phillip Gallegos
Philosophical Deathclaw
Phyra
Pia Boulanger
Pierre-Luc Noël
Pilnok
Prakash Upadhyayula (KP11Studios)
Professor Paladin
Punk Smurph
Pwe Pwe Gigglesnatch
QueerShork
Quinn & Alex of A Couple of Characters
Quinn Clark
Quinn Reynard
Qwit Nimblehands
R. "Osiris" Sepp
R.A. Mc Reynolds
R.S. Hunter
Rachelle Louise
Raechel Schink
Ragnar Bearson
Ragusta
Ralosvek
RammyTheDM
Randy Becker
Randy Constancio
Randy Knapp - Zafir Games
Raphael Soohoo
Raul-Alexandru Perșa
Ray Johannessen
Raymond DeLaRosa
Raymond Harrig
Raymond Reichert
Raymond Zapata
Razmooten
Rebecca D
Rebecca Rudranath
Rebeccah Shumway
Rebel Wulf
Reed Reimer
Remustdioza
René
Reneé Mirro Savage
RequiMog
Retail Pleb
Rev. Eric P. Moy
Reverend Gage D. Rewerts
Reverend Lance Alexander
Rian Soci
Ricegust the Competent
Rich 'Razmus' Weissler
Rich Wishon
Richard Barnhouse
Richard Bilsker
Richard Carden
Richard Powell
Richard Wehmas
Rick Heinz
Riley Fraser, English Major
Riley Gryc
Rin Wisell
Ringo
Riwean
Rizdon the Bear
Rizky Gamal
Roarii Anderson
Rob Borghese
Rob Hollar
Rob Joseph Menkello Steen
Rob Krauss
Rob Paine
robdog
Robert "Buddha" Nolan
Robert "Jefepato" Dall
Robert Baldino
Robert C Flipse
Robert Cullen Davide
Robert Gilson
Robert Guthrie
Robert M. Ashley
Robert McNeal
Robert Sanzone
RobojojoSMASH
Rod Shelton
RogueKitten
Rollin' Bones Inn
Ron Oakes
Ronald Strong
Ronan "Laiken" Plessis
Ronnie Rombs
Ross Nendick
Ross Snyder Jr
Rowalith
Ruben Brandt
Ruslana
Russell Ladd
Russell Ven
Ryan and Jalyn Girardot
Ryan Brun
Ryan Collins
Ryan Holland
Ryan Hoskinson
Ryan Lewis
Ryan Maurer
Ryan McCabe
Ryan Mock
Ryan Murray
Ryan P. W.
Ryan Strobe
Ryan Williams
Ryan Z
Ryne Martin
S Rex
S. B. Check
S.C. Harrison
Sabrina Lacombe
Saccillia
Sailor Scout Austin
Sal V TheDarkCloak
Salem Black
Salil Subbakrishna
Salt King Omar the 6th
Sam Benke
Sam Chupp
Sam Cotugno
Sam Kilpatrick
Sam Manning
Sam Risher
Sam Sendell
Sam Wright
Samual King
Samuel Briggson
Samuel Louis Wright Jr.
Samuel Rowan
Sarah Dillon
Sarah Edington
Sarah J. Delahanty
Sarah Luckey Clifford
Sarah McKinnell
Sarah Strauch
Sasha N Lynn
Scooby Drew
Scoot V.
Scott "Tick" Cowan
Scott Cohan
Scott Gerrell
Scott McIntosh
Scottland Hartman
Scribbles Letterwriter
Sean Allen
Sean Hoffman
Sean Kita
Sean Leclerc

Seán McGuire
Sean O'Donnell
Sean Richer
Sean White
Sean Wood
Sebastian Adams
Sebastian Coslow
Sensoo
Sergey Yulin
Sergio Talavera
Seth Reynolds
Seth Woods
ShadeKyubi
ShadowHelion
Shane Preuit
Shanna Broussard
Shaun Coleman
Shawn Hanf
Shay-Jahen Merritté
Shelley A Miller
Sheng Wei, Shen
Shepard Rowan Delaney
Sherman Manring
Shimmin Beg
Shinydox
Shrewkat
Shriner Dave
SilviaInABox
Simon Gelgoot
Sir Chris
Sir Didymus
Sir Robert Bombalier
Siri Johnson
Skandal Panda
Skoll Rodriguez
Sky
Skybot437
Skylar Simmons
sl00tym4g3
Slamazonian
Smallwood da king of da hood.
Sohym
Sonya K
Sora Akino
SoraRojas
SorcApprentice
Spalaysh
SpazzCat74
Spencer Bridges & Ian McPeeters
Spencer Farrow
Spencer Smith
Spencer W.
Sprawly
Squid Tiberius Widget
SquirtleSquadCB
squishedpotaters
Steffan Dueling
Stephanie "Green" Senad
Stephanie Nelson
Stephen
Stephen G Orr
Stephen Pilch
Sterling Foxmoore
Steve Berman
Steve Fletcher
Steve Huynh
Steve Lane
Steve Low
Steve Setzer
Steven "Montfallcon" Schwartz
Steven Barrett
Steven C
Steven Cormican
Steven Harkins
Stewart Perkins
Stikkychaos
Stormy Spaeth
Sure! I'd love to be credited!
Sweet Lou Schlecker
T.J. Rotell
Tabitha Goucher
Tabletops & Tentacles
Taco
Tactical Tokens
Tales of Icosydria
Tambi
Tana
Tanet Higgins
Taran Sanderson (Losercuter)
Taryn Cale
Tasha MacKinley
Tashawn Reese
Tate Melito
Tauri J. Miller
Telvyn Cartwright
Tera Baskett
Teriyuki Narimatsu
Terrence Reese
Terrible Trio Creations
Thane Maxwell
The Celtic Minstrel
THE Donnie
The Flaming Sus Crew
The J Club
The Joker on the Sofa
The Thomas Family
TheGlassCow
TheGreatBandito
TheGubbernator
TheMidnightGeeks
TheyCallMeWeez
thomas delrue
Thomas Friss
Thomas James DeRoo
Thomas Keckeisen
Thomas N.
Thomas obi denham
Thtrnerd221
Thygrom Stonefist
Ticket
Tiffany M. Hamlin
Tiffany Pennington
tiikerikani
Tim Engleman
Tim Grimshaw
Tim Lanning
Tim Mentuis
Tim Newlon
Tim Stusse Jr
Tim the Enchanter
Tim Wascoe
Tim Yore
Timothy M Bush
Tiny moose
Tobias
Todd J.
Todd Spencer
Tok Greenbottle
Toki (Irfon)
Tom Marquez
Tom Parkhurst
Tommy Light
Tony Whalen
Tracie Adams
Trae Herdt
Travis Bryant
Travis Fresquez
Travis Perry
Travis Price
Tree FalconBear
Trelvania
Trent Wilkey
Trevor Reddell
Trevor Wild
Trey Anderson
Trish's Bishes
Tristan L. Ferguson.
Tristan Robert
Tristan Roberts
Troy "David Rainbowie" Kohl
Troy Sandlin
TT
Turing Eret
Tyler Angus
Tyler B.
Tyler Barnum
Tyler Brenman
Tyler Danks & Demi Delorme
Tyler J. Walker
Tyler Riegle
Tyler Ryan Barron

Tynan Makem
typhonius starheart
Ukushona
Uncannynerd
UnfortunatePanda
ushimitsudoki
UT_GoStar
Utterfool
Valmont Albert
Varis Iranapha
Velvet Alicia Lilith-Victoria Azshara Divine
Verltei
Verna Greenbottle
Vicki Bodman
Victor Davis
Victoria Rose & Rakan
Vidi Kitty
Viking Walrus
Vincent "VinnieMuyo" Molina
Vincent Valorean
Volinar's Workshop
Volodymyr L. Revenok
Von Krieger
VySaika
Walrus Man
Wandering_DM
Warcabbit
WarTheFallen
Weiley31
Weird Tea
Wes Robinson
Wesley Dittman
WhimsyWanda
WildMagicEli
Will Colson
Will Munoz
William "Dakthulhu" Hupp
William Ashton
William Crane
William Nation
William Rosensteel
William Wuestenhoefer
Winter Mraz
WorksOnSaturdays
Wyldesong
Xander Vaillancourt
Xenephon Keres
Xenolich
Xylemicarious
Yodaisdeath13
Young Chovie
your friend nate
Zach Christenson
Zach Hubert/KKD Silver
Zach Huesman
Zach Makler
Zachary Ilgen
Zachary Jeschke
Zachary W. Erickson
Zachary Zelenty
Zack Akai
Zack Beermann
Zack Denfeld
Zack Goings of STONEworks Gaming
Zack Zawojski
Zagosaurus
Zaion Solaris
Zana Nico
Zanarthis
Zaquery Booth
Zephyr Kael
Zero the Butcher
Zhevin Akeer
Zim!
Zirith Vierdrin
Zynikah



Contents

Contents

Welcome to Restaurants and Retail... 2

Player Options 3

Alternate Race Options.....3
- Flavor Dragonborn..... 3

Backgrounds.....4
- Benne Jerryzet Neophyte..... 4
- Flavor City Citizen 5
- Hallrat..... 8
- Middle Manager..... 9
- Walmorian-Born..... 11

Feats 12
- Favored Customer..... 12
- Insured..... 12

Artificer 14
- Expanded Infusions 16

Barbarian 17
- Spirits..... 19
- Shredding axe 20

Bard.....22

Cleric.....24

Druid.....28

Fighter 30
- Enforcement Styles 32

Monk.....33

Paladin 36
- The Oath of Deliciousness..... 36
- The Oath of Flavor..... 39

Ranger.....41
- Coupon Selection 43

Rogue 46

Sorcerer.....49
- Additives 52

Warlock 54
- Invocations..... 55

Wizard.....56

Optional Rules 58
- Capitalism is Magic! 58
- Epic Boons 58
- Foodborne Illnesses..... 58
- Flavor Manifest 59
- Getting Hired..... 59
- Recovering from Walmoria Weirdness..... 60

Flavor City 63

Introduction 63

The Crust District.....64
- The Flavor Savers 64
- Zis-Ko Consortium Headquarters 67

The Smoking District.....67
- Chain Smokers..... 67
- Teksass Trailhouse 68
- Peppie's 69

The Well-Done District.....69
- Charlotte E. Damm's..... 70
- The Pits of Food vs Man 71
- The Courthouse of the Colonel71

Filling District 72
- The Amalgam Pizza Hovel and Taquito Chime..... 72
- The Benne Jerryzet Grand Parlor 73
- Barfullo Wicked Wings..... 73

Garnish Gardens.....74
- All Leaf Garden 74
- Bougie Grille..... 74
- Demigehenna..... 76

Whipped Peaks.....76
- Flavius VaFlay's Flavor Cave.. 77
- Guillame's Flavor City Chow Palace..... 78
- Kale'fornia Pizza Titan..... 79

Factions 81
- Benne Jerryzet 81
- Court of the Colonel..... 83
- Paladins of Flavor 85
- Pauladeens of Deliciousness.... 87

Ads and Adventure Hooks 92

Hall of Murka 97

The Main Hall 98
- Nick Loden's Park of Wonder. 98
- Seers..... 100
- Theaplex..... 100
- Richard's Hunting Wares..... 103
- Wilbur Wendelseys Confectionary Consortium... 104
- Mythic Quest 104
- The Hall of Living..... 105

The Court of Food 105
- Chik-N-Fella..... 106
- Oldbucks..... 107
- The Spicy Pepper..... 107

The Crown Floor 109
- Zeffyra..... 110
- Forever 201 110
- Make-A-Minion 112
- Dee Gem Works..... 113
- Abandoned Plaza..... 113

The Underhall 113
- The Backway 114
- Living Quarters 115
- Loading Docks..... 115
- Halen's Comic Shop 115
- Victor's Secrets..... 116
- Djaque's Surplus Weapons ... 117

Ancient Reservoir.....118

Factions 119
- Hallrats 119
- Merchants of Murka..... 121
- Crown Management..... 123

Ads and Adventure Hooks ...127

Walmoria 133

The Black Prairie 135

The Front-of-the-Store.....135
- The Front Doors..... 136
- Grab-&-Go 137
- The Check-Out..... 137
- The Gates of Exidor..... 137

The Pharmacy 141
- The Essentially, Oils Department..... 142
- The Backreaches..... 146
- Greenhouse..... 148
- The Frozen Aisle..... 148
- Snack Aisle..... 149
- The Aisle of Newfound Toys. 150

Factions 153
- The Cult of Kaeren 153
- The Manageri..... 155
- The Night Shifters 159
- Shop Lifters..... 161

Ads and Adventure Hooks ...167

Equipment and Treasure ... 172

Mundane Equipment.....172
- Clean-up Kit..... 172

Murka Magic Prices.....172

Corporate Vouchers.....173

Meat* Items 174

Sorta® Sleep Services.....175
Tomes of Savings.....175
Magic Items 179
Magic Items A-Z..... 179
Mag-X Cards 213
Artifacts..... 217

Spells and Conditions..223
Class Spell Lists.....223
Spell Descriptions.....225
Conditions.....241
Burnt Out 241

Creatures and Cults ...243
Action Figure Troopers.....244
Action Figure Foot Soldier.... 244
Action Figure Combat Medic244
Action Figure Combat Commander..... 244
Autobeast, Sedanimal 247
Sedanimal 247
Minivanimal 247
Corrupted Employees 250
Corrupted Worker 250
Corrupted Supervisor..... 250
Corporate Plants 252
Bomberry..... 252
Conspiraseeding..... 252
Cypressassin..... 252
Corporate Lackey 256
Cupcake Construct 257
Batter Beasts 257
Cupcake Constructs..... 257
Das Kapital 261
Lair 261
Regional Effects 262
Das Kapital Optional Rules.. 264
Deadly Deals Monster 265
Domesticon 267
Roombuddy 267
Senservant..... 267
Magic Spheraser 267
Draggin' Wagon 272
Elemental, Spice 273
The Blend 273
Chili Elemental 275
Herb Elemental 275
Pepper Elemental 275
Pumpkin Elemental 275
Salt Elemental 275
Funnel Snake.....280
Fur Baby.....281
Grim Gummy 283
Grr-Eater.....284
It Which Clerks In The Darkness.....286
Lair 286
Regional Effects 286
Kaerenites 289
Soosan The Ostentatious..... 289
D'borah The Voiced 289
Killer Tofooze.....292
Tiny Tofooze 292
Soy Infectious 295
Lord Guillaume Fierre.....297
Flavor Dragons 297
Lair 298
Regional Effects 299
Loss-Prevention Ogres.....303
Monster, Mystery Meat.....304
Munchy.....305
Onivore 307
Munchivore..... 307
Vegivore 307
Poultryoshka.....309
Ratinim 310
Lair 310
Regional Effects 311
Rubber Duck.....313
Rubber Duck 313
Oxidized Rubber Duck..... 313
The Salesman.....315
Shelf Gremlin 317
Slomm Slingers 318
Flavors of Fun 318
Speaker Spider 320
Spindle Spider.....322
Stewer Beasts.....325
Stewer Croco-Dill 325
Stewer Rats 326
Tall Hammertoe.....327
Lair 327
Bjorn The Big Fuschia Barffulo.....329
Tender 331
The Tasting Beast 332
Lair 332
Wagon Wrangler 335
Walrog.....336
Lair 336
Cult of Kaeren 339
Cult of the Colonel 339
Cults 339
Cult of Kap Saysin..... 340

Index 341

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, named artifacts, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, and sidebars. (Elements that have previously been designated as Open Game Content are not included in this declaration)

Open Game Content: The Open content in this book includes all monster names, descriptions, monster statistics, and monster abilities which are not considered Product Identity. No other portion of this work may be reproduced in any form without permission.

Disclaimer: No animals were harmed during the production of this book, though many brain cells were. All characters and monsters in this book are fictional and satirical, and are designed to bring light and laughter into the world, as a means of combating the very real monsters we face every day. This product is not made for human consumption—do not eat. These statements have not been evaluated by the Food and Drug Administration.

About This Book

Restaurants & Retail began in a log cabin inside the strangely warped mind of one of the three of us as a simple thought. CJ, in a fit of jealousy over Jaron's prophetic "Donald Trump as DnD Munstee" note, produced an eerily similar note that said "Mcdernls as 5e Muenster." Despite their suspicions, Brad and Jaron began to talk the idea over and soon the idea snowballed into a monumental project that consumed more than a year and a half of our, and many others', lives.

In all seriousness, in the same spirit of teaching and love that we created the core Monsters of Murka book, we wanted to create a book that was not only itself a scathing criticism of the terribly oppressive economic institutions that continue to fail society, but do so in a way that truly only TTRPGs (and Murka) could.

We wanted to allow every table to write their own bombastic allegory for our modern dystopia, and to—as with everything we write—facilitate conversations, create spaces of acceptance, and perhaps what's more, allow players to hang out in FlavorTown City. We hope that this book creates as many lasting, happy memories for you as it did gray hairs for us.

Content Warning

In order to portray an accurate depiction of the world we live in, we made the decision not to shy away from sensitive topics. We think it's important to give you an upfront content warning for some of the difficult subjects we touch on. So, please be aware that this book discusses many things, including:

- Guns/Firearms
- Economic Hardship
- Drug/Alcohol References
- War and Violence
- Police and Government corruption
- Systemic Oppression

While this book is very comedy-oriented, it is also intended as a safe place to reflect on the world and a chance to explore those matters in a safe, comfortable space among friends.

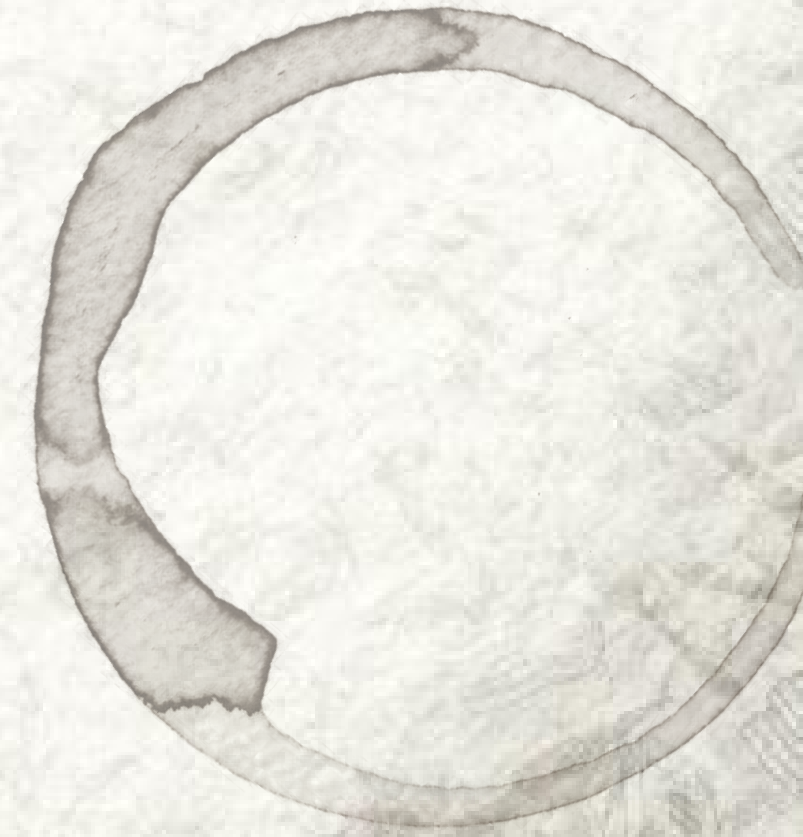
Until Next Time

We hope this book brightens your day, and that each session you play in Murka is full of laughter and learning. For us, that's the whole point of a satirical take on American culture: It should be fun, inclusive, and resonant for everyone, with opportunities to learn at every corner. Should you find that this is not the case for you, please feel free to reach out to us and let us know why, so that we can learn, adapt, and improve.

Thank you so much for taking the time to read our book.

Warmth and love,

The Action Fiction faction



Foreword

In place of a foreword, I would like to share with you a story about the Colorado Labor Wars.

In 1902, the Colorado State Legislature put to referendum an amendment to their state constitution, which would allow for a law to be passed standardizing an 8-hour workday instead of a 12-hour workday. Colorado voters passed the amendment 72,980 to 26,266, an approval rating of more than 72%. Shortly after, in 1903, under pressure from mining companies, the Colorado state government chose to ignore the results of this referendum and not pass the law. This allowed capitalist mining companies to continue requiring long workdays for miners, eventually leading the laboring miners to strike.

From 1902 to 1904, mining company and mill owners, aided by local and state authorities as well as private investigators, did everything in their power to spy on and break up strikes, to include threats of physical violence—threats which would eventually give way to action.

As tensions between strikers and mining companies brewed, Governor James Hamilton Peabody was pressured by mining company and mill owners to bring in the Colorado National Guard. Nearly 1,000 National Guard troops, secretly funded by the Cripple Creek Mine Owners' Association, were sent to protect the employers and their assets from the strikers, despite a Pinkerton detective reporting "no radical talk or threats of any kind ... on the part of the miners."

What followed can only be described as a military occupation of Cripple Creek. Over 1,000 rifles and over 60,000 rounds of ammunition were brought in. Over 90 cavalrymen were stationed at the courthouse, not including the soldiers who set up a Gatling gun or the ones who sat in sniper positions to watch over the area.

This tension spread throughout Colorado, and similar strikes and strike-breaker conflicts arose all over the state. One such strike, in Telluride, saw civilians taking up National Guard rifles left behind when the militia left, and threatening the use of violence to banish strikers and union sympathizers from the town.

Harry Floaten, a Telluride merchant who was among those banished, attempted to meet with Governor Peabody. Peabody refused to see him.

I leave you with one of the earliest examples of political satire in American pop culture: Floaten penned this biting parody (sung to the tune of America (My Country, 'Tis of Thee) in response to everything that had happened:

Colorado, it is of thee,
Dark land of tyranny,
Of thee I sing;
Land wherein labor's bled,
Land from which law has fled,
Bow down thy mournful head,
Capital is king.


OXEN
CLEAN

Welcome to Restaurants and Retail

Hark, William Maize here! God of trade and commerce—the big cheese himself—I'm here with an AMAZING new item: the book you're reading right now! That's right, Monsters of Murka: Restaurants & Retail is finally here, and it's better than even I could have imagined!

This time around, we're going to step away from the broad-scope, political world of the Monsters of Murka core book and talk about something that has defined Murkan culture since the very beginning: Capitalism! Personally, it's a favorite of mine, so I recommend it, 10 OUT OF 10, every time!!

Restaurants & Retail has everything you could ever want to help you and your companions navigate the commercial world of Murka. We have subclasses, spells, wacky new items, we've even got monsters to guarantee you'll never sleep peacefully again—and we're just getting started!

Go on a fantastic voyage to some of the greatest places in the kingdom: places where the free market lives on! You'll go to the restuaropolis of Flavor City, home to the mighty and bodacious Guillame Fierre and his Paladins of Flavor. Here you'll fight sentient food, cook up new spells, and sample some of the greatest cuisine ever conceived of by sapient life. I mean, the food here is literally OUT OF THIS WORLD.

Next, we'll take you to the City in A Bottle, the Hall of Murka! This world-within-walls is run by a living legend, the gigantic folk hero Tall Hammertoe. You'll meet other fantastic characters like the prankster duo Jey and The Silent Tongue, and Ratinim, a spymaster who dreams of revenge. The Hall of Murka offers up some of the best in merchandise, underground housing, and horrors from the deep! Leave those pesky morals at home, because here, capital is king.

BUT I'M NOT DONE YET! After you depart the Hall of Murka, you'll travel to one of the strangest places yet! Within Murka lives a virulent cancer known as Walmoria: a truly gargantuan superstore that not only dips underground, but we're pretty sure it dips into lost demiplanes and other universes—but we literally cannot confirm that! There's a whole new set of rules for handling just how deep it can get its claws into the heart and mind of the most stalwart of heroes. Walmoria is so weird, I actually doubled over, and threw up just inside the door!

That's right! Walmoria is so capitalistic it made me, the god of commerce, sick to my core! So sick that if you send a writwit RIGHT NOW, I'll include an autographed copy of my holy hospital bills alongside your copy of Monsters of Murka: Restaurants & Retail! That's an incredible deal!

BUT I'M GOING TO TAKE IT ONE STEP FURTHER! Every location chapter in this book includes adventure hooks, notes from your favorite characters, and alternative rules suggestions! All of this is on top of the endless hours of parody and commentary infused into every paragraph on every page.

This is your front row seat to see a culture so obsessed with money that they made ME one of their gods!



Player Options

Alternate Race Options

The following Alternate Race Options are available for characters native to Murka, in addition to those offered in other supplements.

Flavor Dragonborn

Descendants of the mythical flavor dragons of their namesake, flavor dragonborn are born having been altered by the primordial energies of Flavor City's mystical Grill Lines, Flavor Savers, and the undeniable presence of Fierre. The mouthwatering mixture of gourmomancy responsible for their creation causes such rare dragonborn to develop "frost tipped" horns that glitter in dazzling gold, silver, or shades of white. In place of an elemental breath weapon, such dragonborn release a booming belch of force capable of toppling even the sturdiest of enemies, guaranteed to take them down a notch.

Unfortunately, many unscrupulous people often hunt these poor beings for their rumored excellent taste. A few unscrupulous flavor dragonborn have also tried to use the rumors of their excellent taste as pick up lines with... mixed results.

Flavor Dragonborn Traits

Should you choose to play a flavor dragonborn, you gain the following draconic ancestry:

Dragon Type	Damage Type	Breath Weapon
Flavor	Thunder	15 ft. cone (Con. save)

Ability Score Increase. You've got a flavor dragon's legendary charm and the ability to handle the weird culinary concoctions that fans will throw at you. Your Charisma score increases by 2 and your Constitution score increases by 1.



Legacy of Flavor. You have a radical sense of perception when it comes to foodstuffs. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks relating to food.

Dragon Soul Food. Once per short or long rest, you can cook a meal and season it with the very essence of your soul. The number of people you can feed is equal to your Constitution modifier +1 (minimum 1).

Those who eat this food gain temporary hit points equal to twice your level, which last until the creature finishes a long rest.

Alternate Flavor Dragonborn

If you want an alternate, wilde version of the flavor dragonborn, you may use these alternate traits, all of which replace the dragonborn's Ability Score Increase trait and Damage Resistance trait.

Backgrounds

The following Background Options are available for characters native to regions or factions described in Restaurants & Retail, in addition to those offered in other supplements. These backgrounds may also be crucial in accessing exclusive areas of each region, or faction headquarters.

Benne Jerryzet Neophyte

You are an agent of the Benne Jerryzet's secret revolutionary forces, trained in their frozen treat parlors to work in the shadows to provide aid to the light. While you may or may not have become a monk of the order, you nevertheless share their mission of peace and justice for all freefolk in Murka and beyond. Regardless of how far you progressed, you likely had a mentor, some amount of study in their ancient and mystical ways, and you might have even made a friend or two in another parlor.

Perhaps you have wanted to join this order for some time and have finally been given

the opportunity to serve. Maybe this started as a summer job for you and you've gone too far to back out now. In any event, you have received your training, and you are ready to lend your skills to the cause.

Skill proficiencies. Deception, Insight

Tool Proficiencies. Brewer's Supplies, Cook's Utensils

Languages. One language of your choice, related to your training in the order and where you served

Equipment. Brewer's Supplies, a set of traveler's clothes, a name tag (which may have an alias on it), the symbol of your order (a large metal spoon, spork, or ladel), and a belt pouch containing 15 gp.

Feature: Shelter in the Freezer

As a Neophyte, you have earned the respect and friendship of your brethren of the Benne Jerryzet. You are able to perform the labors of the order in any of their parlors. You and your adventuring companions can expect aid and healing, or at least an extra scoop or topping, at any parlor, kiosk, or pop-up shop devoted to the order. Senior members will support you (but not necessarily your allies) at a modest lifestyle, wherever you may be.

You have ties to a specific parlor and have a locker there. While near your parlor, you can call upon other members of the Benne Jerryzet for assistance, provided the assistance you ask is not hazardous to them or their mission and you are in good standing with your parlor.

Suggested Characteristics

Use, or mix and match, the tables for the Acolyte, Criminal, or Guild Artisan backgrounds as the basis for your traits and motivations, modifying the entries where appropriate to suit your identity as a Benne Jerryzet Neophyte.

Your bond is likely an oppressed group you wish to protect, an oppressor you harbor enmity toward, or friends made during your time in the parlors. Your ideal might pertain to a desire to reform a corrupt system to bring about justice, or you may seek to abolish the old system entirely.

Flavor City Citizen

Those born in Flavor City are said to be born under one of the Five Signs of Taste: Salty, Sweet, Umami, Bitter, and Sour, each represented by a particular Flavor Saver. Outside of Flavor City, such superstitious thinking seems ridiculous. But within the bounds of the Flavor Savers, where gourmomancy and saucery run rampant and legends tell of a secret order of ice cream monks that battle cupcakes powerful enough to raze entire districts, the ridiculous becomes reasonable.

Whether you are a born native to the city, as familiar with its streets as you are your own saucepan, or an immigrant who has grown to love the fragrant streets and alleyways, you call Flavor City home. You, and others who even visit the tasty township, have taken on at least some of the mannerisms and attitudes associated with one of the Five Signs of Taste.

Tool Proficiencies. Cooking Utensils.

Languages. Learn two languages of your choice.

Equipment. A set of cook's utensils which every citizen is expected to have (though not necessarily use), a set of common clothes, a delivery menu from your favorite restaurant enchanted to withstand time and stains, and a pouch containing 5gp.

Sign of Taste

Choose one of the Five Signs of Taste to be influenced by the most, or roll once on the table below. That sign also determines your skill proficiencies. Those with Crossed Signs are influenced by two Flavor Signs and choose one skill proficiency from each of their signs.

d6	Sign	Proficiencies
1	Salty	Intimidation, Athletics
2	Sweet	Persuasion, Deception
3	Umami	Arcana, Investigation
4	Bitter	Survival, History
5	Sour	Insight, Perception
6	Crossed Signs (roll twice, ignoring this result on subsequent rolls)	

Feature: Heart of Flavor

Though not every citizen of Flavor City is a professional in the culinary arts, taste and flavor is something they innately and intricately understand.

Outside of Flavor City, you are a favored guest in any place that serves food or drink. You (though not necessarily your allies) are able to stay at a tavern or inn for free as long as you are willing to sample and give your honest opinion on the meals prepared. Many remote food professionals find themselves invited to Flavor City based on a recommendation by a Flavor City citizen who returns home to describe their travels. In addition, you always know the nearest portal or pathway to Flavor City.

Be warned, there are stories about citizens getting food poisoning from overly ambitious or creative chefs who take the opportunity to try their eclectic meals on someone who finally "understands the true complexity" of what the chef was trying to do.

Suggested Characteristics

Many Flavor City citizens find that their entire personality seems to be dictated by their Sign of Taste. Some believe this is connected to the alignment of stars, immaterial and invisible planes, and even the orientation of Urth to the Sun. Others simply believe it to be confirmation bias: people looking for the most positive details of themselves in generic descriptors. But, no matter how you slice it, there does seem to be a correlation between the two.

Flavor Citizen Personality Traits

Sign	Personality Trait
Salty	I can be a little much for some people, but I know the importance of what I do, and I don't need their thanks.
Sweet	I'm full of bubbly, creative energy that often masks my true intentions.
Umami	Many find me undefinable, and as such I find myself drawn to life's mysteries.
Bitter	I know I'll survive, I'm used to being ostracized, but I never forget or let go of a slight.
Sour	Many consider me an odd duck, and some can't stand it. Luckily, I've become good at holding my tongue and judging from afar.
Crossed	Though their influence is undeniable, my crossed signs make it easy for me to see shades of gay.



Flavor Citizen Ideals

d6	Ideals
1	Understanding. Food is a great way to learn about other cultures. I plan to share what I learn to inspire understanding across the planes! (Good)
2	Appropriation. The nature or source of things don't matter, only how I can use it to my advantage. (Evil)
3	Recognition. No matter where I roam or what I do, I reward and honor those who do what they do well. We all play an important part in this world. (Lawful)
4	Experimentation. We can't let reverence for the past stop us from exploring all options in life! If you always do the same thing, you'll always get the same result! (Chaotic)
5	Desire. We are our desires: food, comfort, love. I pursue happiness in whatever shape it may take. (Neutral)
6	Wonder. The universe is filled with flavors untasted and stories untold. I just want to experience it for myself. (Any)

Flavor Citizen Bonds

d6	Bonds
1	There's a particular restaurant that I value above all others. The connection is deep and personal.
2	A close family member once made a famous dish from rare ingredients that changed my view on life. I desperately wish to recreate it.
3	I want to be a famous chef. Despite what my friends, family, and the orphans of my former taste testers say, I know I'll make my dream come true.
4	When I was a kid, my face was on the promotional art for a successful business in Flavor City. It still is and I still haven't been paid. Exposure is not currency and I want my compensation.
5	I once worked for one of the various food or supply delivery guilds within the city. One night I saw something that shook me to my core. I quit the next day.
6	I once bad-mouthed a hack chef who gave me food poisoning and they are now obsessed with me. Apparently, they can't boil water but they sure can hold a grudge.

Flavor Citizen Flaws

d8	Flaws
1	I obsessively crave good food and want more of it. Sometimes ALL of it.
2	Many people consider me a picky eater, but shove something that matches my sign in front of me and watch me eat!
3	I don't tip for good service or recognize the hard work of others unless someone calls me out on it.
4	I'm overly picky and won't accept food or anything else that doesn't match my unrealistically high expectations.
5	I expect my allies to share their meals, resources and gear without having to ask. I'll deny wanting anything before hand, though, so they better not be selfish!
6	I'm terribly indecisive. No matter the situation, even if given ample time, I'll wait for the last possible moment to make a decision. Everyone behind me can wait.
7	'll fight before I share, especially food.
8	I am the world's greatest chef, and no amount of bad reviews will convince me otherwise.



Hallrat

You are, or were, a denizen of the Hall of Murka and a member of Ratinim's hall-spanning cabal of tricksters, dealers, and spies. As a Hallrat, you've become one with the machinery and machinations of the hall. You know which informants are worth visiting and which duo of lovable goofs is causing havoc on a given day. As a Hallrat, you specialize in chaos - but behind the pranks and the eccentricity, you are acutely in control.

Caution has erased the idea of happenstance for you; every puddle of oil, missing bolt, or mysterious hole in the wall probably serves a purpose. Likewise, outsiders may not understand your goal, but they're certain there is a purpose behind everything you do.

Skill Proficiencies: Persuasion, Survival

Tool Proficiencies: One tool of your choice

Languages: One language of your choice

Equipment: A set of common clothes, a pouch containing 10 gp, and a mechanical insignia you crafted in the Hall of Murka.

Feature: Subterranean Living

You've grown up accustomed to the interior world of the Hall of Murka and are able to swiftly and adeptly navigate those cramped tunnels and corridors. You may have difficulties understanding the concept of above or below ground—everything exists within the hall—but you have advantage on ability checks made to detect trap doors, secret passages, and shortcuts. It's also far more likely that creatures and denizens of the underground world ignore your presence as you pass through the umber chambers of the Underhall.

In the proper hall, you seem to know everyone. Running into old friends or distant cousins is a common occurrence for you while travelling through the Main Hall or the Crown Floor. You can secure food, shelter, and drinkable water from basically anywhere within the Hall. Additionally, others rarely pay attention to your antics, as most Hall denizens are used to dealing with your crap.

Suggested Characteristics

Hallrats belong to a culture almost entirely defined by interior living, espionage, and mercantile careers. While this may not define every aspect of your personality: the acts of espionage, survival, cooperation, and the culture of mischief cultivated in the Hall have left their mark on you.

Hallrat Personality Traits

d6	Personality Trait
1	I am loud and distracting - and I love it.
2	I'm confident, sly, and in the know - and none of that is a secret to anyone.
3	I'm blasé and carefree. Honestly, it's not my problem until you make it my problem.
4	I let people think that I am a lovable, somewhat clumsy oaf, but in truth there is an acute reason behind everything I do.
5	I am silent, and only speak during critical moments to expound great wisdom.
6	I am intense, enthusiastic, and a bit of a tryhard.

Hallrat Ideals

d6	Ideals
1	Community is everything to me! I'd host a potluck every weekend if I could! (Good)
2	If you can't beat capitalism, beat capitalists with their own capitalism. (Evil)
3	I didn't make these rules, you did. But rest assured, I'll use them to my advantage. (Lawful)
4	What do you mean "What's my agenda?" Wait, do y'all have an agenda? (Chaotic)
5	I'm not even supposed to be here today! (Neutral)
6	I'm just trying to escape this rat-race. (Any)

Hallrat Bonds

d8	Bonds
1	Ratinim inspires me, I always do my very best to impress him, even if he's probably not watching me. Probably.
2	I can feel the Hall in my blood. I would do just about anything for this place.
3	I want revenge on someone from the Hall that I see practically every day.
4	I lost the love of my life, and I will do anything to get them back.
5	I'm in deep cover; no one can find out who I truly work for.
6	I have devoted my life to knowing everything there is to know about the Hall.
7	There is a person I see on occasion whose life I will make as awful as possible no matter the cost.
8	I have a side hustle in the Underhall that I devote much of my free time and money to.

Hallrat Flaws

d8	Flaws
1	I am so self-referential it hurts.
2	I just wanna make art, ya know? I'll stop and admire art wherever I find it, whatever it is.
3	I went so deep into an undercover persona that I forget which is the real me, and which is the persona.
4	I can't let go of expensive things. I just want to collect 'em all.
5	I'm always looking to interview people for my PlaneCast
6	I treat the whole Hall of Murka like it's my bedroom—and sometimes I forget I'm not there.
7	I understand the concept of communal living. I do not understand the concept of personal boundaries.
8	I will betray just about anyone to achieve my goals.

Middle Manager

You are a low level manager for a major guild, organization, or trading charter. After years of facing down hordes of rampaging customers in feast day sales, cleaning up piles of slime that seem to have no source, and keeping a smile in the face of Kaerenite customers, your patience and tenacity have been rewarded with a small amount of power. Compared to what you have seen, adventuring is a cakewalk. You have raised through the ranks and either have held, or currently hold, a small amount of authority in your company. You aren't the boss, but you sure know how to act like it.

Skill Proficiencies. Deception, Perception

Tool Proficiencies. Disguise kit, or one set of Artisan's tools relevant to your department

Languages. One of your choice except Employese

Equipment. A pin or nametag signifying your position,a pen taken from someone of a higher position, a set of Artisan's tools (one of your choice), an abacus, a set of common clothes, and a pouch containing 20 gp

Department

Any good company knows that there must be a division of labor, and your organization is no different. While a middle manager may have worked in several different departments, most have one that they prefer, or have spent the most time in. Choose the department you worked for, or roll on the Department table.

d12	Department	d12	Department
1	Produce	7	Music and Entertainment
2	Meat	8	Home Improvement
3	Apparel	9	Pets
4	Pharmacy	10	Greenhouse
5	Firearms	11	Sporting Goods
6	Toys	12	Security

Feature: What Would You Say You Do Here?

You have a knack for knowing when people are not pulling their weight at work and who to report it to. Retail workers will go out of their way to make your experience as pleasant as possible, within reason. People will give you a fair deal on mundane goods, as long as they have a superior that they report to but will not give you free goods, money or influence that could hamper the success of their business.

Suggested Characteristics

Middle managers come from all walks of life and can vary wildly in personality. Some are strict authoritarians that use their power and influence to run the tightest ship they can, while others are soft, kind, or even completely hands-off. The organization, coworkers, and products tend to be the things that middle managers value the most.

Middle-Manager Personality Traits

d8	Personality Trait
1	I'm not one of those uptight bosses. Think of me as more of a friend than a manager.
2	I have a tendency to repeat myself without noticing that I'm repeating myself every time I repeat myself.
3	I'm not afraid to speak my mind, no matter who I'm talking to.
4	I prefer to go with the flow; what upper management doesn't know won't hurt them.
5	I always have a kind word or piece of advice for whoever I'm working with.
6	I am nervous that upper management is watching my every move.
7	I live for positive feedback. I will do anything for a five-star review!
8	If we work together, we can accomplish anything!

Middle-Manager Ideal

d6	Ideal
1	The customer is always right. (Lawful)
2	My job is to make the lives of those that work with me a little easier. (Good)
3	People work better if I just watch from a distance. (Chaotic)
4	We would be more efficient if you worked through your lunch break. (Evil)
5	Don't shoot the messenger; I just work here. (Neutral)
6	I just want to make it to the end of my shift unscathed. (Any)

Middle Manager Bond

d6	Bond
1	My coworkers are my family, for better or worse.
2	I want to dismantle the system that takes advantage of workers from the inside out.
3	One day, I am going to run this place, and no one will talk down to me ever again.
4	I found enlightenment working nights at the warehouse and I need to share it with the world.
5	I would protect my team with my life.
6	I was fired for an offense I did not commit and would do anything to get my position back.

Middle Manager Flaw

d6	Flaw
1	I find dictionaries and encyclopedias to be much more interesting reads than silly novels or magazines.
2	I might restock the same shelf a dozen times before it is EXACTLY how I want it.
3	My face is frozen in an off-putting smile.
4	People cannot be trusted to get a job done alone. Good thing I'm here, right over their shoulder.
5	After years of retail, I have become jaded to all but the most novel experiences.
6	I will take credit for anything if I think it will better my position.

Walmorian-Born

You were born amongst the endless aisles of Walmoria. A hundred thousand discounts were your education and capitalist hallways were your playground. For better or for worse, you have spent years navigating the intricacies of Walmoria's byzantine factions, areas and pricing. You might be a grizzled veteran of the Fire Sales, or an ex-faction member looking to escape or even a devout Shop Lifter searching for lost souls to help you find a way out. Regardless, your time amongst the shelves were formative, whether during your formative years or not.

The outside world might find some of your mannerisms or attitudes strange and unsettling, but you have a unique perspective to everything you see.

Skill Proficiencies. Survival, Persuasion

Tool Proficiencies. One type of artisan's tools

Languages. Employese, and one more of your choice

Equipment. A set of artisan's tools with which you are proficient, a set of discount clothes, a price gun, a book with a single voucher in it, a purse containing 15gp.

Feature: Insider Trading

You know the complex habits and signals of Walmoria that mark one faction from another. This familiarity means you're able to get any Walmorian faction to treat you as one of their own, provided you act the part. Any faction will provide information, hospitality, assistance, and access to restricted areas, as if you were a low-ranking member of their faction. If you take any visible action against a faction you are with, they will realize you are not truly one of them.

Suggested Characteristics

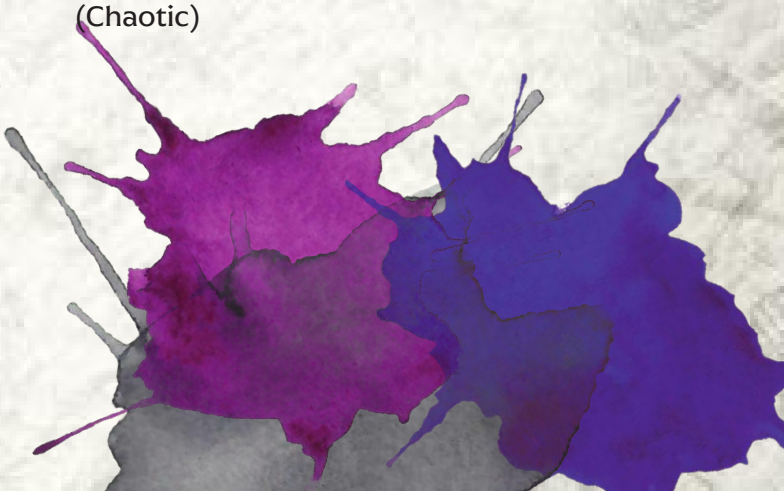
Having been born in Walmoria can have all sorts of effects on an individual. Growing up amidst the aisles, the managers, the angry Kaerens and indifferent Night Shifters—each of these can impact one's understanding of the world around them. The following are merely a few of the potential ways Walmorian Weirdness can take its toll on its inhabitants.

Walmorian-Born Personality Traits

d8	Personality Traits
1	A smile and a firm handshake are the key to making friends.
2	It's important for me to be unique; I need to stand out in some way.
3	I look for angles and advantages at all times.
4	I'm a keen observer. Some call it voyeuristic.
5	The world is a buffet of delights, and I want to sample them all.
6	The sky is too big! It just goes up and up. It's so uncomfortable.
7	My home is among shelves and products. Others should respect such wondrous nature.
8	I love a deal. It doesn't matter if it's necessary, it's fun!

Walmorian-Born Ideals

d6	Ideal
1	Profit. I'm only in it for the money. All of the money. (Evil)
2	Procedure. There are codes of conduct for any and all situations, and one should always abide by them. (Lawful)
3	Integrity. It is below me to ever lie or mislead; my listed price is my true price. (Good)
4	People. I work for the community, not for the cause. (Neutral)
5	Customer Obsession. The customer may not always be right, but they should always be happy. (Any)
6	Change. The world, like my home, is never still, and I embrace everything new. (Chaotic)



Walmorian-Born Bonds

d6	Bond
1	I side with the underdogs.
2	My friends and I will make a mark on the world. Permanently.
3	I left someone or something behind. My heart yearns to get them back.
4	I carry Walmoria with me. For better or worse.
5	My faction is my family.
6	I will free those trapped in Walmoria, even if it is the death of me.

Walmorian-Born Flaws

d6	Flaw
1	Walmoria haunts me. I can never, ever relax.
2	I can't help but haggle over everything.
3	Walmoria sucks, but at least it's not the filthy world outside.
4	The thrill of mystery pulls at me, and I will find answers to those questions!
5	I have a tendency to mouth off to authority figures.
6	The world is a playground to have fun with. Don't worry so much.

Feats

The following feats, in addition to those offered in other supplements, are available to any character whose class grants them access to a feat, inside or outside the world of Murka.

Favored Customer

You've managed to impress one of the many restaurants of Flavor City. Whether by conquering a food eating competition or by befriending a staff member with useful connections, you are now considered a favored customer. When you take this feat, increase either your Constitution score or Charisma score by 1, to a maximum of 20.

You gain access to a special delivery menu from your favored restaurant. Once per day, no matter where you are, you can order a rush delivery of enough food from the restaurant to feed one person. To do so, you must place the cost of the food and delivery fee (plus tip) on the menu. After 1 minute, the coins disappear, and the food appears on the menu with a gentle ring that only you can hear.

Creatures who eat a meal ordered in this way gain temporary hit points equal to half their class level (minimum 1) plus their Constitution modifier.

You may take this feat multiple times. Each time you take it, you may order enough food to feed one additional person.

Insured

You've taken the precautions, put in the hours, and become insured—or maybe your family has always had bucks to spare. Your insurance policy covers the following benefits:

When you take this feat, instead of rolling a Hit Die or using the fixed value when increasing your hit point maximum for this level, your hit point maximum increases by 12 + your Constitution modifier.

You can purchase uncommon, common, and non-magical items from pharmacies and apothecaries that honor your insurance at half price.

Charisma (Persuasion) checks you make to haggle for healthcare services or healing items from shops outside your insurance network are made with advantage.





Artificer
Custodian Specialist

At 3rd level an Artificer gains the Specialist feature. The Custodian is an option available to Artificers, in addition to options available from other sources.

Organizations are only as strong as those who support them, and there are few supports stronger than a Custodian. Bastions that stand against filth and decay, Custodians maintain order around them, protecting that which is not broken, and repairing what is. Custodians are adept at completing jobs that others would not, or could not, do alone, making them as indispensable in a fight as they are in any business.

Custodian Features

Artificer Level	Feature
3rd	Tool Proficiencies, Custodian Spells, Mopping Up
5th	It's a Thankless Job...
9th	... But Somebody's Got To Do It
15th	No Filth Unscrubbed

Proficiencies

When you adopt this specialization at 3rd level, you gain proficiency with clean-up supplies and heavy armor.

Custodian Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Custodian Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Custodian Spell Table

Artificer Level	Spells
3rd	*absorb elements, quality assurance*
5th	*knock, locate object*
9th	*stinking cloud, patch job*
13th	*true grit*, clean sweep*
17th	*telekinesis, animate objects*

* from *Monsters of Murka* core book

Marked for Cleaning

You are an expert at identifying problem areas and cleaning up after other people. At 3rd level, you gain the ability to designate a 20-foot cube that you can see as a clean-up zone.

Any creature that enters the clean-up zone has its speed reduced by half. Creatures within the clean-up zone which have half their hit points or fewer are Marked for Cleaning. Creatures marked in this way must succeed on a Wisdom saving throw in order to leave the clean-up zone.

The clean-up zone lasts until you attack any creature that is not within that zone. You can use this feature a number of times per long rest equal to your Intelligence modifier (minimum 1).

It's A Thankless Job...

At 5th level, you become even more proficient at cleaning up other people's messes. You infuse your attacks with a powerful and dangerous substance known as bleach. Your attacks and spells deal an additional 1d8 acid damage to creatures in your clean-up zone.

In addition, you gain resistance to acid damage and to damage dealt to you by creatures that have been Marked for Cleaning. When you reach 15th level, the extra damage increases to 2d8.

… But Somebody's Got To Do It

At 9th level, you understand that, to be effective at maintenance, you must be fearless of injury on the job. When you are in the area of effect of a spell, you can use your reaction to have the spell affect only you. If the spell has effects that last outside of the initial casting, other creatures in the area are still affected.

Once you use this feature, you must finish a short or long rest before you can use it again. When you reach 15th level, you can use this feature twice before finishing a short or long rest. When you reach 20th level you can use this feature 3 times before finishing a short or long rest.

Mopping Up

At 15th level, you have mastered the art of cleaning up unfinished enemies. You have advantage on attack rolls against creatures that have been Marked for Cleaning.

Somebody's Got To Do It Examples

The Custodian Artificer's Somebody's Gotta Do It ability can seem a little confusing at first. Here are three examples of how this ability is intended to work that you may find helpful:

Fireball. Since there are no outside effects of fireball beyond the initial damage, the Custodian Artificer is the only one who would take damage from a fireball spell.

Storm Sphere. The artificer can use their Somebody's Gotta Do It ability on a casting of storm sphere, but it only affects the damage from the initial casting. Creatures who end their turn within the sphere still take damage as normal, and the caster can still use their bonus action to cause lightning to lash out at any creature within 60ft of the sphere's center.

Earthquake. The Artificer would be the only creature that needs to make either a Constitution or Dexterity saving throw, and only the Custodian's square would be affected by the continued dexterity saving throw but ANY creature standing there in the future would need to make that save. And any additional effects, such as fissures or damage to structures at the start of the casters next turn would still go off as normal, though what exactly constitutes the spell's area is up to each individual table.

Expanded Infusions

The following Murkan magic items can be used with the Artificer's Replicate Item infusion.

Expanded Replicable Items

2nd-Level Artificer

*Direct Mailbag**	*Dwarf Foreman Stove**
*Mask of the Horse**	*Sniffer Rifle*
*Tuppa's Chest of Wares**	*Tuppa's Compact Furnishings*

Expanded Replicable Items

6th-Level Artificer

A Salt Rifle	*Aisle Climber*
Glitter Bomb	*Glue Bomb*
*Instagraph**	*Maize's Lockchop*
Pepperbox	*Scrying Spectacles*
*Side Arm Scope**	*Squonk Box **
*Timbers**	*Wand of the Forgotten Password**

Expanded Replicable Items

10th Level Artificer

Aisle Climber	*Duck Tape*
*Freedom Banner**	*Magic Conch Shell**
*Spyglass Scope**	*Starkiller**

Expanded Replicable Items

14th Level Artificer

Be Gone! Fiend Repellent	*Brain Bleach*
*Da Waefinder**	*Hat of the Scion of Stet**
Kitchen Helper	*Non-Executionary Repeating Firearms*
*Orb of Catching**	*Wand of Firearms**

* found in *Monsters of Murka*
** found in *Cryptids Codex Volume I*

Wet floor Sign

a shield or other flat piece of wood

As an action, you can throw this sign up to 30 feet. The area beneath the sign becomes slick in a 10 foot radius. The area is difficult terrain. Each creature standing in the area when it appears must succeed on a Dexterity saving throw against your spell save DC or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The area is otherwise treated as difficult terrain.

Bulletproof Vest

a set of armor

You imbue one piece of armor with projectile deflection properties. While a creature is wearing the bulletproof vest the armor absorbs the next three successful ranged attacks that would deal bludgeoning, piercing, or slashing damage to them. After the third hit, or a total of 50 points of absorbed damage, whichever comes first, the magic fades from the armor.



Barbarian
Path of the Punk

At 3rd level, a barbarian gains the Primal Path feature. The Path of The Punk is an option available to a barbarian, in addition to options from other sources.

In Murka, there is a rage growing amongst the people. A rage against the corporate machine that grinds Murka's citizens into nothing more than bucks. This rage has manifested in the form of Murkan punks.

Murkan punks hate their corporate overlords and eschew societal norms by conforming to totally new and completely unique norms. Their rage stems from systemic social injustices and is honed through their war chants and battlecries. Punks are just as likely to wield a sharpened tongue as a shredding axe.

Murkan punks believe in freedom - the freedom to like what you want to like and to play what you want to play, as sloppily as you want to play it, so long as it's good and has passion. As a result, they hate rules that hinder creative freedom or limit people's ability to express themselves.

Path of the Punk Features

Barbarian Level	Feature
3rd	Proficiencies, Down the System,
6th	Clash of Misfits
10th	Killing the Name
14th	Blitzkrieg Blast

Proficiencies

When you choose this subclass at 3rd level, you gain proficiency in performance and the shredding axe. In addition, you acquire a shredding axe appropriately sized for you.

Down The System

At 3rd level, your rage at the injustices of capitalist society wells to the forefront of your mind and manifests in psyche-shredding or thunderous, ways. When you enter a rage, you can choose to be either Thunderstruck or Psychedelic.

Thunderstruck. For the duration of your rage, you can cause your melee and thrown weapon attacks to deal thunder damage instead of bludgeoning, piercing, or slashing damage. When you do, the target is pushed 10 feet directly away from you. If you are Small or smaller, you can affect Large or smaller creatures. Otherwise, you can push creatures up to 1 size category larger than you.

Psychedelic. For the duration of your rage, you can cause your melee attacks to deal psychic damage instead of bludgeoning, piercing, or slashing damage. When you do, you gain temporary hit points equal to your proficiency bonus.

When your rage ends, you gain a point of exhaustion unless you choose 100 gold pieces within 10 feet of you. The gold magically turns to ash and is destroyed.

Clash of Misfits

At 6th level, your connection to true anarchy and anti establishment beliefs manifest in the form of powerful spirits that channel punks of the past to aid in your fight. Each time you rage, you can choose to channel one of these spirits and gain its powers.

If you choose a number of gold coins equal to fifty times your barbarian level when you enter the rage (as per your Down The System ability), you may channel a second spirit for the duration of the rage.

If a single attack makes a creature roll multiple saving throws against your abilities or spirits, you must choose one of the saving throws instead. On a successful save, the target is unaffected by all of the abilities. On a failed save, the target is affected by all of them.



Killing The Name

At 10th level, when you enter a rage, you may declare a creature that you can see as the target of your rage. Each time you deal thunder or psychic damage to that target during that rage, you may roll one of the attack's damage dice one additional time and add it to the damage dealt.. If that creature reports to some kind of authority figure, it has disadvantage on saving throws against effects caused by a spirit you are channeling.

Blitzkrieg Blast

At 14th level, you reach the peak of punk power, and can use your voice or a tasty riff on your shredding axe to tear down the establishment, both literally and figuratively.

Once per short rest, you can use an action to release a sonic attack that targets all creatures and objects in a 30-foot cone in front of you. Creatures in the cone must make a Constitution saving throw or take 6d12 thunder damage. If that creature is a leader or other authority figure, it takes an additional 3d12 thunder damage. The DC for this ability is equal to your barbarian level. Creatures who succeed on the saving throw take half damage. Objects that are not being worn or carried take damage equal to their value in gold, up to a maximum of 50. This damage bypasses resistances and hardness.

Spirits

When channeling your Clash of Misfits, choose one of the following spirits:

These spirits are the idealized form of the personas and what those personas stood for when presented on stage. And while they are drawn from real world individuals, they are not meant to be accurate reflections of who they are or what they stand for now.

Catti Smyth

You channel the spirit of famous tabaxi poet Catti Smyth whose revolutionary spoken word punk poetry could tear a facist apart from a quarter mile away. You are granted a fraction of her power, and her voice echoes on the biting edge of your attacks.

While you're Thunderstruck melee attacks have a reach of 10 feet and you double the range of attacks made with thrown weapons.

Gren Dranzag of the Mist Fists

You channel the spirit of the terrifying green dragonborn Gren Dranzag of the Mist-Fists. Known for his horrifying illusions that once caused a city guard's skeleton to jump from its body and flee, Dranzag shrouds you in a small portion of the nightmares he crafts to frighten your foes.

While you're Psychedelic, the first time on a turn you deal psychic damage to a target, it must make a Wisdom saving throw or be frightened until the end of its next turn. The DC for this save is equal to 5 + the damage dealt.

Jetta the Black Heart

You channel the essence of Jetta, who rocked so hard she ascended to godhood. A sliver of her divine power imbues you with the fire that she once held in life.

You gain fire resistance while channeling this spirit. In addition, your attacks each deal an additional 1d8 of fire damage.

A. Charr of the Malicious Minds

You channel the spirit of A. Charr of the Malicious Minds—a group known for blending various musical genres with punk. It's said they once shredded so supremely that they floored their audience, literally.

When you hit a creature with a weapon attack while you're Psychedelic, it must make a Constitution saving throw or be knocked prone. The DC for this saving throw is equal to 5 + the damage dealt.

Billy Goat the Strong Arm

You channel the spirit of famous ram-headed punk musician Billy Goat the Strong Arm. Legends say he once toppled an entire Walmoria entrance with a single headbutt while decrying Murkan foolishness.

You grow a pair of ram horns on your head and your skull plate thickens while channeling this spirit. When you take the attack action, you can headbutt a target within 5 feet of you as a bonus action. You are proficient with this

Strength-based weapon attack. On a hit, it deals 1d8 bludgeoning damage and, if the target is no more than one size larger than you, it must make a Strength saving throw with a DC equal to 5 + the damage you deal, or be pushed 10 feet directly away from you.

Poindexter Of The Awful Springs

You channel the spirit of Poindexter of the Awful Springs, a band so known for their revolving door of bandmates that some say they brought new band members into existence through the power of their rock.

When you channel this spirit, three duplicates of you appear as with the *mirror image* spell

Geralt Way of My Consuming Rage

You channel the spirit of Geralt Way of My Consuming Rage. This group was known for their theatrics and mesmerizing performances, which left audiences, quite literally, stunned.

When you deal psychic damage to a creature, it must make a Constitution saving throw or be stunned until the end of your next turn. The DC for this save is equal to 5 + the damage dealt.

The Nightwatchman

You channel the essence of The Nightwatchman, a true prophet of rage. It is said that The Nightwatchman would predict the death of doomed individuals by playing his Shredding Axe with his teeth in their presence.

You have advantage on attacks against constructs. In addition, while channeling this spirit, each time you take the attack action, you can cast the *vicious mockery* spell while you're Psychedelic or the thunderclap spell while you're Thunderstruck.

Shredding axe

Punks of Murka past learned that they needed to be ready to shred both epic guitar solos *and* fascists at a moment's notice. Enter the shredding axe. Part axe. Part guitar. All badass.

A shredding axe is a martial weapon with the Versatile property. In addition, it has special properties that demand a unique skillset to even wield it but offers great benefit to the musicians that master its application.

Shredding Axe

A shredding axe is a rare type of specialized weapon used by punk barbarians to both play and slay. A wide double-bladed body is affixed to a flat fretted guitar neck which is used as a haft.

Cost: 200gp

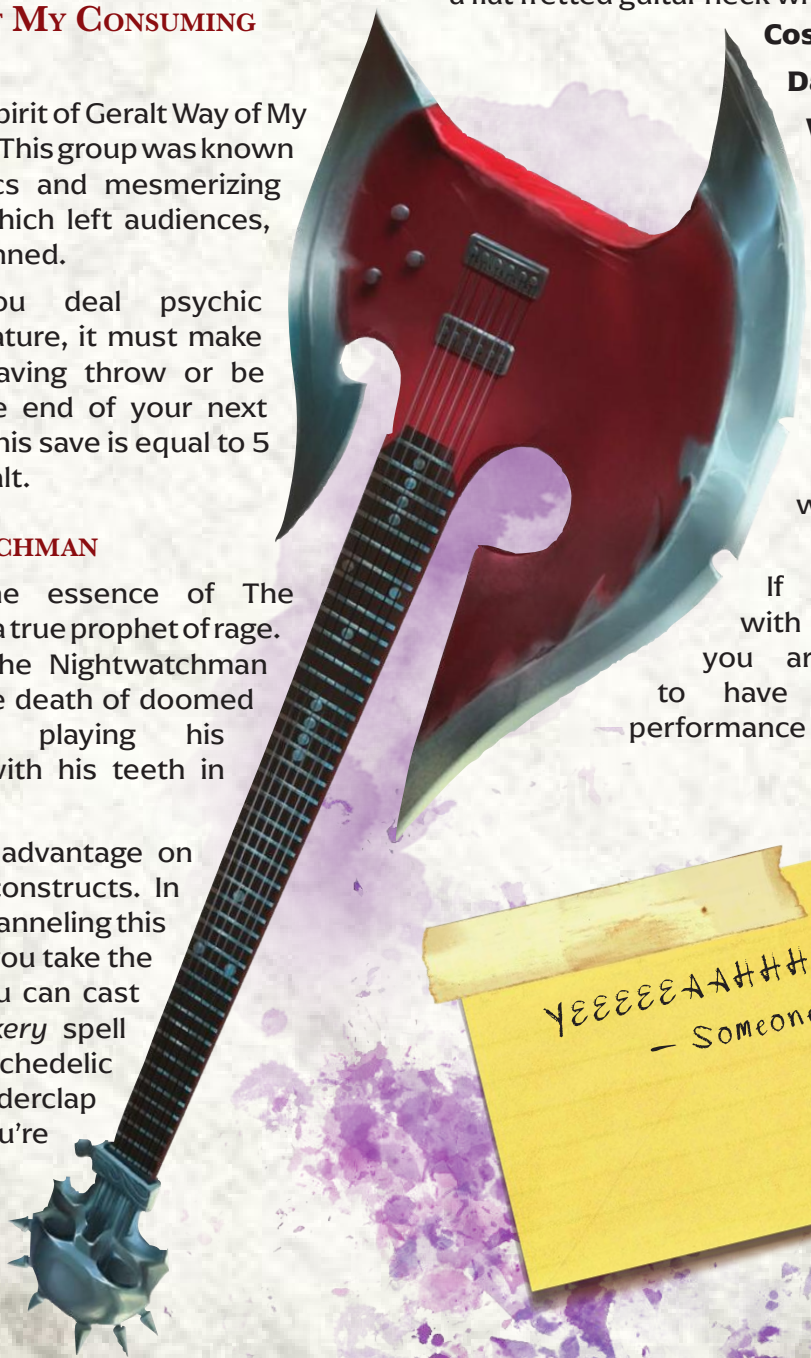
Damage: 2d6 slashing

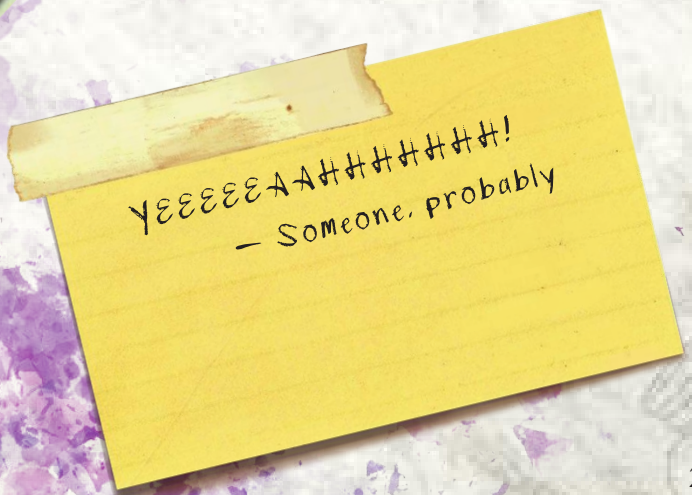
Weight: 15 lbs.

Properties: Versatile (1d12), Special.

Shredding Axe: A creature that is not proficient with both martial weapons and the performance skill is not proficient with a shredding axe.

If you are proficient with the shredding axe, you are also considered to have expertise in any performance checks with it.





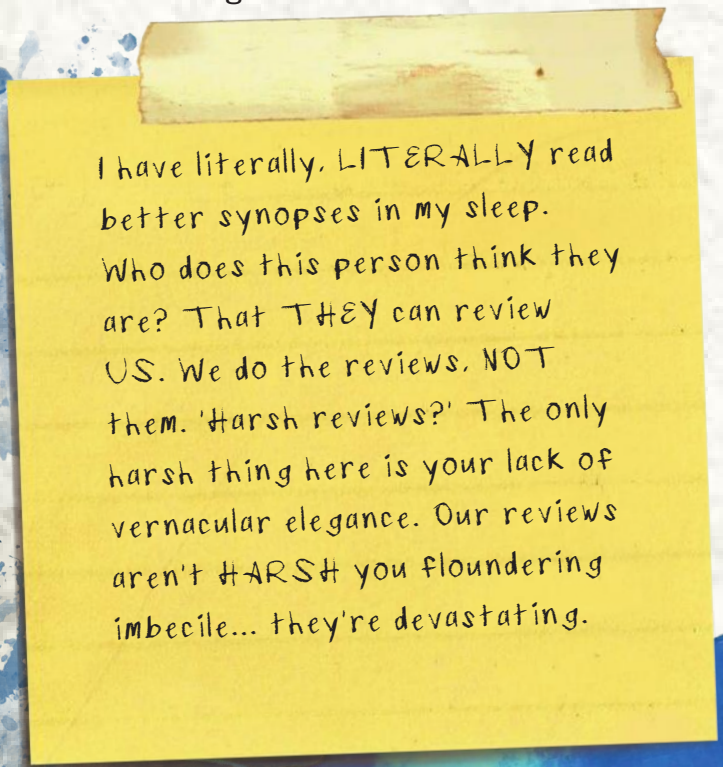


Bard
College of Ya'Elp

At 3rd level, a bard gains the Bard College feature. The College of Ya'Elp is an option available to a bard, in addition to options from other sources.

This college takes its name from its founder, the infamous Lap-yap Ya'Elp, Flavor City's most renowned vagabond. Ya'Elp made it their mission to travel the city, rating and reviewing each and every restaurant, food cart, and eatery on quality, type of food served, and most importantly, customer service. This list eventually became known as the Chronicle of Ya'Elp, and is still kept up-to-date today.

The bards of the College of Ya'Elp aren't minstrels so much as professional reviewers. They have taken solemn promises to further the mission of Ya'Elp and indeed to rate not just every restaurant, play, storefront, and item in the city in which their order was founded, but all of Murka, and perhaps someday, the entire world. Typically armed with a book resembling that of their founder's journal, for a Ya'Elpian bard, the writwit is mightier than the sword.



Ya'Elp Features

Bard Level	Feature
3rd	Sharpened Tongue, A Way With Words
6th	1-Star
14th	Verified

Sharpened Tongue

When you take this subclass at 3rd level, you gain the vicious mockery cantrip, and can cast it as a bonus action. If you already have it you may choose another bard cantrip of your choice.

You also gain proficiency in Insight. If you are already proficient, you gain expertise instead.

A Way With Words

At 3rd level, you gain the ability to review enemies at a glance. This grants you the Review feature, allowing you to glean information that others may have missed.

Criticize. As a bonus action on each of your turns, you can berate a creature within 60 feet that can hear you. Choose an ability score. Until the start of your next turn, the creature has disadvantage on checks using the chosen ability score.

Review. As a bonus action you may make an Insight check against a creature you can see. The check is opposed by the target's Charisma (Deception). If you succeed, you learn the enemies maximum hit points and armor class.

At 6th level, when you use your Review ability, you also learn the creature's damage resistances and immunities. At 14th level, when you use your Review ability, you also learn any vulnerabilities and the target's current hit points.

1-Star

At 6th level, you have learned how to leave such cutting critiques that your enemies find themselves physically hampered by your words. As an action, you can force a creature within 60 feet of you that you have used your Review feature on to make a Charisma saving throw against your spell save DC. On a failure, the target suffers one of the following effects:

- Roll your bardic inspiration die and reduce your opponent's armor class by that amount for 1 minute. A creature can only be affected by this ability once per encounter.
- For 1 minute, when the target makes a successful attack roll, you may spend a bardic inspiration die to cause the attack to deal half damage.
- The next time the target would score a critical hit, you may spend a bardic inspiration die to cause the hit to be treated as a normal hit instead.
- The next time the target casts a spell, you may spend a bardic inspiration die to force the target to make a Constitution saving throw against your spell save DC or fail the casting, expending the spell slot in the process.
- You spend and roll a bardic inspiration die. The target may not take reactions for a number of rounds equal to the amount rolled.
- You spend and roll your bardic inspiration die.The target may not move for a number of rounds equal to a roll of your bardic inspiration die.

Verified

At 14th level, you have gained enough notoriety that your opinions are taken as a reliable source of truth, empowering your critiques. When you deal damage to an enemy with vicious mockery, the target has disadvantage on attack rolls, saving throws against spells you cast, and saving throws against your 1-Star Review until the end of your next turn.



Cleric
Doughmain of Ca$h

At 1st level, a cleric gains the Divine Domain feature. Doughmain of Cash is an option available to a cleric, in addition to options from other sources.

Cash Doughmain clerics believe in the ABC's of magic: Always Be Cashing. The core belief of the Cash Doughmain is that gods are not worth worshiping and only one thing is deserving of adulation: the almighty Buck.

While cash clerics do not worship in temples, they do congregate to combine their powers of acquisition. The lairs and fortresses of more organized cash clerics are decorated in statues of golden calves and brass bulls; beasts whose terrifying visages instill the ambition, avarice, and focus of the cash clerics into all who view them. Money drives everything for such clerics, from their magic to their divine abilities and even their personal lives.

> There's no nobility in poverty, that's why it's called nobility.
>
> Jor-deign Belfert, during an interview in a rich-people prison.

Cash Domain Features

Cleric Level	Feature
1st	Pay to Win, Domain Spells
2nd	Channel Divinity: Midas' Miniatures
6th	I Know Someone...
8th	Time is Money
17th	Pay Wall

Domain Spells

You gain domain spells at the cleric levels listed in the Cash Domain Spells table. See the Divine domain class feature for how domain spells work.

Cash Domain Spells

Cleric level	Spells
1st	*identify, cha-ching***
3rd	*locate object, arcane lock*
5th	*counter spell, tiny servant*
7th	*clean sweep**, *secret chest*
9th	*geas, creation*

*** indicates a spell in Restaurants and Retail*

Pay to Win

At 1st level, your faith in the power of cold hard cash allows you to wield it like a weapon and bend reality to your will. As a bonus action, you can restore any spent spell slot by 'purchasing' a new one. The cost of purchasing a spell slot is outlined in the table below. Once the spell slot is purchased, the gold vanishes.

Slot Level	Cost of Spell Slot
1	1 buck
2	2 bucks
3	4 bucks
4	6 bucks
5	8 bucks

Alternatively, you may do the reverse at a significant loss to make some quick liquid capital. As a bonus action, you can expend a cleric spell slot and conjure 1 gold piece per spell slot level expended. The gold appears in a neatly ordered stack in your outstretched hand.

You may only restore or spend spell slots up to 5th level with this ability.

Channel Divinity: Maize's Touch

Starting at 2nd level, you can use your Channel Divinity to turn your foes into the most holy of substances: Gold.

As an action, make a melee spell attack against a creature. The attack deals force damage to the target that increases in power based on your proficiency bonus and the amount of gold you're currently carrying. Consult the following damage table to determine the size of the damage die, and roll a number of dice equal to your proficiency bonus. For example, a 4th level cash cleric carrying 500 gold would deal 2d6 force damage.

Damage Die	Gold in your possession
d4	1 Gold Piece - 1 Buck
d6	2 - 5 Bucks
d8	6 - 10 Bucks
d10	11 - 50 Bucks
d12	51 - 100 Bucks or more

A creature killed by Maize's Touch turns into a gold statue one size category smaller than it was in life and weighs roughly the same. The value of the statue or statuette is equal to roughly the CR of the creature in Murkan bucks (a CR 1 Harpy turns into a Small statue worth 1 Buck or 100 gp).

I Know Someone...

At 6th level, you learn to outsource the less pleasant aspects of adventuring. You hire a freelance Pain Reception Agency to absorb damage for you. When you take damage from an attack, ability, or spell, you can use a reaction to halve the damage, sending the other half to the agent on duty. In addition to using your reaction, when you use this ability you must pay your Pain Reception Agent an amount of gold equal to twice the amount of damage dealt.

Self-Interest

At 8th level, you are blessed by the invisible hand of the market. Each morning, you may pray for 1 hour as a ritual. You pray to the free market and receive a bountiful boon in the form of 20 gp, as compensation for your devout faith. This is very cash money of you.

Pay Wall

At 17th level, you learn that money is literally the answer to all your problems. Whenever you use Divine Intervention and fail on the roll, you can spend 1 buck to reroll one or both dice and use the new result.

Alternatively, you can spend 100 bucks to use divine intervention even if you've used it in the past 7 days.

Capitalism Is Magic

Spending gold in Murka, especially for several of the classes in this book, is a magical affair! When you 'spend' gold using the Cash Doughmain, such as with Pay to Win, the gold vanishes and appears in the Vault of Commerce or the Vault of Greed, depending on the cleric's alignment. Gold expended in this way cannot be reclaimed, nor can the price be negotiated by anything short of divine intervention - even then, it's tricky. Even the gods want Murkans to stay hungry.






OLD

Druid
Circle of Pavement

At 2nd level, a druid gains the Druid Circle feature. The Circle of Pavement is an option available to a druid, in addition to options from other sources.

For some Druids, their love of nature was replaced—as the uninitiated often view nature itself as being replaced—by vast cityscapes, complex roadways, and towering stone buildings.

The Circle of Pavement is an unorthodox philosophy that views the city as completely and totally natural. These difficult and arduous ecosystems impart strange and mysterious powers to those willing to adapt. Druids of the Circle of Pavement are often found in groups who saw their natural or rural communities transformed into industrial metropoli and learned to adapt.

Druids who choose the Circle of Pavement are blessed with abilities to help them and others who call these highly-populated landscapes home navigate the often cold and uncaring urban sprawls.

d6	Spellcasting Focus
1	A rusted locket with faded engravings on it
2	A small clay brick from your childhood home
3	The preserved foot of your first pet
4	A few crystals that were growing in an alley that is dear to you
5	A gnarled wooden staff made from the handle of a broom
6	Leaves from the Tree of Parsonneaux

Circle of Pavement Features

Cleric Level	Ability Gained
2nd	Circle Spells, Create Smog
6th	Metropolitan Mastery
10th	Quiet as a Mouse
14th	City Never Sleeps

Circle Spells

At 2nd level, after having observed the life cycles of so many insects in the urban areas around you, you learn the infestation cantrip. If you already know this cantrip, you may pick another druid cantrip of your choice.

As you level up, you also gain access to the spells listed in the Circle of Pavement Spells table. You always have these spells prepared, which do not count against the number you can prepare each day. Each spell counts as a druid spell for you.

Circle of Pavement Spells

Druid Level	Spells
3rd	*locate object, darkness*
5th	*call lightning, heat metal*
7th	*blight, fireball*
9th	*passwall, eye of the tiger**

*Indicates a spell from the *Monsters of Murka* core book

Unique Spellcasting Foci

Circle of Pavement druids have a deep connection to the environment around them, feeling at home amidst the bustle of life in the busy cities and districts as much as other druids do in forests or hot desert sands. When a character chooses this circle at second level, it is a good opportunity for them to 'find' a spellcasting focus or replace the one they had before. Here's a helpful table to pick from or roll on for some theme-appropriate druidic foci.

Smells Like Home

At 2nd level, you and the creatures you protect can adapt to the horrific elements found in urban cityscapes. You gain resistance to poison damage. In addition, you and up to 3 creatures of your choice take no damage from and cannot be poisoned by the *smog cloud* spell or naturally occurring smog.

When you reach 5th level, you learn the *smog cloud* spell and can cast it once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Metropolitan Mastery

At 6th level, you know the streets of a city like the back of your hand and can leap from rooftop to rooftop with ease. You also gain the following benefits any time you are in a city, district, hall, or otherwise densely-populated area.

- You have advantage on Acrobatics checks made to traverse the cityscape.
- You and your allies ignore difficult terrain while traveling.
- If you know a location you are heading toward, you cannot get lost except by magical means.
- While traveling on your own, you can remain hidden while moving at a normal speed.
- You are able to scavenge twice as much food as usual.

Quiet as a Mouse

There is a rhythm to a city, just like the rhythm of swamps and tundras. Just as the flora and fauna in these environments use this rhythm to their advantage, you are able to harmonize with the natural cadence of your busy urban surroundings.

At 10th level, any time you are in an urban environment, you gain a +10 bonus to Stealth checks made while you are wildshaped into a beast that could be found inside a city or its districts. In addition, while you are in that form, you emit an aura that gives allies within 10 feet of you a +5 bonus to Stealth checks.

Once used, you cannot use this feature again until you finish a short or long rest.

The City Never Sleeps

At 14th level, your resolve and determination are hardened by the concrete jungle to which you are acclimated. You no longer require sleep, are immune to the poisoned condition, and the first two levels of exhaustion have no effect on you. Additionally, when you spend Hit Dice to regain hit points during a short rest, you regain twice as many hit points.

You can cast *no rest for the wicked* without expending a spell slot. You regain the ability to do so when you finish a long rest.



Fighter
Soldier of Fortune

At 3rd level, a fighter gains the Martial Archetype feature. The Soldier of Fortune is an option available to a fighter, in addition to options from other sources.

Soldiers of Fortune are typically hired guns used as enforcers and guards for any organization—so long as the money is good. They tend to think of themselves as stalwart heroes; the last thing standing between the world and societal collapse... so long as they are paid to do so.

Merchant vessels and trade caravans are likely to have several Soldiers of Fortune within their ranks to protect valuables, as will neighborhoods of street merchants or high-end shops. A Soldier of Fortune has no shame when on a job and may harass, annoy, and assault anyone they believe to be a threat. Soldiers of Fortune are famous for their dedication to a task and ability to complete their contracts, though they also tend to take themselves too seriously.

One particular Soldier of Fortune motto goes:

"If someone robs you, and you don't have a gun, how are you supposed to shoot them?"

Soldier of Fortune Features

Fighter Level	Feature
3rd	Contract Negotiator, Dogged Hunter, The Cost of a Job Well Done
7th	Observe and Report
10th	Diversified Portfolio
15th	Big Spender, Big Payoff

Contract Negotiator

At 3rd level, like any Soldier of Fortune worth their salt, you know that it doesn't matter how good you are at your job if you can't negotiate for your pay. You gain proficiency in Persuasion and learn either the friends or handshake cantrip. If you already have proficiency in Persuasion, you may choose another skill, and if you already know the friends and handshake cantrips, you may learn any other enchantment cantrip of your choice.

Dogged Hunter

When you choose this archetype at 3rd level, you learn a specialized enforcement style fueled by special dice called enforcement dice.

Enforcement Styles. You train in one enforcement style of your choice, which are detailed under "Enforcement Styles" below. These are special abilities that help you take out, detain, or otherwise incapacitate targets. You learn one additional enforcement style at 7th and 10th level.

Enforcement Dice. You have 4 enforcement dice, which are d8s. An enforcement die is expended when you use it. You regain all your enforcement dice after you finish a short or long rest. You gain an additional enforcement die at 7th and 15th level. At 10th level Your Enforcement dice increases from a d8 to a d10, and from a d10 to a d12 at 18th level.

Saving Throws. Some of the enforcement styles require your target to make a saving throw to resist the style's effect. The saving throw DC is calculated as follows:

Style save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)



The Cost of a Job Well Done

At 3rd level, you know the secret of spending gold to regain your edge on a job. As a bonus action, you may take out an appropriate amount of gold coins and spend them to energize yourself. The coins magically vanish and you gain an additional Enforcement Die based on the Cost table below.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Price	Enforcement Die Gained
10 gold pieces or equivalent	d8
20 gold pieces or equivalent	d10
40 gold pieces or equivalent	d12

Observe and Report

At 7th level, nothing can escape your discerning eyes. You have advantage on initiative rolls. In addition, you gain tremorsense out to a range of 10 feet.

Business in Front, Party in Back

At 10th level, on your first turn in combat you gain 10 feet of movement. Additionally anytime you would expend an enforcement die for an Enforcement style against a creature who has not yet acted in combat, you immediately regain that die.

Big Spender, Big Payoff

At 15th level, you know to get the job done, you really have to shell out. You can use a reaction to spend 1 buck or 100 gold to regain all your uses of your enforcement dice. Once used, this feature cannot be used again until you finish a short or long rest.

Enforcement Styles

At 3rd, 7th, and 10th level, gain one of the following Enfocement Styles.

Opportunist

No trick is too dirty when it comes to catching your prey. As a bonus action, you can expend an enforcement die to throw a handful of pocket sand into the face of a creature within 5 feet of you. The target must succeed on a Constitution saving throw or take piercing damage equal to your enforcement die and be blinded until the start of your next turn.

Iron Gripper

You are trained in the art of the takedown, and there is no foe that you cannot pin. Any time you would make an opposed Athletics check, you may spend an enforcement die, roll it, and add the result to your opposed Athletics roll.

Shaker

Shakers specialize in knocking their opponents off balance. When you hit a creature with an attack, you can expend one enforcement die, roll it, and add the result to the damage of the attack. The target must succeed on a Strength saving throw or be shaken. A shaken creature cannot take bonus actions or reactions and has disadvantage on attack rolls until the start of your next turn.

Breaker

You demoralize your target with your attitude alone. As an action, you can expend an enforcement die to intimidate creatures in a 15-foot cone. Each creature in that area must make a Wisdom saving throw. On a failed save, the target takes your enforcement die in thunder damage and is frightened until the start of your next turn.

Monk
Way of the Benne Jerryzet

At 3rd level, a monk gains the Monastic Tradition feature. The Way of the Benne Jerrzet is an option available to a monk, in addition to options from other sources.

While specific philosophies on the vision and shape of the goal of justice and liberation for the frefolk may differ from parlor to parlor, all agree that it is a prize that must be fought for. The order tests their faithful by tasking them to demonstrate courage in the face of adversity, for the litanies of the fearful have no place in the freezers. As such, the deeper secrets of the parlor are often known only to those willing to work in the shadows, the unsung heroes willing to get their hands dirty.

Way of the Benne Jerryzet Features

3rd	The Freezing Way, Memories of Bubblegum-Jabbar
6th	Weapon of Choice of Flavors
11th	The Tone of my Voice
17th	The Golden Scoop

The Freezing Way

Starting when you choose this tradition at the 3rd level, the many hours you have spent in cleaning and stocking the freezers grant you the ability to channel the biting chill through your own body. Whenever you strike an enemy with a Monk Weapon or an Unarmed Strike, you may choose to coat yourself and your weapon with the elemental frost of Benne Jerryzet. When you do, you may deal cold damage instead of any other damage type for the attack.

In addition, you ignore difficult terrain caused by ice or snow and automatically succeed on Acrobatics checks and Dexterity saving throws to remain standing on slippery ice.

Memories of Bubblegum-Jabbar

Also at 3rd level, you have undergone the ritual of the Frost Agony to unlock the frozen memories of the past revolutionaries of your order. You become proficient in Intimidation, History, and Persuasion.

Additionally, when you make an Investigation check, you may also make a History check and use the higher result; the minds of your predecessors take note of things that you might not.

Weapon of Choice of Flavors

At 6th level, you learn how to channel the gifts of the masters of the Freezing Way who have come before you. You learn three of the following channeled states of your choice. You can meditate for 10 minutes to enter into a channeled state and gain its associated benefits. Alternatively, as a bonus action, you may spend ki points as indicated to enter into the channeled state immediately.

You may only take on one state at a time. Unless otherwise stated, the channeled state lasts until you finish a short or long rest, until you fall unconscious, or until you channel a new state.

Rocky Rhodes. You can spend 1 ki point as a bonus action or complete a meditation to cause your feet to become sure and quick. While in this state, your movement speed increases by 10 feet and you ignore difficult terrain.

Van Nilla. You can spend 2 ki points as a bonus action or complete a meditation to make the cold your ally. While in this state, you have resistance to cold damage, and a +1 bonus to AC.



Taiga Strype. You can spend 2 ki points as a bonus action or complete a meditation to channel the cold into a weapon. While in this state, you deal an additional 2 cold damage when you hit a creature with your unarmed or monk weapon attacks.

Carmelo Cronch. You can spend 2 ki points as a bonus action or complete a meditation to cause your body to become much stronger than it appears. While in this state, you count as one size category larger for grappling, determining your carrying capacity, and the weight you can push, drag, or lift.

Nia Palitan. You can complete a meditation to channel this frozen state for 1 minute. While you do, your mastery over the Freezing Way makes your unarmed strikes have a reach of 30 feet and deal cold damage to creatures further than 5 feet away from you.

Chai Hulud (17th Level Required). You can spend 3 ki points or complete a meditation to enter this master form until the end of your turn. While you do, you unlock the secret of walking with rhythm and the hooks are out. When you move at least 10 feet, the ground begins to rumble beneath you in a 10-foot radius centered on you that moves with you. Creatures in the area must make a Dexterity saving throw. On a failed save, the target takes 2d12 force damage. Prone creatures in the area automatically fail the saving throw.

Strawtreides (17th Level Required.) You can spend 2 ki points or complete a meditation to channel this booming form to empower your voice. The damage die of your The Tone of My Voice ability increases from a d4 to a d6. In addition, you can spend up to 4 ki points to deal additional damage when you use it.

Muad Dip (17th Level Required.) You can spend 4 ki points or complete a mediation to channel this potent form, which lasts for 1 minute. You become the master and the pillar. While in this state, your other master forms and abilities are amplified.

Carmelo Cronch. You count as two size categories larger.

Nia Palitan. The range of your unarmed strikes increases to 90 feet.

Rocky Rhodes. Your speed increases by an additional 20 feet.

Strawtreides. Your The Tone of My Voice ability damage dice increase from a d6 to a d8 and you may spend up to 4 ki points to increase the damage when you use it.

Taiga Strype. The additional cold damage of your unarmed strikes increases to 4.

Van Nilla. The bonus to your AC increases to +3.

Chai Hulud. Creatures have disadvantage on the Dexterity saving throw against Chai Hulud, and it deals an additional 1d12 force damage.

The Tone Of My Voice

At 11th level, you gain the ability to bolster your words with the righteous fury of the revolutionaries who came before you. As an action, you can spend from 1, 2, or 3 ki points to shout an empowered insult at a creature within 90 feet of you. The target and each creature within 10 feet of it must succeed on a Wisdom saving throw. On a failed save, the target takes 3d4 thunder damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. For each ki point spent past the first, increase the damage by an additional 3d4.

The Golden Scoop

At 17th level, the memories of Longfellow Short reveal the deepest secrets of the order to you. you learn the remaining channeled states and you may now channel two states at the same time. Each state must be channeled separately.



Paladin
The Oath of Deliciousness & The Oath of Flavor

At 3rd level, a paladin gains the Sacred Oath feature. The following oaths are available to a paladin, in addition to options from other sources.

Nightmarish hunger or peckish curiosity. The slavish devotion to consume or the grumbling need to share that which is delicious. Those who worship through feasting take many, varied forms.

The Oath of Deliciousness

The fell knights who take the Oath of Deliciousness devote themselves to the ideal of hedonism which overwhelms all else, be it honor, loyalty, reason, or even morality. Their goal shall always be to seek out new pleasures for themselves, even if they must sacrifice others to obtain them. These knights usually begin their journey with good intentions. Many are former members of less depraved Orders that had the susurrous whispers of some saccharine siren convince them it is right for the mighty to feast while the weak starve, to finally live for themselves.

Oath of Deliciousness Features

Paladin Level	Feature
3rd	Oath Spells, Bonus Proficiency, Channel Divinity
7th	Unrelenting Hunger
15th	Hand of the Devourer
18th	Unrelenting Hunger improvement
20th	Delicious Destroyer

Tenets of Deliciousness

The tenets of the Oath of Deliciousness echo the tempting words that the Tasting Beast whispered into the ear of the first Pauladeen. Rather than feel any shame, they revel in embracing temptation above all else. For these legions of dark paladins, life is a feast unending.

What dost thou want? The greatest dishonor is not in having temptation, but in pretending that you do not. Do not shy away from gluttony, bring your hunger out into the light. No portion is too large.

Wouldst thou like the taste of butter? There is only foolishness in denying oneself the joy of excesses in order to prolong life, for what use is suffering in order to suffer longer? The body, the soul, the world: these things are all just as fleeting as pleasure. Gorge yourself on all that is.

Wouldst thou like a pretty dress? Deliciousness is not limited to what you can taste; the wonderful excesses of the world take many forms that you can take from those unable to defend them. Acquire a taste for everything.

Wouldst thou like to live deliciously? Slake your thirsts, glut your hungers, satiate your every desire. Do so with every waking breath, and heed not the judgments of your lessers. Burn those who would stand in your way.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Deliciousness Spells table.

Oath of Deliciousness Spells

Spell Level	Spell
3rd	*fragrant illusion, boom**
5th	*bacon wrap**, heat metal*
9th	*fear, food fatigue***
13th	*freedom of movement, Gordon Ramsbane's kitchen night terrors***
17th	*BOOOOM*, enervation*



Bonus Proficiency

When you take this oath at 3rd level, you gain proficiency in cook's utensils.

Channel Divinity

Starting at 3rd level, you gain the following two Channel Divinity options:

Unhealthy Appetites. You can spend 1 minute and a use of your Channel Divinity to bless a meal you've prepared with divine deliciousness. Each creature that partakes of this meal may gain 1 additional hit point per Hit Die rolled in addition to the bonus granted by using cook's utensils. When you eat this meal, your hit point maximum and current hit points increase by your Paladin level plus your Constitution modifier (minimum 1).

You may share this meal with a number of creatures (not including yourself) equal to your Constitution modifier, dividing the number of hit points and hit point maximum increase equally across all creatures who partake. These benefits last for 24 hours or until the next time you use this ability.

Unstoppable Craving. As an action, you can use your Channel Divinity to release the full force of your gluttonous spirit against a creature you can see within 30 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. After the creature has fallen, sibilant whispers in your mind tell you the best way to cook its remains.

At 18th level, when the target of this ability is reduced to 0 hit points before the duration ends, you can use a bonus action on a subsequent turn to mark a new creature. The whispers alter the recipe based on each subsequent creature slain while marked with this ability.

Unrelenting Hunger

By 7th level, your unnatural hunger fuels your pursuit of even the fastest prey. When a creature that you can see marked by your Unstoppable Craving ends its turn further than 60 feet away from you, you can use your reaction to teleport into an unoccupied space within 5 feet of that creature.

You can use this feature a number of times equal to half your Constitution modifier, rounded down. When you finish a short or long rest, you regain all expended uses.

Hand of the Devourer

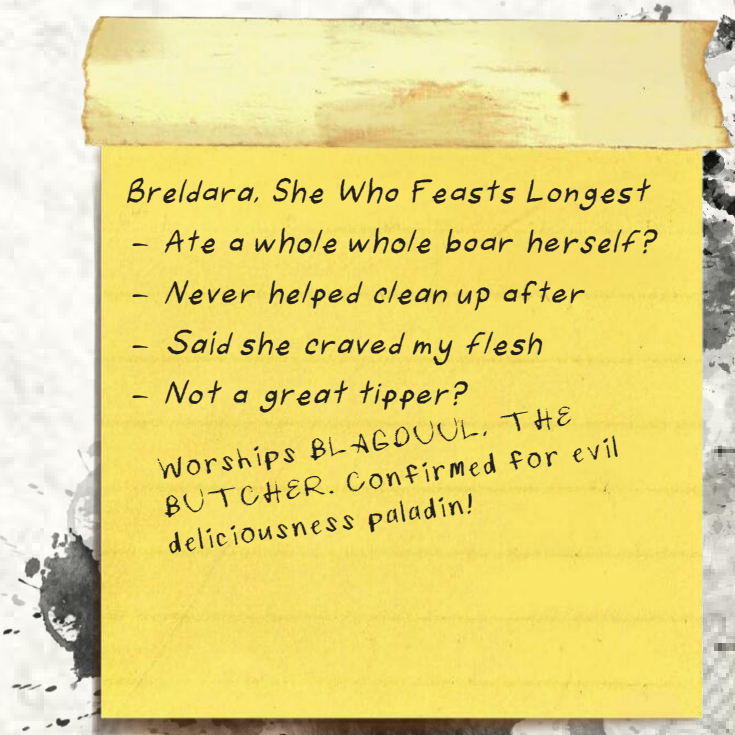
Starting at 15th level, your hands become yet another avenue for satiating your ceaseless hunger. When you heal a creature with Lay on Hands, another creature of your choice that you can see within 20 feet must succeed on a Constitution saving throw against your spell save DC or take poison damage equal to the amount healed in this way.

Delicious Destroyer

At 20th level, you gain the ability to harness your destructive desires into a pure, devastating force. As an action, you can magically become an Avatar of Hedonism, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Creatures have disadvantage on saving throws against your Hand of the Devourer and the damage ignores resistance and immunity to poison damage.

Once you use this feature, you can't use it again until you finish a long rest.



The Oath of Flavor

Paladins who take the Oath of Flavor devote themselves to an ideal far beyond simple taste,to understand what flavors make life truly meaningful. As such, their first approach to resolving a conflict is usually to try to understand why the conflict is occurring to begin with. Wherever possible, their mission is to foster an environment of camaraderie and solidarity, whether it be in the high and mighty royal dining halls, or around a humble campfire.

Oath of Flavor Features

Paladin Level	Feature
3rd	Oath Spells, Bonus Proficiency, Channel Divinity
7th	Aura of Zest (10 feet)
15th	Hand of the Preserver
18th	Aura of Zest (30 feet)
20th	Seasoned Knight

Tenets of Flavor

The tenets of the Oath of Flavor are more than simply a standard to which a paladin should upheld, but are intended to serve as a recipe to create peace. When Flavor is shared among all peoples, only then will these knightsbe satiated.

Savor That Which Is Rad. Flavor is not simply what you put into your mouth, but what you put into your soul. You are charged with never forgetting the good things in life, and never letting them go unappreciated.

Preserve That Which Is Tasty. There are many delicate flavors in life, whether it be the subtlety of a lime zest in an aioli, or the euphoria of a child's laughter. You are charged with defending and cultivating these small wonders for all to enjoy.

Seek Out A Life Full Of Zest. There is a world of flavor beyond the borders of your experience, and you only find them by expanding your own personal horizons. You are charged with exploring the world's flavors, not to take for yourself, but to share with all.

Burn Away The Distasteful. As much as you are charged with sharing good with the world, you must also never ignore evil when you see it. You are charged with taking arms against the things which seek to destroy the body, the soul, and the community.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Flavor Spells table.

Oath of Flavor Spells

Paladin Level	Spell
3rd	*boom, burning hands*
5th	*heat metal, commune with cuisine***
9th	*beacon of hope, Fieri's deadly drive through dash***
13th	*true grit*, guardian of faith*
17th	*BOOOOM*, wall of fries***

Bonus Proficiency

When you take this oath at 3rd level, you gain proficiency in Cook's Utensils.

Channel Divinity

At the 3rd level, you gain the following two Channel Divinity options:

Impart the Flavor. You can spend 1 minute and a use of your Channel Divinity to bless a meal you've prepared with divine flavor. You and up to five companions who partake of this meal gain the following benefits:

- You regain a number of spent hit die equal to half your Charisma modifier
- You have advantage on saving throws against poison and fear effects, and you have resistance against poison damage for 8 hours.

Char the Tasteless. You can use your Channel Divinity to burn those who revel in distasteful things. After hitting a target you may choose to use your Channel Divinity to cause the target to take an extra 1d6 fire damage and be branded by a set of grill marks. For the next minute, the target must make a Constitution saving throw at the end of each of its turns. Each time a creature marked this way takes damage it also takes an additional 1d4 fire damage. On a successful save, the effect ends.

The initial and additional damage of this ability both increase to 2 damage dice at 7th, 3 dice at 15th, and 4 dice at 20th level.



Aura of Zest

Beginning at the 7th level, your connection to the Ideals of Flavor runs so deeply through you that it forms an aura of spice and seasoning around you. You and friendly creatures within 10 feet of you may act as though your exhaustion level is reduced by one. Additionally, you and any friendly creature that starts its turn in that area has its speed increased by 10 until the end of its turn.

At 18th level, the range of this aura increases to 30 feet, and the speed bonus increases to 20.

Hand of the Preserver

Starting at the 15th level, your hands become a force for preserving good in the world. You may now use your Lay on Hands feature as a bonus action. Using Lay on Hands to neutralize poisons or diseases costs 0 points.

Seasoned Knight

At 20th level, you gain the ability to draw out the true flavor of the community you have helped to foster. As an action, you can magically become an avatar of Flavor, gaining the following benefits:

- You shine bright light for 30 feet and dim light for an additional 30.
- Friendly creatures within the bright light are immune to the charmed and poisoned conditions and resistant to necrotic and poison damage.
- If a friendly creature in your bright light recovers hit points, you may also choose any number of creatures within your bright light to regain the same amount of hit points, up to a maximum of twice your Charisma modifier.
- This transformation lasts for 1 minute unless you choose to end it early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Ranger
The Bargain hunter

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger, in addition to options from other sources.

There exists an ancient magic in Murka, one spoken of in a reverence normally reserved for the gods, spoken of in the dim homes of Murka's citizens and seen as a beacon of hope for Murka's poor. For more nefarious citizens, it's seen as a means to seize power. This magic is, of course, the magic of sales: an ephemeral and esoteric study, poorly comprehended and often misunderstood.

Wielders of this secretive magic are known as "bargain hunters." Whether for the good of the masses, their own nefarious means, or simply to see how far they can push the limits of transaction, bargain hunters channel and harness the power of sales to wield as a weapon against their foes or a boon for their allies.

Bargain Hunter Features

Ranger Level	Feature
3rd	Bonus Proficiencies, Craft Coupon
7th	Blue Light Special
11th	BOGO
15th	Loyalty program

Bonus Proficiencies

When you take this subclass at 3rd level, you gain proficiency in either Perception or Investigation. If you are already proficient in both skills, you may instead gain expertise in one. You also have advantage on any roll to find hidden compartments, pockets, and loot on bodies.

Craft Coupon

At 3rd level, you learn the esoteric art of coupon clipping, and craft an arcane coupon book. You can open your coupon book and, as an action, immediately redeem a coupon within it and choose one of the effects detailed under Coupon Selection that follows. Your coupons have a range of 60 feet, and saving throws made as a result of these coupons use your spell save DC.

You may use this feature a number of times equal to your Wisdom modifier (minimum 1). When you finish a long rest, you regain all expended uses. You may still open the coupon book after this, but any coupons used are either nonmagical or have expired.

Blue Light Special

At 7th level you gain the ability to tap into the magic inherent in all sales and summon the mythical blue light upon your foes.

As a bonus action, you can cause the blue light to wash over one creature that you can see within 60 feet. The light remains for 1 minute, until you dismiss it as a bonus action, or until you are incapacitated. While the target is illuminated by this light, it cannot regain hit points and gains no benefit from being invisible.

In addition, when you deal damage to a target of your Blue Light Special, a number of gold pieces equal to the damage you deal fall from the target and scatter onto the ground at its feet. Damage dealt by creatures friendly to you conjures silver pieces, and all other damage conjures copper pieces in the same manner.

On your turn, if the target of your Blue Light Special dies from damage you inflict, it drops a number of precious gemstones equal to your bargain hunter level. Each gemstone has a value of 10 gold pieces.

Once used, you cannot use this feature again until you finish a long rest.



BOGOF

At 11th level, your studies into the art of sales have imbued you with the sacred knowledge of how to 'Buy One Get One Free.' This allows you to make the most of your coupons.

When you use your Craft Coupon feature on your turn, you may make one weapon attack as a bonus action.

Loyalty Program

At 15th level, your dedication to sales has not gone unnoticed by the arcane and unknowable forces behind such transactions, and you have gained the status of Loyal Customer. You are granted access to three rare coupons of lore: The Manufacturer's Coupons! You may only use one of these coupons per long rest.

Two for One. Once this coupon is spent, you gain an additional action on each of your turns for a number of rounds equal to your Dexterity modifier. That action can be used only to take the Attack (one weapon attack only), Dash, Dodge, Disengage, Hide, or Use an Object action. This effect ends early if you use any other coupon.

Complimentary Gifts. This coupon allows you to use the magic of sales to supplement powerful magic. When a creature holding this coupon casts a spell that requires a material component worth 100 gp or less, the creature can proclaim its thriftiness. When it does, the coupon transmutes into the required material components and are expended normally. If the coupon is not used within 10 minutes, it disappears.

50% Off. When you redeem this coupon, you summon the darker aspects of sales to assault your foe's very being. Make a weapon attack against a creature within range. On a hit, the target must make a Constitution saving throw against your spell save DC. On a successful save, the target takes 5d10 force damage. On a failed save, the target takes force damage equal to half its hit point maximum.

Coupon Selection

Friends and Family Discount. One creature you can see within range must make a Wisdom saving throw. On a failed save, you have advantage on attack rolls against the target until the end of your next turn.

Floor Model Discount. One creature you can see within range must make a Wisdom saving throw. On a failed save, the target has disadvantage on the next saving throw it makes before the end of your next turn.

Doorbuster. All non-magical locks within 15 feet of you unlock as with the *knock* spell.

Sweepstakes. One ally you can see within range hits the magical jackpot. Until the end of your next turn, that ally can cast a single spell using a spell slot that is one level lower than is required by the spell, such as using a 2nd level slot to cast *fireball*.

Shopping Spree. A creature you can see within range may immediately take the attack action.

Holiday Rush. An ally you can see within range can immediately move up to its speed without provoking attacks of opportunity.

One Buck Off. One ally you can see within range is empowered by savings for one minute! The next time the target would spend an expendable class resource, such as ki or sorcery points, the first point or use of that resource is free.

Magical Gift Card. Summon any spell component with a value equal to ten times your ranger level in gold piece. This coupon can only be used once per long rest.

Buy In Bulk. This coupon allows you to spend a number of gold pieces equal to twice the number of allies within 5 feet of you. For each gold spent, you gain a pool of 5 hit points that you can distribute as you wish to each of those allies. Alternatively, you may expend 10 points from this pool to neutralize 1 poison affecting it. This coupon has no effect on undead and constructs.

Paper Gold. When negotiating the sales price of an item, you produce this coupon and reduce the price of a single item by 10%. This coupon can only be used once per item.

Kale'fornia Pizza Titan

1% DISCOUNT

for one choose your own za!



DISCOUNT COUPON

10% OFF

ON SUMMER SALADS

GARNISH GARDENS - EAST SIDE HALL OF MURKA, NEAR THE BUGGA BUGBEAR STATUE

DISCOUNT COUPON

15% OFF

OFF 1 SMALL WATER

GARNISH GARDENS - EAST SIDE HALL OF MURKA, NEAR THE BUGGA BUGBEAR STATUE

DISCOUNT COUPON

20% OFF

ON ALL YOU CAN EAT KALE

H GARDENS - EAST SIDE HALL OF MURKA, NEAR GGA BUGBEAR STATUE

THE BENNE JERRYZET GRAND PARLOR

*Freeze your f*cking brains!*

FREE SCOOP ALL TENDAY

VALID WITH THE PURCHASE OF 8 OR MORE*

**Any day between the hours of noon and ten minutes past noon, present this coupon and purchase 8 or more premium scoops to recieve one free scoop of our special high-quality "everything melted" flavor. No substitutions.*

Discount Sale

Discoun Chips

You WANT chips. You do.



DISCOUNT

4%

COUPON DISCOUNT

50 % OFF

This promo is special for you and valid on the purchase of 8 or more gallons of Slurpblurp brand Slurping Sludge.



Rogue
The Stocker

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue, in addition to options from other sources.

In the depths of Walmoria lies a vast labyrinth, home to a great many people that live within its unknowable isles. There are those lost to its machinations, who refuse to leave until they find what they seek, and those who find the weirdness of the depths preferable to the outside world. It is from these small communities that the art of Stocking was born: a strange practice that allows those who practice it to find precisely what they need for any given situation.

Stockers live virtually undetected in retail stores, where they silently resupply dwindling shelves. In the hidden backrooms and alcoves of shopping centers, they have created a fellowship to work and thrive together. They abide by the two towering principles of stocking: work for what you steal and help the people lost in the aisles. These commandments were laid down by the original stocker, J.R. Taeking, who left on a spiritual journey to find the undying aisles, though many stockers believe that he, their "King," will return one day.

There and Back Again

Long ago, after J.R. Taeking left on his spiritual journey, many stockers left on similar pilgrimages, leaving the aisles of walmoria behind. Some returned to the aisles they called home, but many more set down roots in Murka at large. Wherever there is a shelf, storage room, or warehouse in need of stocking, you are likely to find a stocker working hard or causing mischief for cruel managers.

Stocker Features

Rogue Level	Feature
3rd	Shelf Life, Stock or Steal
9th	Death from above
13th	Advanced Stocking techniques
17th	Aerial Stocker

Shelf Life

You use your Dexterity score instead of Strength for the purposes of calculating jump height and jump length. Additionally, you have a climb speed equal to half your movement speed.

Stock or Steal

At 3rd level, your ability to stock shelves has transcended the mundane and borders on preternatural. When you would deal sneak attack damage with a melee attack within 5 feet of a target, you can choose to instead Stock or Steal.

Stock. You may reach into your store's specific storage-demiplane for an item and stash it on your opponent. Roll on the Stockable Items table to determine what item you place and any effect it has on the target. At 6th level, you may roll twice on the Stockable Items table and use either result.

Steal. You use the opportunity to steal an item from your opponent as part of your attack. You may use this ability a number of times per long rest equal to your Dexterity modifier (minimum 1).

Stockable Items Table

D12	Item	Effect
1	BEES?!	The target creature has disadvantage on all attack rolls until the end of your next turn.
2	Wet socks	The target's speed is halved until the end of your next turn.
3	Something sticky	The target becomes very sticky and must make a DC 13 Constitution saving throw. On a failed save, it must use its action to wipe off whatever it is you put on them.
4	1/2 ply toilet paper	The target takes 1d6 fire damage for every 5 feet it moves until the end of your next turn. Damage taken this way ignores resistance and immunity to fire damage.
5	Frustrated goldfish	The target must make a DC 15 Constitution saving throw or lose concentration on any spell it's currently concentrating on.
6	A single flip-flop	The target is frightened of you until the end of your next turn.
7	An open jar of honey	The honey attracts a swarm of ants. Your opponent takes 1d6 piercing damage at the start of each of its turns until it uses an action to scrape away the ants.
8	Just an obscene amount of bleach	The target takes 1d6 acid damage and must make a DC 13 Dexterity saving throw. On a failed save, the target is blinded until the end of your next turn.
9	Chunky milk	The target is thoroughly disgusted and attacks against it are made at advantage until the end of your next turn.
10	Tough taffy	The target can't cast spells with a verbal component. This effect lasts for 96 hours or until it spends an action to chew the taffy.
11	A clan of armed gerbils	Until the target uses an action to shake off the vicious gerbils, it takes 1d6 slashing damage each time it makes an attack roll. A creature can be affected by multiple clans of armed gerbils, but all of them are removed by a single action.
12	A fistful of loose glitter	You and the target are outlined in blue, green, or violet light (your choice). Additionally, for one minute, you both shed dim light in a 10-foot radius. Attack rolls made against a creature illuminated in this way are made at advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Reliable Stocker

At 9th level, you are more at home in the lofty shelves above the aisles than you are on the ground. You gain resistance to bludgeoning damage taken due to falling.

Additionally, you don't need advantage on the attack roll to use your Sneak Attack against a creature if you're above it. All the other rules for Sneak Attack still apply to you.

Lastly, when you use your Stock feature, you may choose an item from the Stockable Items table instead of rolling on it.

Advanced Stocking Techniques

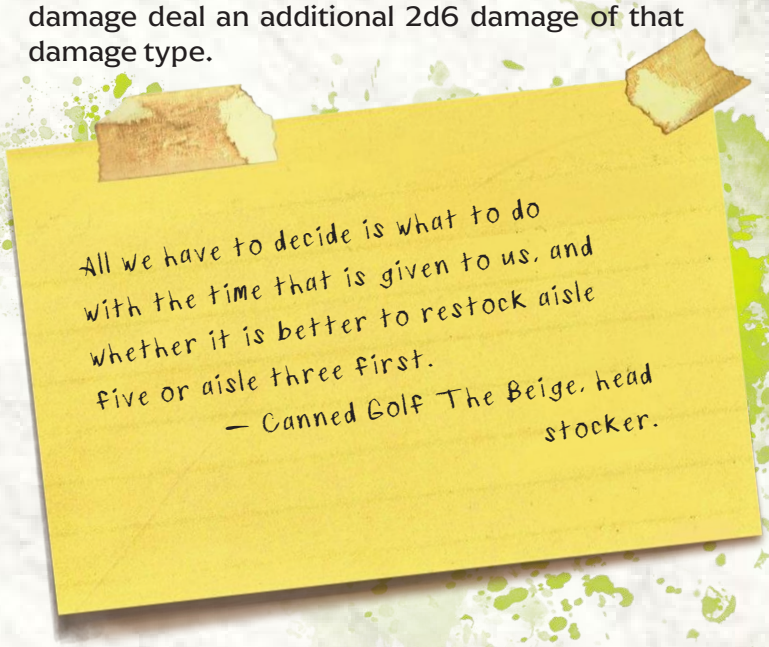
At 13th level, You have perfected the art of the steal. When you Steal from a creature, you may take 2 items.

You have also learned and perfected the art of stocking. You now have access to the full interdimensional warehouse from which you retrieve items for your Stock feature. Three times per long rest you may choose one item from the Rare Stockables table when you Stock:

Aerial Stocker

At 17th level you have become so accustomed to the heights of the shelves, you rarely ever need to touch the ground. Your jump distance is tripled, your speed increases by 10 feet, and your climbing speed becomes equal to your speed.

Additionally, the DC of your stockable items increase by 3 and stockable items that deal damage deal an additional 2d6 damage of that damage type.



Rare Stockables Table

Magic molasses	Your opponent acts as though under the effects of the *slow* spell for 1d4+1 rounds.
Tantalizing meat	Your opponent acts as though under the effects of the *hangry haze of lord Lagrasse* spell until the end of their next turn.
Pilfered pharmaceuticals	Your opponent acts as though under the effects of the *confusion* spell until the end of your next turn.
Gorgon-zola Cheese	If you successfully stock 3 of these on the same opponent they become petrified.
Faulty Squonk Box	A *smog cloud* (DC 15) is cast centered on your target. The spell lasts for the duration and requires no concentration.
Uncomfortably suggestive squash	Your opponent uses their reaction to nervously avoid eye contact with you and then acts as though under the effects of the *fear* spell until the end of their next turn.
Butter Beyond Belief	Your opponent is affected as if you had cast the *butter fingers* spell on them, you may target up to 3 of your opponent's hands with this spells.
Shaken Root Beer	If your target moves before the end of your next turn, their speed immediately becomes 0 for 1d4 rounds.

Sorcerer
Saucery

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to a sorcerer, in addition to options from other sources.

All across the districts of Flavor City, you will find diverse crafts and interesting meals. From gastronomy to steaming, enchanted meats to blessed vegetables, you can find a wide assortment of new and unorthodox ways to prepare and serve meals.

In this pursuit of improvement and with the intent to discover new territories of flavor, a unique tradition of magic has been cultivated. Passed down through the generations, each saucerer bloodline is different, and while few know how the saucerers came to be, even fewer would be foolish enough to let their family's secrets slip so easily. But no matter their origin, saucery has come to thrive in the world of Murka. Using their mastery over a deceptively simple element, saucerers are able to employ their ancestral recipes and gifts to not only change themselves and their companions, but the entire world.

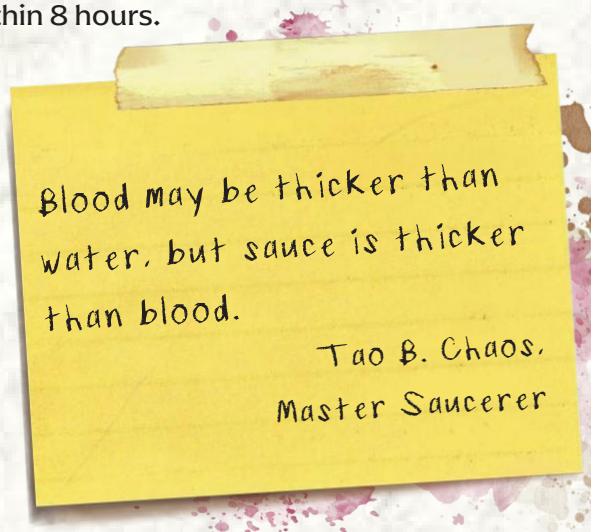
Saucerer Features

Sorcerer Level	Feature
1st	Secret Sauce, Daily Special
6th	Saurcerer's Stone
14th	Flying Saucer
18th	Sauce Boss

Secret Sauce

At 1st level, you have learned the ability to concentrate a small amount of water, along with the necessary spices, to make a hearty sauce for your own uses. At the end of a long rest, you can create a number of bowls of "Secret Sauce" equal to your Constitution modifier plus your Charisma modifier (Minimum of 1).

Each bowl of sauce can be consumed over the course of 1 minute along with a ration or any variety of food. A creature that consumes it gains a number of temporary hit points equal to your proficiency bonus + your Charisma modifier (Minimum of 2). The temporary hit points last until a creature finishes a long rest, and uneaten sauce loses its magical potency if not consumed within 8 hours.



Daily Special

At 1st level, you siphon the power of the sauce into yourself like a stream of ethereal mayonnaise. By adding certain ingredients to your Secret Sauce, you can provide additional benefits to yourself or others that consume it. However, a batch of sauce may only benefit from one additive at a time and only one instance of that additive. The benefit only lasts until your next long rest unless otherwise stated.

When you create your Secret Sauce, you may declare you are adding one of the following ingredients to gain the benefits listed in the Additives section. The saucerer that made the sauce can choose to gain either or both benefits when they consume the sauce, while non-saucerers gain only the listed benefit.



Saucerer's Stone

At 6th level, you have harnessed the dynamic power of sauce and utilized its flexibility to synthesize a crystalline form of your sauce, known as a Saucerer's Stone. You perform a ritual by rendering one of your Secret Sauce bowls into a crystal form to create the stone. While the Saucerer's Stone is in your possession, it acts as a Spellcasting Focus and you may choose an additive to infuse the stone with. As long as your Saucerer's Stone is on your person, you gain the benefits of that additive, even if you are already benefiting from a different one. Each time you cast a gourmomancy spell of 1st level or higher, you may change the effect of your stone if the stone is on your person.

Additionally, while you have the Saucerer's Stone, you can transmute 2 sorcery points into 1 bowl of Secret Sauce without any Daily Special additive. At 11th level, you can spend an additional sorcery point to have this Secret Sauce bowl be flavored with a single ingredient from your Daily Special ability.

Alternatively you may reabsorb the magic in your sauce bowls to gain one sorcery point per sauce bowl reabsorbed. Absorbing a sauce bowl this way is a magical process and as such you do not gain any benefits associated with eating it.

If you lose your Saucerer's Stone, you can repeat its creation ritual and craft a new one as part of a short or long rest.

Saucerer's Flying Saucer

At 14th level, you have managed to extend your sauce crystallization techniques to larger areas. As an action, you can transmute one of your Secret Sauce portions into a Flying Saucer, a solid plate of crystalized sauce that is 5 feet in diameter, has hit points equal to 5 times your Sorcerer level, and an AC of 15.

The Flying Saucer can carry up to 400 lbs. or 1 Medium and 1 Small creature. It hovers 1 foot off the ground and has a flying speed of 60 feet while you are standing atop it. If you are not riding the Flying Saucer, you can move it up to 60 feet to a point you can see as a bonus action.

The Saucer always moves in a straight line. If its movement takes it through a creature's square, that creature must make a Strength saving throw against your sorcerer spell save DC.

A Huge or larger creature automatically succeeds on its Strength saving throw against the Flying Saucer's movement. On a successful save, the target takes bludgeoning damage equal to half your sorcerer level, rounded down, and the Flying Saucer's speed becomes 0 until the start of your next turn. On a failed save, the target is knocked prone. If the creature fails its save by 5 or more, it is dragged along the saucer's path and knocked prone in an unoccupied space within 5 feet of where the saucer stops..

If the Flying Saucer's hit points reach 0, it is destroyed and must be remade.

Sauce Boss

At 18th level, you have attained near peak mastery over the sauce, to such a degree that you have BECOME the sauce. As a bonus action on your turn, you may become an Avatar of Sauce, or "Sauce Boss." You transform into sauce along with anything you are wearing or carrying. The transformation lasts for 10 minutes or until you end it as a bonus action. While in the state of the Sauce Boss, you gain the following benefits:

- Instantly gain 40 temporary hit points.
- You can squeeze through tiny spaces and holes no smaller than 2 inches, as if you were a liquid.
- Double your proficiency bonus on Constitution checks and saving throws
- If you roll a 1 or 2 on a damage roll for a spell that deals fire or acid damage, you may reroll the damage die. You must use the new roll.

Once used, this feature cannot be used again until you finish a long rest. If you have a Saucerer's Stone in your possession, you can use an action and expend 8 sorcery points to become the Avatar of Sauce again.



Additives

When you craft your special sauce, the following explosive flavor additives can be added.

The Extra Heat

When minced peppers, red dragon's blood, fire giant tears, or other spicy additives have the following blistering effects:

Saucerer Benefit. While the temporary hit points added by your Secret Sauce remain, you have resistance to fire damage. In addition, when you cast a spell that deals acid or fire damage, you can cause the spell to deal either damage type instead.

Non-Saucerer Benefit. Once during the next 8 hours, you can use a bonus action to exhale a cloud of burning spice-fueled heat in a 15-foot cone. Creatures in the area must make a Dexterity saving throw against the sorcerer's spell save DC. On a failed save, the target takes a number of d4 equal to your proficiency bonus worth of fire damage.

That Deep Chill

Bright, cooling mint, basil, or yeti spit lends your sauce a refreshing bite and the following effects:

Saucerer Benefit. While the temporary hit points granted by your Secret Sauce remain, you gain an additional bonus action on each of your turns.

Non-Saucerer Benefit. For 8 hours, you fare well in cold and hot climates, and can exist comfortably in temperatures as low as 0 degrees Fahrenheit or as hot as 110 degrees Fahrenheit. In addition, your breath smells incredibly fresh, increasing your Charisma score by 1, to a maximum of 20.

The Thiccness

Extra thickening agent makes your sauce heavy enough to chew and gives it the following effects:

Saucerer Benefit. While the temporary hit points granted by your Secret Sauce remain, you can move through other creature's squares without provoking attacks of opportunity and use a bonus action to shove any creature whose square you move through. You may oppose their Strength (athletics) check with either a Strength (Athletics) or Charisma (intimidation).

Non-Saucerer Benefit. The number of temporary hit points you gain from the Secret Sauce is doubled and the sauce can be eaten on its own to provide enough nourishment to sustain you for one day.





Warlock
The Company

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock, in addition to options from other sources.

To you, your patron is the place, the product, and the brand. It is everything, at all times. You might be bound to a brand so invasive that it is found in every home, a disruptive new startup looking to cut into the market, or an entrepreneurial dream yet to become a reality. Such patrons desire growth and profit above all, and know the power of price, as well as the price of power.

Warlocks of the Company gain the power and resources of the brands that they support; in turn, their efforts to expand the company and dominate the competition benefit their patron conglomerate. Warlocks of the Company possess peculiar, highly dominant personalities which, combined with their company-issued powers, make them dangerously effective business predators.

Company Patron Features

Warlock Level	Feature
1st	Company Patron Spells, Business Savvy, Disrupting The Market
6th	Targeted Trend
10th	Vampire Capitalist
14th	Hostile Takeover

Expanded Spell List

The Company lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Company Expanded Spells

Spell Level	Spells
1st	*false life, quality assurance****
2nd	*branding smite, cognitive dissonance*
3rd	*smog cloud, patriotism**
4th	*confusion, private sanctum*
5th	*geas, flame strike*

Business Savvy

At 1st level, you learn Biznish, as well as the friends and handshake cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Disrupting The Market

At 1st level, you gain the knowledge to unbalance a creature with a slew of corporate buzzwords. As an action, you can target one creature within 30 feet. The target must make a Charisma saving throw against your warlock spell save DC. On a failed save, the target suffers from the burnt out condition for 1 minute. On a successful save, the creature suffers no effect and becomes immune to this ability for the next 24 hours.

In addition, creatures who are burnt out have disadvantage against your spell saving throws and you have advantage on spell attack rolls against those creatures.

Targeted Trend

At 6th level, you begin to keep a running list of others' activities, always looking for an edge. Whenever a creature you can see takes damage or fails a saving throw against a spell cast by you or one of your allies, you may use your reaction to make a mental record of it. As an action, you can consume three Targeted Trend records in order to cast one of the following spells on that creature without expending a spell slot, requiring

no material components. The spell is cast at your warlock spell slot level and cannot be countered by *counterspell*.

- *locate creature*
- *inflict wounds*
- *phantasmal killer*
- *banishment*

Vampire Capitalist

At 10th level, insight into the soul-sucking required to achieve your long term goals has given you resistance to necrotic damage. In addition, when you cast a spell which deals necrotic damage, you may choose to instead deal half damage and heal yourself for the amount dealt.

Hostile Takeover

At 14th level, you gain a disturbing insight into making others do what you want. Any time you deal damage to a hostile humanoid affected by your Disrupting the Market feature, you can cause that creature to fall under your control, as if under the effects of the *dominate person* spell until the end of your next turn. Creatures that are immune to charm are immune to this ability. You may use this ability a number of times equal to your proficiency bonus per long rest.

At 18th level, you can affect any creature with this ability as if under the effects of the *dominate monster* spell.

Invocations

Business Ethics

Prerequisites: Company Patron

When you deal damage to creatures that you have records of with your Targeted Trend feature, you can choose to deal necrotic damage instead of any other damage type.

Eldritch Friend

Prerequisites: 5th level, Pact of the Chain Feature

Your familiar can take the form of any beast with a challenge rating of 1/2 or less so long as it does not have a fly speed.

The Eldritchest Friend

Prerequisites: 9th Level, Pact of the Chain Feature

Your familiar can take the form of any beast with a challenge rating of 2 or less.

Company Mascot

Prerequisites: 15th Level, Company Patron, Pact of the Chain Feature, Eldritchest Friend

Your familiar is able to use its reaction to use your Trending Topic feature. Both you and your familiar keep and share the mental records associated with that feature.

Shameless Plug

Want Action Fiction to be your patron company? That's sorta weird but we're not here to tell you how to have fun! Should you make this decision and desire to speak with your corporate overlords, you can tweet at us at @actionfiction!

Wizard
School of Gourmomancy

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to options from other sources.

Imagine the power to take a decaying carcass and fashion it into an incredible, life giving force. Then imagine sprinkling the result with the dust of a forbidden plant giving it not only energy, but indescribable sensations. Cooking food is the most common magical process: an alchemy where base materials are reforged as simmering bowls of metaphorical culinary gold, sometimes with real gold involved. There are some in Murka who take this practice a step further, studying the magical power of food and harnessing it to their purposes. These are students at the culinary school of Gourmomancy.

Recipe for This Caster

When you select this school, your spell book becomes a recipe book. While it has the functions of a regular spellbook, it appears more like a collection of delicious recipes than an arcane tome of incantations. Perhaps your spellbook is actually your great grandmother's old cooking journal, or a tome of forbidden foods you dug out of a library return pile.

Gourmomancy Feature

Wizard Level	Feature
2nd	Gourmomancy Prodigy, Recipe Book, Bake Familiar
6th	Animate Food
10th	Refined Palate
14th	The Secret Ingredient

Gourmomancy Prodigy

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a gourmomancy spell into your spellbook is halved.

Bake Familiar

Starting at 2nd level, you add the *find familiar* spell to your spell book if you do not have it already. The familiar you summon using this spell is a construct, rather than a celestial, fey, or fiend, as it is made of pastry, vegetables, meats, or other food items. In addition, your familiar is immune to poison damage and cannot be charmed or poisoned.

Anytime your familiar is summoned and you cast a gourmomancy spell of first level or higher, you gain a number of temporary hit points equal to the spell's level plus your Intelligence modifier (minimum 1).

Animate Food

Beginning at 6th level, you add the *animate food* spell to your spell book if it is not there already. When you cast *animate food*, you can target one additional pile of meat or vegetables.

Whenever you create a construct using a gourmomancy spell, it has the following benefits:

- As an action, a friendly creature can partially consume the construct. This deals 1d12 damage to the construct and the consuming creature regains a number of hit points equal to half the damage dealt.
- Summoned **munchivors** and **vegivors** have twice their normal hit points.
- The creature adds your proficiency bonus to its attack and damage rolls.

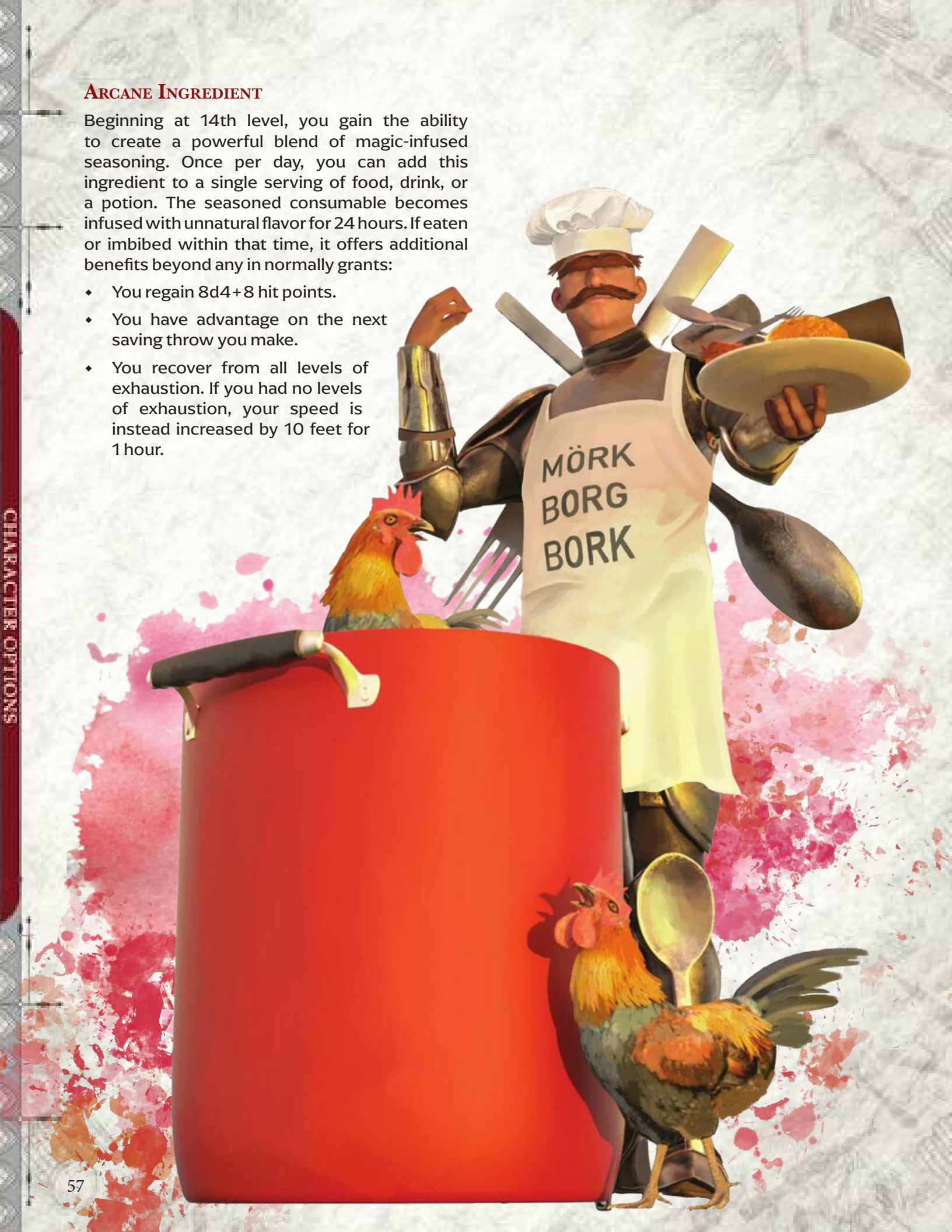
Refined Palate

Beginning at 10th level, become immune to the poisoned condition and have resistance to poison damage. In addition, you ignore any negative effects from eating poisoned or spoiled food.

Arcane Ingredient

Beginning at 14th level, you gain the ability to create a powerful blend of magic-infused seasoning. Once per day, you can add this ingredient to a single serving of food, drink, or a potion. The seasoned consumable becomes infused with unnatural flavor for 24 hours. If eaten or imbibed within that time, it offers additional benefits beyond any in normally grants:

- You regain 8d4+8 hit points.
- You have advantage on the next saving throw you make.
- You recover from all levels of exhaustion. If you had no levels of exhaustion, your speed is instead increased by 10 feet for 1 hour.



Optional Rules

Now that we've whet your appetitie with this spicy pitch, lets talk about some optional rules you might need to make the most of Murka's rich and dynamic service industry—equal parts soul crushing and belly bursting. The following optional rules and effects might play well with your table, so long as everyone agrees that they'll be a good fit!

Capitalism is Magic!

Spending gold in Murka, especially for several of the classes in this book, is a magical affair! When a spell, ability, or curse requires you to 'spend' gold, unless otherwise specified, the gold (such as in the case of the Punk barbarian specifically 'destroying' gold) shows up in the vault of a god of greed or commerce. Gold expended in this way cannot be reclaimed, nor can the price be negotiated by anything short of divine intervention.

Epic Boons

The text of each boon addresses its user. Unless a boon says otherwise, a creature can't gain it more than once.

Boon of the Adamantine Chef

You are immune to poison damage, the poisoned condition, and critical hits against you become normal hits.

Boon of the Archmage

You gain a single 10th-level spell slot. There are no 10th level spells, but you can upcast lower level spells using this slot.

Boon of the Capitalist

Anytime you gain money, the same amount appears somewhere on your person, effectively doubling your profits.

Boon of Confidential Conference

You gain access to a pocket dimension only accessible by you, which is an office space that fills a 30-foot cube. This office contains a table, several chairs, and a water cooler. As an action, you may transport yourself and any allies within 10 feet of you into this office space. You may spend another action to return yourself and all allies back to your previous location. Once used, you cannot use this boon again until you finish a short or long rest.

Boon of the Plutophage

As an action, you may devour 10 Murkan bucks and regain 10 hit points.

Boon of Tall Tales

As an action, you can gain the "enlarge" effect of the *enlarge/reduce* spell. While in this form, your Strength score increases by 2, to a maximum of 22.

Boon of the Silent Tongue

You can communicate telepathically with creatures you can see within 120 feet.

Foodborne Illnesses

Whenever a creature eats food from a... not insignificant number of Murkan restaurants, it may contract a foodborne illness. A creature afflicted by a foodborne illness must succeed on a DC 12 Constitution saving throw, or suffer from the effects of the illness.

An afflicted creature repeats the saving throw against the illness at the end of each long rest. On a failed save, the effects of the disease continue. On a successful save, the creature recovers. The effects may also be ended by a *lesser restoration* spell or similar magic.

List of Illnesses

The following foodborne illnesses are presented in alphabetical order.

Chili Corn Collywobbles. A creature that is infected with the chili corn collywobbles becomes unnaturally fearful. The following symptoms of the illness appear 1d4 hours after being infected.

- The creature has disadvantage on Wisdom saving throws.
- Each time the creature takes damage from an attack, it must succeed on a DC:12 Wisdom

saving throw or become frightened of the attacker.

Fajita Fever. Aches and fatigue are the most common first signs of fajita fever. Although the name may be fun and festive, it can result in death if not treated seriously. The following symptoms of the illness appear 1d12 hours after being infected.

- The creature gains disadvantage on Strength checks.
- The creature gains one level of exhaustion each time it finishes a long rest.

Guac Gut Rot. General discomfort and an unease of being out of sight of an outhouse are common with those who have guac gut rot. The following symptoms of the illness appear 1d4 hours after being infected.

- Immediately suffers one exhaustion level
- Suffers from the poisoned condition for 1d4 hours, after which they gain one level of exhaustion.

Pinto Pox. Red markings around the face are the first indication of the pinto pox, and a mental fog follows. The following symptoms of the illness appear 1d8 hours after being infected.

- The creature gains disadvantage on Charisma and Intelligence checks and Intelligence saving throws.
- The creature gains disadvantage on Concentration checks.

Red Hot Chili Chills. The red hot chili chills cause the infected to shiver and shake uncontrollably. The following symptoms of the illness appear 1d6 hours after being infected.

The creature gains disadvantage on Dexterity checks.

- Each time the creature makes a weapon attack, it must succeed on a DC:12 Constitution saving throw or have disadvantage on the attack roll.

Flavor Manifest

While their characters venture through Flavor City, players may discover that bringing snacks for the group may bring good fortune to their character's actions. Dungeon Masters are encouraged to grant players who bring food to the table in-game benefits such as common or uncommon magic items, advantage on initiative rolls, or the offered cuisine available to them in-game.

So You've Become Part of the Walmoria Family...

Getting Hired counters can accumulate faster than you may expect. These optional rules contain mechanics that can result in sudden character loss. If you have not conducted a session zero in which you discussed death and loss of character with your players, consider sitting down and having such a discussion before implementing these optional rules.

Getting Hired

Walmoria is an insidious and corruptive influence to everything and everyone around it. Those who spend time within its cavernous locales often find themselves drawn deeper and deeper in search of bigger and better deals, soaking in the innate wrongness that emanates from the atmosphere. Eventually, if they spend too much time browsing, humanoids may find themselves overwhelmed by what could only be described as "Walmoria Weirdness." Adventurers will find it harder and harder to leave Walmoria to resume their normal lives, until one day they don't return at all.

Characters exposed to Walmoria and the great value deals within will find themselves irresistibly tidying up the shelves, returning items to their proper location, or other... things... that heroes would do! Before long, they will find themselves wearing a purple vest and settling in among the endless employees, a cog in the savings machine that is Walmoria.

Each character has 10 stages in their Getting Hired track. A character who encounters a Walmoria Weirdness (see the Weirdness table) must roll a DC 10 saving throw. Unlike other saving throws, but much like death itself, this one isn't tied to an ability score. On a failed save, a character marks a failure on their Getting Hired track and moves one step closer to becoming another faceless purple-vested shape among the shelves. When all 10 stages are marked, the character

becomes an employee with literally no benefits whatsoever.

Characters must make a getting hired saving throw whenever they encounter one of the following events while inside Walmoria

- Finishing a long rest, being reduced to 0 hit points, or falling unconscious.
- Being damaged by a critical hit or subjected to the charmed condition or a similar mind-altering effect.
- Entering an employee-only area or interacting with long-term employees.
- Being resurrected within Walmoria. On a failed save, a character adds 1d4+2 failures to their Getting Hired track.
- Witnessing rituals done by corporate agents or encountering the Walrog.

Players must track how many times they have failed their Getting Hired saving throw. Either mark it on their character sheet or otherwise use a counter to represent their level of peril. For the fully-capitalist Walmorian experience, players should be encouraged to use tokens or a stack of coins as their counters as their first 'wages' start to pay out!

Getting Hired counters remain with the character permanently. As more and more of them start to accumulate, the following effects begin to plague the character:

1-3 failures. You have been touched by Walmoria. You find it playing on your mind more and more often, and it's always the first place you think of whenever the adventuring party suggests stocking up on supplies.

When you step foot outside of Walmoria for the first time, a voucher for 25% off the purchase of a potion of healing appears in your hand.

4-5 failures. The urge to spend grows, and you notice small details about the aisles as you traverse them—products askew, wrappers on the floor, a spill in aisle 7. Someone really ought to do something about that...

You have a -1 penalty for your Getting Hired checks. At the end of every long rest, you receive a bag of 3 gold.

6-7 failures. You begrudge every coin not spent in Walmoria, every wasted coupon—how can anyone resist such great value!?

Your Getting Hired DC increases to 12. At the end of every long rest, you receive a bag containing a number of gold pieces equal to your number of failures.

8-9 failures. Even on the road or when battling monsters, your thoughts keep drifting back to the single insatiable fact: you should have been back an hour ago! Maybe the Manageri will let you count adventuring as your half-day...

You have disadvantage on Getting Hired saving throws. If a purple vest is not in your possession, one appears folded neatly among your belongings after you finish a long rest.

10 failures. Welcome to the Walmoria Family! Here is your name-tag, here is your box-cutter, and while we cannot legally forbid you from joining a union, the Walrog strongly encourages you not to.

You are lost to the great consuming maw that is Walmoria, and the Manageri now decide your each and every action. Walmoria will now permanently repossess your character sheet, issuing that character policy-compliant statistics and assigning it to a role in one of its many departments.

Recovering from Walmoria Weirdness

Although Walmoria has wormed its way into many souls and steered even the most chaotic into a life of servitude, its curse is not unbreakable. A character that has failed fewer than 10 Getting Hired saving throws can remove them over time using the following methods:

- For every 30 days that a character spends without going to Walmoria, they automatically remove one failure from their Getting Hired track.
- When you make a Getting Hired saving throw and roll a 20 on the d20, remove 1 previous Getting Hired failure.
- If *remove curse*, *greater restoration*, or a similar spell is cast on a character, subtract 1d4+2 failures from its Getting Hired track. This reduction can only occur once per visit to Walmoria.
- Dying and being resurrected anywhere outside of Walmoria removes all Getting Hired failures.

UMAMI
BITTER
SOUR


SALTY
SWEET

Flavor City

Introduction

Flavor City: a land of feasts in a nation of cultural famine. Built around the shattered remains of a fire titan, this living temple to food and culture balances on the edge of a chef's knife. On one side, community and celebration—on the other, gluttony and appropriation. It's where any Murkan patissier, saucier, or fry cook worth their salt comes to train. It's a place where you can find anything from tarrasque tartare to chicken-fried steak.

Ruling over all is Guillame Fierre, the sovereign of Flavor City and one of the most singularly colorful characters that I've met in a life full of addicts, bullfighters, and petty warlords. His gourmet temple, the Cornucopian Chantry, rises above the Whipped Peaks, with everyone from the snobbiest foodies to the humblest gourmands drawn to its overflowing tables like flies to honey. The districts further out from the Chantry are arguably where the best food and sundry can be found, but it's also where one wrong stop might get you killed.

Make no mistake, this is a wild place. You might have heard about the "magic of food" before, but here, food is literally magic. Sentinels made of spices patrol the streets in service of their gourmet masters. People volunteer to fight sentient vegetables in gladiator matches. Fierre's paladins defend the city with the power and intensity of Flavor itself.

And then, of course, there's the Cupcake Wars... The less said about that, the better.

Your guide to this den of delicious paradox? Me, Tony Boudin.

You may be thinking: didn't he die? Well, yes. But this is Murka, and I've been a good little boy, so I got to ascend and became a demigod. I, too, am surprised I managed to stay on the cosmic "nice list" after all these years. Must have been all the charity work.

I'll admit that I was a little bummed out about the deal at first. After all, isn't going to Meshuggahn and burning for all of eternity a lot more punk rock than semi-divinity? But I have to say, after a couple of years of this, being a demi-god doesn't suck.

Which brings me to you. I, along with my esteemed colleague Dagon Chang, will be taking you on the Grand Tour of this culinary wonderland, warts and all, an unflinching look at Murka's enlarged, cholesterol-choked heart.



The Crust District

Welcome to the Crust District, the largest and most active district in Flavor City! This is where most of the city's populace work and live. Most people, if they aren't running their own businesses, end up working for the Zis-Ko Consortium. Others, if they are unlucky, find themselves working for some rather unsavory characters, or worse: The Golden Arch.

Still, when it comes to The Crust, this is where all of the more eccentric foods can be found, and where small-time produce producers can sell their goods. In fact, flavor carnivals, farmer's markets, and food wagons are an important aspect of the district's appeal. Want farm-fresh veggies that didn't spend a bunch of time in Zis-Ko's Ever-Ice Freezers? They got it! Want to earn some coin winning The Adamantium Chef competition in a morally gray fashion? Look no further! Want to try peanut butter, bacon and banana sandwiches? Oh they've got that, and so much more.

And if you don't want to try that, I have to ask why you're bothering to visit Flavor City in the first place...

Of course, the most well known feature of the Crust District are the Flavor Savers. These five mystical towers loom over the city ominously, each signifying their attunement to the various pillars of taste: Sweet, Sour, Salty, Savory, and Umami. While all people of the city value their unique zodiac system, those of the Crust often feel like they especially embody the particular sign they were born under. Refrains of "Oh gods, they're SUCH a Salty" are not uncommon.

The Crust: it's a place of action, intrigue and just plain good fun.

The Flavor Savers

Towering over the entirety of its wayward city, The Flavor Savers stand as tall and proud as the citizens of the city they protect. These mysterious, three-legged statues are some of the very first things children of Flavor City learn to recognize, and are some of the most insta-graphed landmarks in the city. Even with the relatively small amount of tourism the city receives due to being mobile, the Flavor Savers are recognizable even by people who have never been to Flavor City.

So prominent are these massive mystical pizza tables that the citizens of Flavor City have developed a zodiac system for what kind of person they believe each other will turn out to be based solely on which of the monumental Pizza Ottoman governed the skies on the day of your birth.

One of the only places in the city where you cannot find food sold for consumption, the Flavor Savers DO have a Flavor Saver merchandise shop, where weapons, armor, lamps, and even booty shorts can be purchased with pithy sayings like "Sweeter than your mom's apple pie," "Savor-y this moment," the simple yet elegant "Umami," and the classic "I went to the Salty Flavor Saver and all I got was this stupid jerkin."

I don't know personally how much credence I give to this, but when you look at us, it kinda makes sense right? Our friend, Namin Sozrat has that sweet, infectious smile and personality that makes everyone want to be her best friend, Tony has that unique kick that smacks of bitterness, and as always, I'm salty.

More practically speaking, the Flavor Savers have been there for as long as the city has stood, and some say that they are even older than The Baron of Braised Beef himself. Regardless, the enormous erections are also what allow Flavor City to travel from place to place, and unbeknownst to many of its citizens, the Flavor Savers also keep the Tasting Beast imprisoned beneath the Cornucopian Enchantry. Were even one of the Flavor Savers destroyed, it could spell chaos and destruction for the entire city.

LIFE'S SHORT. DON'T LET GOOD FOOD PASS YOU BY.
-DAGON CHANG



Dearest Fierre,
Thank you for your interest in speaking with the thieves who attempted to breach our HQ perimeter. Their debriefing is still ongoing and redacted transcripts will be sent via courier in the coming days. Unfortunately, we have denied your request to have them transferred to your order for trial or rehabilitation. It appears your form was only initialed above paragraph G, but forgot to also initial below paragraph G, on page 47 of the standard transfer forms and, pardon my shock, only provided these forms in duplicate and not triplicate! Please feel free to resubmit these forms after the mandatory 8-day waiting period. Our legal team is always eager to assist you, and the estimated response time after receipt of correctly-filled-out forms currently sits at a history-breaking low of only four months and three days!

-Calvin Evans, Assistant to the Vice President of Prisoner Transfer, Incarceration Division

The Golden Arch Headquarters

The following is a paid sponsorship by Golden Arch, Inc.

Are you looking for ~~food~~ edible things at cheap prices? Look no further than The Golden Arch! These restaurants are known for three things: convenient locations, service with a smile, and Meat*!

You may be asking yourself: what is Meat*? Thanks to a breakthrough in alchemy, our company has developed a viable food alternative that can be seasoned, molded, folded and even rolled into a digestible substitute of the food you've come to love and enjoy!

Because it's not technically classifiable on the food pyramid, certain strains of this versatile invention are actually capable of limited sentience. This product is so versatile that you can even use it to create trendy weapons, armor, and adventuring gear for the mercenary on the go!

Our dedication to order is reflected in our unique top secret training program. Every new employee of Golden Arch is trained at the Golden Arch HQ to always provide service with a smile. Always. In fact, if you ever catch an employee NOT smiling, just report the individual to a Golden Arch manager for a free meal, and accompanying show!

Last but not least, thanks to a profitable deal with extra dimensional entities, no matter where you roam in Flavor City (and some say the world) you can't go more than a few blocks without seeing the comforting glow of a Golden Arch sign.

So just remember, wherever you are in Flavor City, no matter what you do: we're nearby, and we're watching over you.

Mega Meat* Meal: A Meat* Meal combo, comprised of a Meat*burger topped with cheese-adjacent dairy product, Meat*fries, and a Meat*shake. (3 sp)

Mini Meat* Master: 5 Meat* "nuggets" with a dipping cup of savory Meat* sauce (1 pint).

Collectible toy from the famous theaplex series Mighty Masters of Meat*. Every time a meal is purchased, roll on the table below to learn which prize toy comes with your meal. (4 sp)

Mighty Masters of Meat* Toys - Figurine-sized replicas filled with small sentient globs of Meat* that utter the trademark catchphrase: "Meat* Masters: Unite!"

d20	Mighty Masters of Meat* Toy	d20	Mighty Masters of Meat* Toy
1-5	Red Master	14-16	Pink Master
6-9	Blue Master	17-19	Black Master
10-13	Yellow Master	20	Green Master



Look, regardless of what the high and mighty say about The Golden Arch, people like it, I like it. What they serve is distinctly edible, distinctly affordable, and frankly, one of my go-tos if I'm not feeling like cooking that night. Many of the chefs I've worked with will say the same thing, "As far as edible non-food goes, it's not nearly as bad as everyone says.

Is it ever your first choice though?

Oh, gods no.

Zis-Ko Consortium Headquarters

If you want it, we got it! No need to look anywhere else!

The Zis-Ko Consortium is the lead supplier of ingredients for the entirety of Flavor City, and is one of the lead employers for those living in the Crust District. Composed of a number of smaller food-producing guilds scattered across worlds and planes, the entire consortium's goal is to cut costs and widen profit margins by banding as many food chains together as possible.

Declared by Fierre to be the de facto guardians of the Flavor Savers in the Crusts, the consortium takes this responsibility very seriously (or at least they take the profits that come from such a relationship seriously enough), and as such will often hire adventurers as independent contractors on a meager salary to protect and guard the monuments during times of predicted trouble.

Zis-Ko Consortium HQ is located at the base of the Salty Flavor Saver in the Crust district with ancillary bases located at the base of each other Flavor Saver. Each of their campuses are equal parts business center and military complex. They have a figurative and literal army of contracted employees, all half-heartedly dedicated to ensuring the safety of the Flavor Savers—a task which they manage to do in spite of the company's shady practices and bureaucratic tendencies.

More than one ambitious villain has found themselves trapped deep within the Zis-Ko Consortium's fabled dungeons, where the paperwork for their release to Fierre's more lenient order is "lost," and the location of their cell "misplaced." Of course, not all of the people down there are criminals and monsters. Unrelenting and unlucky inspectors, auditors, and tax collectors all manage to find their way into a cell...

The Smoking District

Nestled between the unique and bustling district of The Crust and the blasted and nearly-barren domain of the Well Done District is a homely neighborhood of butchers and farmers, who work tirelessly to manufacture home-cooked meals that are as satisfying to the stomach as they are for the eyes. The Smoking District is well known for its more traditional methods of smoking meats, whose unfortunate byproduct is the thick clouds that hover all around the district. Many of the people who have lived in this district for a long period of time have memorized the street's curves and patterns to help them navigate through the blinding clouds of smoke that drift into its thoroughfares.

Chain Smokers

As may be obvious, the Smoking District is blanketed in a thick cloud of smoke. The Smoking Stacks are the main contributors to this semi-permanent smoky malaise. Able to be found on nearly every corner of the circular district, each Smoking Stack is run by an individual, family, or group who have all come together to form a sort of conglomerate of chained smokers. These individuals each invest heavily into their surrounding communities and in addition to often offering special deals and naming products after local children and celebrities, will smoke pretty much anything that is brought to them for a fairly cheap price.

The process that The Smoking Stacks uses to quickly and efficiently smoke their large intake of food is largely kept a secret from all but the stackworkers. There are rumors of some subterranean structures where they house some creature they wish to keep secret.

Menu and Services

- Smoking (per pound):
  - Meat (3 sp)
  - Fruits and Vegetables (1 sp)
  - Toasting Spices (3 cp)
- Selling Food to The Smoking Stacks: The Smoking Stacks make a habit of undercutting the actual price of items they purchase to increase their profits. Below is a list of examples based on the type:
  - Meat: (1 sp per pound of meat)
  - A chunk of meat is generally worth 3 sp, only non-spoiled meat is accepted.
  - Produce: Price varies depending on rarity and type, minimum of 1 cp per pound to maximum of 1 sp per pound
  - Spices: ½ the worth of the Spice

(Spices in the PHB include Cinnamon, Ginger, Pepper, Saffron, and Salt and range from 2 cp to 25 cp by the pound)

- Purchasing Food from The Smoking Stacks:
  - Meat (4 sp per pound of meat)
  - Produce: (Between 2-5 sp per pound depending on rarity and quantity)

If you want the best cuts of meat and the freshest vegetables, come to the Smoking District and trawl the local markets. Most people avoid the area because it's so close to the Well Done District, but most people are wrong.

What he said, I've yet to find something they can't make delicious. And I've tried.

Environmental Effects of the Smoking District

The Smoking District is filled, as one may guess, with the excess smoke and fog that come from The Smoking Stacks, where many of the city's denizens go for a unique food experience, as such spending too much time in this district may result in one or more of the following environmental effects impacting your party:

The streets and skies above The Smoking District are Lightly Obscured by an ever-present smoke. The smoke is especially bad when near shops actively smoking their meals, areas surrounding these shops are blanked in a smoke that Heavily Obscures the area.

Due to the smoke and sensory overload, Wisdom (Survival) checks to make your way through this section that rely on sight or smell have Disadvantage.

Due to the mass of smoke that surrounds the district, any food brought into The Smoking District tends to have a smoky flavor to it unless it was kept in a container with an airtight seal.

Teksass Trailhouse

Everything, especially the egos, are bigger at Teksass Trailhouse. Unlike many of the restaurants and taverns accessible within the Smoking District, the Teksass Trailhouse is one of the few that does not smoke all of their meals. Quite to the contrary, they have ensorcelled their establishment to screen smoke out of the air, preventing the meals inside from unintentionally collecting a smoky scent or flavor. Due to their peculiar and unique approach to cooking in this district, they often find themselves quite busy and require most visitors to have set up a reservation in advance. It has become a sign of love and devotion when one's partner sets up a reservation to eat at Teksass Trailhouse in advance.

Menu

Booming Onion. An onion cut in all directions then battered and fried, making it seem as though the onion had exploded from the inside. Comes with ranch dipping sauce. (8 sp)

Planar Snake Poppers. Chunks of melted cheese placed atop an artfully-carved fried potato skin, along with your choice of either bacon or scallion toppings (4 sp)

Sugar-Spice Butter Buns. Fresh hot glazed buns with a side of chilled butter. The butter has cinnamon shavings mixed into it along with a dash of honey giving the combination a delicious mellowness (5 sp)

Fried and Battered Murkan Gherkin. A platter of battered pickle slices that have been spiced

and fried, presented in a swirling design on the platter. (5 sp)

12 Sangry Lads. Triple Shrec and 4 other alcohols (hence the 12) that change with the day. Mixed with sweet and sour, grenade-ine, orange juice, and dragonfruit puree, shaken up, mixed with sparkling lemon-lime juice and poured over ice and garnished with a fresh cherry, orange slice, lime wedge. Served with a spiteful look. (1 gp)

Peppie's

Best-known for its frequently-quoted greeting: "Welcome to Peppie's," this fairly small inn and tavern serves a wide range of steamed, smoked, and savory foods. Ever since Peppie, the owner and founder, had moved in from The Crust, his business has been booming. Peppie runs Peppie's as an establishment where groups can band together to unify under the banner of a great meal. Peppie's is symbolized by a giant green bell pepper painted directly on his storefront, not only providing a vibrant change from the gray smoky alleyways, but also acting as an eerie beacon for any who are hungry and looking for a place to stay. Many who adventure through this district see the bell through the thick smoke and are instantly drawn to Peppie's.

Menu

Selkie's Surprise. A platter of smoked and grilled fish, presented in a novelty plate shaped like a seashell (6 sp)

"Braise the Roof" Beef. A grilled circle of beef placed between two toasted slabs of bread. Comes with fresh lettuce, tomato, and the "house special" sauce (8 sp)

Smoked Aurochs Ribs. A half rack of tender ribs, with 1 of 3 sauces either poured over or on the side (1 gp + 3 sp per extra sauce request)

- *BBQT Sauce:* A classic sweet barbecue sauce, with a hint of mild spice
- *Peppie's Spicy Sauce:* A very spicy sauce made from a locally grown assortment of minced pepper seeds
- *House Special:* A mellow pale orange sauce, with a tangy taste. Looks more like a cream than a sauce

Otherworldly Patrón Margarita. A traditional margarita served with top shelf toequila and that same top shelf toequila but orange-flavored. It is served in a small glass so that you both feel more like a drunkard and get less drunk simultaneously. (9 sp, and possibly your soul)

The Well-Done District

Not a lot of people talk about what happened here, but culturally it's actually really interesting. Because despite the tragic past, what you have is this super cool culture, coming through ya know? Food is a thing that connects people to each other, especially in this city, and what you see in the Well-Done district now is that both the people and the food have this resilience.

A few years ago, the "Prime Quarter" as it was then known, was the principal battleground of the Cupcake Wars. Due to an unfortunate "accident" during the Adamantium Chef Competition, packs of carnivorous cupcake constructs rampaged through the streets, tearing down buildings and leaving a trail of glistening sugar in their wake. The Paladins of Flavor had no choice but to descend on the district, putting the horrible monstrosities to the sword and the flame. It was the proclamation by Guillaume Fierre that the Flavor Paladins should continue until their work was "Well done, with the district stripped of its flavor, its deliciousness, and any semblance of taste. Let it be a lasting warning to those who bake too close to the sun."

So the Well Done district came to be. For a long time, it was a mostly barren, unforgiving place where the hollowed out husks of buildings stood as a testament to Flavor City's relentless appetites. In recent years, there have been a few who have carved a place for themselves amidst the wasteland. Whether they are visionaries of a new dawn or fantastists of a forgotten past, buds of life are starting to return to the scorched earth once more.

Charlotte E. Damm's

If all of the staff of your restaurant are incinerated in the purifying fires of judgement, most restaurateurs would pack up their bags and call it a day. But not Gnomish artificer Charlotte E. Damm. She simply replaced her staff with mechanical automatons resembling much loved Murkan animals. Aside from the food that is proudly identified as "edible" by sophisticated analysis systems, Charlotte E. Damn's Fun Zone features the broken and burned out husks of ancient entertainment systems such as pinball machines and bowling alleys.

Charlotte E. Damm's occasionally closes down for months at a time. Charlotte herself spends these periods of closure fending off rumors and accusations that her automatons are actually rabid murderers, unable to distinguish guests from intruders. Of course, no one has ever been able to prove that the animal mascots can or have done such a thing, as Charlotte is quick to dispose of any evidence, and the perpetrator, in the secret lab and workshops found far below the restaurant itself. When things die down, Charlotte reopens the shop with a brand new lineup of mascots, ready to receive customers once again.

Menu

Mr. Lunch's Munch Crunch: A suspicious pizza with spinach and homunculus ham. (4 sp)

Calvin Cluck's Axe Beak Wings in Scarlet Sauce. Probably totally normal wings served in a unique, deep crimson sauce. Normal (1sp)

Frederik Fryslice's Bulette Burger with Blue Cheese. Featuring a knockoff of Meat* known as Schmeat**. (3 sp)



Signature Slogg. Alcohol fermented from the leftovers and garnished with anything else we can find out back! Served your choice of Cheesy, Green, or Napkins. (2 sp)

The Pits of Food vs Man

It all began with a challenge. One challenger, one plate of food. The plate in question was seven feet wide, and held on its polished surface a burger, fried potatoes, and a bucket of gently fizzing cola. The burger was glooped with seven different varieties of cheese, and glistened with an interlocking blanket woven of crisp, cured Bacon. The challenger, a noble and proud Freedom Dragonborn, prepared themselves to tackle this behemoth. They had encountered and beaten challenges before, but this was fated to be different. The realisation came too late to save the challenger; this burger bit back. The challenger was devoured by the mass of sentient burger meat, brioche, and bacon.

Thus, Food vs Man was born: A gladiatorial arena with a twist. Each round, witting and unwitting travellers brave the pit, only to be consumed utterly by growling food golems, enraged spice elementals, and cackling living cupcakes. Those who survive are rewarded with fame, glory, and rare ingredients as prizes. As befitting all rowdy Murkan establishments, Food vs Man makes a tidy profit selling mega-size meals to the crowd filling the amphitheater each day. Just be careful that you don't chomp into the wrong thing and make the jump from audience to entertainment.

Menu

Smokin' Hot Carnivore Pizzadon. A 30-foot-long, dinosaur-shaped calzone, stuffed to the scales with ground beef, mozzarella, sliced spicy sausage, maple cured bacon, and honey roast ham. If you and a friend eat it within an hour, it's free. (7 gp, or free if you can finish it!)

Kitchen Sphynx Ice Cream Sundae. A colossal bowl in the shape of a human/bird/lion hybrid, filled with eight different types of ice cream, loaded with toppings from across Flavor City and beyond. Consuming this is made difficult by the brain freeze, and made even more difficult by the tray itself asking you food-related riddles. (5 gp)

Ruin of the Yolk Folk. The biggest omelette you have ever seen. Crafted from Roc's eggs, and laden with mushrooms, Murkan cheese and spiced chilli. (3 gp)

The Courthouse of the Colonel

The headquarters of the Court of the Colonel is the only building in The Well-Done district that still has its original architecture. In fact, it would seem to have remained entirely untouched by both the rampaging cupcake constructs of yesteryear, and the blanket of fiery wrath brought down upon its district by Paladins of Flavor in response. This is probably just a coincidence though.

The Friars in the Courthouse of the Colonel seem like humble and charismatic men whose only apparent goal is to serve halfway-decent chicken at halfway-decent prices. Oftentimes they have 'apprentices' with them, who are often chipper but exhausted-looking young people who spout fun greeting-phrases like: "Fried fowl, fried fowl, order fast and order now!" The otherwise centuries-old building stands with its mighty pillars only a stone's throw from the Pits of Food vs Man, and indeed, many who don't want to pay for food inside the stadium often attempt to smuggle a bucket of Poultryoshka Wingbeaks into the arena.

Menu

Poultryoshka by the bucket. Choose any combination of:

- *Thighbreasts.* The thigh of one bird and the breast of another mouth-wateringly melted together in our in-house ovens. Meaty, savory, and served bone-in or bone-out (2 sp)
- *Wingbeaks.* The meat where the wing of one bird perfectly meets the beak of another. Crunchy, savory, and typically the largest pieces, our wingbeaks are perfectly seasoned. (2 sp)
- *NeckFeet.* Exactly what you think, the neck of one bird and the feet of another, these parts tend to contain a lot of fat and therefore quite a bit of flavor. (2 sp)

Poultryoshka Sandwich (poultryoshka thigh-breasts between two buns)

- *With Spiced Sauce.* Get a kick out of this duck-chicken-turkey terror sandwich. (3 sp)

- *With Gray V Speciality Sauce.* Dip the tasty sandwich right into this... Well, maybe-gravy? Definitely sauce. (3 sp)
- *Plain .* It's a chicken in a duck in a turkey in two buns. What more do you need? (2 sp)

Sides

- *Speciality Gray V Sauce.* It's lumpy, it's brownish-grey, and it's delicious. You shouldn't eat it by itself, but you can anyway. (1 sp)
- *Smashed Potatoes.* Are these... smashed by hand? (1 sp)
- *Single Honeyed Bun.* Unironically one of the greatest things to come out this restaurant - sweet and sinful. (2 sp)
- *Murkaroni and Cheese.* A delicious blend of pasta and Murkan cheese-product. I love the sound this stuff makes. (1 sp)

Drinks

- *Fresh Water.* Served with lots of ice: cold and refreshing. (2 sp)
- *Cup for Trough Water.* Now served without hair. (1 sp)

Filling District

The Filling District is one of the busiest and most densely populated parts of the city. Apartments and small restaurants abound, and there's rarely a vacant lot for long, as new places frequently build to fill the space. A common saying around town is "No matter what may happen, the Filling District fills." A lively and vibrant place, this ring of the city is home to most middle class citizens, as well as a wide assortment of chain restaurants and little independent startups trying to make their way into the industry. No matter what style of food you may be craving, you can almost certainly find it in the Filling.

The Amalgam Pizza Hovel and Taquito Chime

The Pizza Hovel and the Taquito Chime were originally two separate restaurants operating in the Filling District of Flavor City. One evening, several years ago, a strange portal opened up in the city, and resulted in the two restaurants being fused together on a conceptual level. Despite considerable arcane research into the site, even the most gifted of wizards, gourmomancers and artificers alike, remain uncertain of how to separate the restaurants from one another. Consequently, the owners have decided to just roll with it, and accept that the restaurants are now one, to the point of opening combined restaurants outside of Flavor City and developing new menu items combining their styles.

The first new product to emerge from this bizarre union, the Pizzaquito, is one of the most convenient, if in competition for greasiest, meals to eat with one hand. The original Amalgam Pizza Hovel/Taquito Chime is open 24 hours a day, and despite nothing on their menu including pannibus as an ingredient, the restaurant smells distinctly of it between the hours of 2 and 5 in the morning.

Menu

"I'm at the Pizza Hovel!"

Pizza, made-to-order. Cheesy and greasy. It's not the best pizza, but it's satisfying. (4 sp)

Wings. Chicken? Probably. Enjoyable? Arguably. Affordable? To a point. (2 sp)

Breadsticks. Cheesy and greasy. Wait, didn't we do this joke? (1 sp)

"I'm at Taquito Chime!"

Taquito. Not very filling by itself, but very cheap. They're great when you want to eat 20 of something. (4 sp)

Burro. Like a taquito, but bigger, floppier, and much messier to eat. (5 sp)

Burrito. Smaller than a burro, bigger than a taquito, appropriately messy. (3 sp)

Doortoes Low Cost Taco. Tastes just like the chips in every way but flavor. (1 sp)

Not Yo' Nachos (and Cheese). Chips, Cheese. Listen, don't make this complicated. (4 sp)

"I'm at the Amalgam Pizza Hovel/Taquito Chime!"

Pizzaquito. A giant taquito stuffed with pizza. A meal in a tube. (4 sp)

Burrizza. A small pizza covered in burrito filling. Somehow less messy than a burrito. (5 sp)

Nacho Sticks. Long deep-fried strips of tortilla. Great for dipping in cheesy garlic sauce. (2 sp)

The Benne Jerryzet Grand Parlor

The Grand Parlor serves as the primary business center of Benne Jerryzet operations in Flavor City, and is their largest location anywhere in Murka. In addition to offering every flavor the chain currently sells anywhere, they also sell merchandise such as simple clothing printed with slogans, hats, and locks for their prepackaged pints.

The Grand Parlor has two floors and a basement. The main floor is occupied by the shop, selling cones and bowls of their ice cream, as well as pre-packaged pints and gift shop fare. The upper floor houses the business offices and a conference room, although people are not generally permitted to go anywhere in the building other than the first floor. The basement serves as a deep freezer for storing ice cream ready to be brought up to the first floor's coolers, and as the kitchen for making the ice cream and various toppings to be served alongside it.

In a secret, well-guarded level beneath the basement, there is a surprisingly large training facility, as most Monks of the Benne Jerryzet in Flavor City are trained at the Grand Parlor.

Menu

Ice cream comes in two forms, a pint or a scoop. Prices also range based on rarity. Scoops are available in a wide assortment of flavors. Enjoy your frozen treat in a:

Cup. Simple and easy to set down, as if you'd want to. (3 sp)

Cone (Choose your favorite from our options)

- *Wafer.* The classic, soaks up the flavor for the last bite. Holds 1 scoop. (2 sp)
- *Sugar.* A little more sturdy, a little more sweet. Holds 2 scoops. (3 sp)
- *Waffle.* Slightly more pricey, but it holds up to 4 scoops. (4 sp)
- *Pine.* Wait, what? Are you for real? Holds half a scoop. (1 sp and a blank stare)
- *Traffic.* 7 scoops. Could hold three more, but if you order this, I hate you and you deserve to be punished. (1gp and a withering look)

Price based on rarity:

- *Common:* 50 gp for a pint, or 10 gp per scoop.
- *Uncommon:* 250 gp, or 50 gp per scoop.
- *Rare:* 2,500 gp, or 500 gp per scoop.

Flavors

- *Action Frozen (uncommon).* Vanilla Ice cream with chocolate center with special popping candy.
- *Chaotic Goodberry (common).* Strawberry ice cream with raspberries, dragonberries, snozzberries, and mangos for flavor.
- *My Feyvorite (uncommon).* Wood flavored ice cream with dirt and fairy dust sprinkled in.
- *Rootin' Tootin' (uncommon).* Ale-flavored sherbert infused with sassafras root and baked beans. One scoop ain't big enough for two.
- *Sugarflumph Visions (rare).* Sugar cookie flavored ice cream with bits of plum and hopefully not bits of flumph.
- *Fudge-It Facade (common).* Dark chocolate ice cream with fudge-center and bits of white and milk chocolate mixed throughout

Take-away container. Hold a pint, mix and match your flavors! (6 gp)

Barfullo Wicked Wings

The preeminent sports tavern of the Filling District, Barfullo's is a fantastic place to hear updates on the current game of Slamball or any other sport you may love while you go to town on a big bucket of chicken wings and chase it with a beer.

Menu

Ale-Battered Onion Rings. Crispy, golden, and oniony. (7 sp)

Pretzel Knots. Salty and buttery sourdough snacks. (6 sp)

Deep Fried Pickles. Crispy, crunchy, with just enough dill. (6 sp)

Mozzarella Sticks. Breaded strings of molten cheese inside fried hunks of bread. (7 sp)

Wings: Bone-in or Boneless, available in a variety of sauces. (15 sp for 5 wings)

- *Honey Garlic:* Sweet and savory
- *Garlic Parmesan:* Creamy and smooth
- *Honey Barbecue:* Sweet with a kick

- *Barfullo's Hot:* Traditional heat
- *Barfullo's Wicked:* Hotter than tradition allows
- *Four Horses of the Apocalypse Wings:* Jalapeno, Habanero, Jolokia, Reaper. Unreasonably hot, you must sign a waiver before eating these. Eating a full order size of these causes the consumer to make a DC 15 Constitution saving throw. On a failed save, the creature vomits the wing. On a successful save, the creature can use its action once before it finishes its next long rest to exhale a 15-foot cone or 5-foot wide 30-foot long line (creature's choice) of blistering flame. Creatures and objects caught in the area must succeed on a DC 13 Dexterity saving throw taking 2d6 fire damage on a failed save or half as much on a successful one. (10 gp)

Beer

- *Schrub.* A bland, overpriced lager. (6 sp)
- *Yuan-ling.* A bland, overpriced lager. (6 sp)
- *Millwright.* A bland, overpriced lager. (6 sp)
- *Corebook Lite.* An overpriced, unremarkable light beer. (6 sp)

Garnish Gardens

As the closest district to the Whipped Peaks, Garnish Gardens is home to the most Luxurious and High-End eating establishments in Flavor City. That being said, it is also one of the most expensive districts to both live and dwell in. As such, those who reside in the district itself are often restaurant owners, or die hard cuisine fanatics. While most restaurants and businesses within the district are verified eating establishments, in recent history less than excellent restaurants have been able to take hold in the district. Possessing the trappings of a proper restaurant, these few locations typically hide a seedy and cheap underbelly under decorative flourishes.

All Leaf Garden

A newcomer in the district, All Leaf Garden is a non meat-based dining establishment. Surprisingly cheaper than it's peers, a full meal at All Leaf Garden can cost but a single platinum. Alongside this and the niche choices for food, residents and regulars of Garnish Gardens have a distrust of the restaurant, and will typically pick a more grounded establishment within the district. However, less wealthy citizens of Flavor City and travellers of Murka adore the restaurant as an inexpensive way to experience the trappings of Garnish Gardens without the financial burden.

To some travellers, the illusion becomes faded upon entering the establishment. Dirty walls, harsh overhead lights, and less than welcoming staff tend to contrast to the fancy exterior and well-designed menus. Those who choose to push forward and experience a meal here will find that at least the food reaches an acceptable quality to be found in Flavor City. The chef of this establishment, Chef Mike, is shrouded in mystery and anonymity. He is typically talked about between servers, sometimes handing off a chilled dish and asking that they hand it off to Chef Mike, only to come back with a much warmer dish.

Menu

Endless Breadsticks. Served from a bag of holding, from the Breadsticks Plane. (5 sp)

Garden Salad. Containing only lettuce, served with fresh ground pepper and cheese. (6 sp)

Leafy-oli and tomato sauce. Bite-Sized cheese curds wrapped in leaves, and covered in Walmoria-brand tomato sauce. (7 sp)

"Pasta." A mixture of tomato sauce, lettuce, twigs, olives, and cheese. A noticeable lack of grains. (1 gp)

Bougie Grille

One of the priciest places to eat in all of Flavor City, Bougie Grille has been a staple of the district since the city's founding. Leave your gold at home, because the food here is typically a few Bucks, and the standard tip is in platinum. However the great cost comes with an even greater boon, as customers are served by an elite waiting staff, and treated to an assortment of meals with unparalleled craftsmanship.

Servers here are some of the best in the city, sporting formal attire and responding to any whims of the customer. Of course, patrons are expected to fulfill their half of the social contact, and dress accordingly when dining in such a fine



establishment. Wearing anything less than fine clothes will grant you uncomfortable glances from fellow patrons, but the only reason you can be denied service is a lack of funds.

Menu

Bouzhie Grille serves its 15 gp meals in a rigorous five-course fashion, in the following order:

Exported Mineral Water. Containing 10% real minerals

Fancy-Schmancy Bread Platter. Served with the still-burbling head of a butter elemental

Crustacean and Cheddar Carbonara. Revolutionary, evolutionary taste.

Magnamalus Meat Strip. Grilled to order. Meat based on availability.

A scoop of Fudge-it Facade Benne Jerryzet frozen treat. Served without any toppings.

Demigehenna

Founded by the Hero Rocky Atomi, after he returned from Gehenna, Demigehenna is one of Flavor City's most unique restaurants. Rocky Atomi is the sire of a house of well-established Murkan bards whose names include Revan Atomi, an actress and ultramodel, and Steve Atomi, a famed bardtificer known for mixing music and magitechnology. As its founder would tell you, Demigehenna is a hub of cultural experience and place for families to gather and spend time with one another, or be entertained by the chefs, their boisterous cooking methods, and their great humor.

The chefs cooking at Demigehenna are one half of the eatery's offerings: they cook for tables, usually seated with multiple groups, and their cooking methods are as effective as they are entertaining. While cooking, the chefs typically regale the group with the many stories surrounding its founder: stories of his travels through Gehenna, his incredible wrestling feats, and the origins of each of the new and unique recipes he brought back with him. The other half of what Demigehenna has to offer is its incredibly unique food: mixing costal style cooking with otherworldly ingredients from the plane of Gehenna, and serving them up in style.

Menu

Buncap Mushroom Tempura. Crispy battered slices of buncap mushroom, fried and served with garlic sauce. A great starter or side dish. (3 gp)

Coconut Slug Yakitori. Made from the tender meat of the poisonous coconut slug, citrus marinated, skewered with root vegetables, and charcoal grilled for a sweet, sour, smokey, and savory flavor. (2 gp)

Fermented Spiny Kelp Ramen. Chewy noodles in a tangy fermented spiny kelp broth with roasted bulbfruit and buncap mushroom, seasoned with aged white wisp lichen powder. (1 gp)

Bobblefish Takoyaki. Soft, fried fritters, filled with earthy caramelized bulbfruit, lemon butter, and salted, deglanded bobblefish. Served with spicy mayo, wasabi, or tanglefoot eel sauce. (5 gp)

Spicy Stone Toad Curry. Slow-braised legs of wild-caught stone toads in a spicy curry sauce made from distilled pepper juices, with bulbfruit root and white wisp lichen. Served over a bed of fried rice. (3 gp)

Whipped Peaks

The Whipped Peaks sit at the center of flavor city both physically and culturally. The Paladins of Flavor make their home here, residing in their one-part temple, one-part soup kitchen: the Cornucopian Chantry. They are led by their illustrious Lord Guillaume Fierre, who rules over the city with a heart so warm that ovens and furnaces struggle to compete. It is also where the more well-to-do gourmets of the city can be found, including Flavius VaFlay, fifth of his name, and his Flavor Cave, an elite and exclusive restaurant run by man as mysterious as he is skilled. The Whipped Peaks are also the home to many artifacts of Flavor City's past. The Kale'fornia Pizza Titan boasts the glory of being the largest of these artifacts available to the public, and as is appropriate, the remains of the great fire titan Carmela became a place for people to sit, share, and commune with each other.

All is not sunshine, rainbows, and unicorn steak in the Whipped Peaks though. These supple tips hide a dark secret. A force yowling

to be released, desperate to once more wreak its terrible influence upon the world, writhes in agony just miles beneath the very stone upon which the unassuming visitor stands. What's worse: the idea that it may one day break free of its enchanted chains, or that rumors persist that in every way that matters, it already has?

Flavius VaFlay's Flavor Cave

Once, he was Public Enemy #1, a fallen paladin of the Oath of Deliciousness; since laying down his sword and turning from the path of darkness, Flavius VaFlay V (son of Flavius VaFlay IV, son of Flavius VaFlay III, Daughter of Flavius VaFlay II, Child of Flavius VaFlay, first of their name) has become a respected lay member of Fierre's order. He is one of the few permitted to establish his own restaurant within sight of the Cornucopian Chantry. Deep within what was once the eye socket of the fire titan herself, Flay VaFlay V has built his Flavor Cave, one of the most exclusive and highly-rated luxury restaurants in all of Flavor City.

The tablecloths are all crisp, white linen, and the servers are as knowledgeable as they are courteous. Mr. VaFlay himself can be spotted occasionally at a private table, sipping a glass of expensive brandy with one or two close friends, or even his cousin, Bobbius VaFlay.

The menu is universally beloved and full to bursting with rare delicacies. It is one of the only places in Flavor City licensed to serve Freedom Dragon; pheasant, elk sausage, and Sea-Addled oysters are other common menu items.

Perhaps the most famous feature of the Flavor Cave is the VIP section, an island of five tables floating in the center of a secret grotto illuminated by bioluminescent mushrooms and captured fireflies. The wait list for a table here is years long. It's name: the Yeah Buoy.

Menu

Hors d'oeuvres (Portion sizes whet the appetite of a party of up to 5 comfortably)

- *Sea-Addled Smoked Oysters.* All the familiar soggy, snot-like texture of an oyster, but smoked using a recipe from the city sat beneath Rainy Mountain. (7 gp)
- *Sauteed Desparagus.* It's like regular sauteed asparagus, but sadder. (5 gp)
- *Zucchini Gruyere Gratin.* Zucchini's smothered in cheese, onions, and more cheese, oven-roasted and served in a slightly uppity casserole dish. (6 gp)

Ooze Aged Steaks, Aboleth Tail, & Burgers. All steaks and burgers made of your choice of Freedom Dragon, Elk, Horse, Dinosaur, Manticore, or Tarrasque meat.

- *Filet Mignon* 6oz (8 gp)
- *Filet Mignon* 8oz (12 gp)
- *Filet Mignon* 14oz (15 gp)
- *Magnamalus Stripped Steak* (10 gp)
- *Maeyghne Aboleth Tail* (16 gp)
- *Longbone Warhammer Ribeye* (15 gp)
- *Rack of Manticore Ribs* (18 gp)
- *Bone-In Ribeye Steak* 22oz (20 gp)
- *Wagyu Filet Mignon* 8oz (18 gp)

Wine Pairings. Any wine is available gratis with purchase of 3 or more meals, Feel free to ask our Summonlier for recommendations.

- *Chateau D'if* (30 gp). A lonely but transformative dark red wine with notes of apricot and revenge
- *Chateau Lafitte (*40 gp). A rambunctious and rapacious dry wine with hints of vanilla and a smell like the sea, for those with a taste for adventure
- *ToeShoes Brand Rosé* (10 gp). A middling pink wine perfect for drinking on or near beaches, brewed just last year.
- *The Évier de Cuisine* (50 gp). Cabernet Sauvignon Blanc, Merlot, Pinot Grigio, Pinot Noir, the Chateau D'if, the Chateau Lafitte and a little bit of tabasco all poured into one glass. Tastes like regret and affordability.



Guillame's Flavor City Chow Palace

Located in the Cornucopian Chantry, the Chow Palace is Flavor City's largest food pantry and soup kitchen, open twenty-four hours a day to serve all those who cannot feed themselves. Above the entryway is a large stone plaque engraved with a passage from "The Food Colossus":

Give me your hangry, your poor,
Your huddled masses yearning to eat free,
The starving refuse of your teething shore,
Send those, the hopeless, the salad-tos't to me,
I lift my tray beside the golden door!

The Chow Palace takes up most of the ground floor of the Cornucopian Chantry, and is a vast collection of long tables where people from all walks of life in any part of Flavor City gather for a free meal. From the massive kitchens, giant wood-fire ovens churn out everything hawaiian jalapeno pizzas while deep fryers make huge quantities of kimchi fried chicken and Flavor Bomb Hash Browns. The tenets of the Oath of Flavor are on full display here at all hours of the day and night, and the citizens of Flavor City are all too happy to indulge.

Occasionally, Fierre will captain the kitchens himself—but more often than not the daily duties are left to Anabel Burrella, his chef de cuisine. Also known as "The Velvet Hammer," Anabel runs the kitchens of the Chow Palace with a smile and an iron fist. As a powerful paladin of the Oath of Flavor in her own right, Burrella pours the soul of the Oath of Flavor into every dish.

I've spent more than a few mornings here in my time, strung out and stuffing my greedy face with as much of Lord Fierre's biscuits and gravy as I could stomach.

It is something of right of passage to have a recipe you've created or found added to the menu, it really cements you as an icon and a pillar of the community

I don't know who first thought making Otyugh cutlets was a good idea, but once the literal shit is cooked out of them, they're delicious.

Menu:

All Food at the Chow Palace is free, as a result of this and the overwhelming amount of guests, only one food is served per meal, allowing the chefs to focus on maintaining quantity and quality concerns and not worry about variety beyond allergenic issues.

These items change each meal and each meal changes each day, so below are a number of example foods served during each meal.

Breakfast:

- *Flavor Bomb Hashbrowns.* Potatoes.
- *Cockatrice and Waffles.* Fried Cockatrice served over fluffy bread things that are infinitely better than pancakes. Your choice of flavored topping and sugary sap are also available.
- *Stuffed Roc Omelette.* An Omelette made from a single Roc's egg, filled with fresh vegetables and warm, gooey cheese.

Brunch:

- *Sunday Gravy with Sausage and Rigatoni.* A delectable bowl of bumpy brown goop that tastes like heaven but looks like sin.
- *Goodberry Crepes.* Is it a pancake? Is it an egg? Is it delicious? The answer to all of these is "yes."
- *Violet Fungus Salad and Moonfruit Mimosas.* A green and purple salad served with a side of the hair of the hellhound that bit you.

Lunch:

- *Snacc-Daddy Mac and Cheese.* Trade your snack-attack for a heart attack with this dish. A perfect cheese-to-mac ratio, hearty and fulfilling.
- *Fully-loaded Junkyard Nachos.* These nachos have got everything. Meat, veggies, spices, cheese, and some of yesterday's nachos.
- *Grilled Hippogriff and Hippotato soup*. A true Murkan classic, brought to life with a zesty seasoning. Also there's soup.

Linner:

- *Dragon's Breath Chili.* Sweet and savory, the second best thing you can make from beans. Dragon meat available in chromatic, metallic, and "other."
- *Lentil Soup with Bacon.* Don't worry. We know you're not eating this for the lentils.
- *Otyugh Cutlets with unicorn radish sauce.* A bread-encrusted otyugh meat patty served with a semi-divine colorful sauce either on the side for dipping or drizzled over the meat.

Dinner:

- *Pineapple Jalapeno Pizzas.* Who says pineapple doesn't go on pizza? No, seriously, who said that? I just wanna talk.
- *Dire Pork Chop with Mojo.* What EXACTLY is Mojo? Where does it come from? Well, whatever it is, it's good, and it perfectly compliments the tender and juicy Dire Pork.
- *Roc-tisserie Family Meal.* We legally can't serve this in a bucket, but there's more than enough bird here for everyone.

Kale'fornia Pizza Titan

Even though she is centuries dead, the body of the fallen fire titan around whom Flavor City is built still radiates heat to this day. The heat emanating from Carmela's remains is more than enough to power the cookfires of countless restaurants. Many of the more industrious—and more pretentious—restaurateurs flock to the foot of the Whipped Peaks themselves, hoping to steal some of that residual fire for themselves.

One pizza place appears to have cracked the code.

The founders of Kale'fornia Pizza Titan found a heated vent that appeared to lead straight to the heart of the Whipped Peaks, and they capped that vent with a massive brick oven. From that oven they churn out countless pizza creations every day: anchovy and ham; pineapple sausage and fennel; and their patented Ten Cheese Supreme. Kale'fornia Pizza Titan is popular with the business class and moderately wealthy families, who come from great distances to enjoy the flavorful disk-dishes.

As a restaurant on the Whipped Peaks, Kale'fornia Pizza Titan has historically been associated Fierre and his order. There is a rumor, however, that pizza cooks late at night have been hearing voices coming from the oven, whispers rising up from the depths of the titan's corpse and asking if they would like to live deliciously.

Menu

Choose Your Own Pizza: Mix and match the ingredients from any of the below pizzas! (5-10 sp per ingredient)

Famous Ten Cheese Supreme. This pizza isn't just absurdly cheesy, it's dangerously cheesy. It's nearly toxic. Wait, didn't you say you were lactose intolerant? STOP! STOP!!! (3 gp)

Pineapple, Sausage, and Fennel. Yeah, we know the Chow Palace also has a pineapple pizza. We do, too. That's because pineapple is great on pizza. (4 gp)

Anchovy and Ham. One serving by land, and two from the sea - this pizza is guaranteed to start a revolution in your mouth! Or you'll spit it out because of the anchovies. (2 gp)

Daiquiri Pizza. The perfect cure* to last night's hangover: Bread and booze. (3 gp)

Red Velvet Pizza. Our signature dessert pizza, with a deep crimson crispy-cake crust, chocolate sauce, and icing drizzle. (2 gp)

Barfullo Cauliflower. This pizza has various cubes of meat and vegetables that are actually really hard to distinguish from one another. A favorite out west, and wanted for various crimes in the east. (4 gp)

Pineapple on pizza?
What will they think of next? Ooze?





Factions

Benne Jerryzet

To an outsider, the Benne Jerryzet parlors are a mere ice cream parlor, if a rather communally active one. Serving iconic flavors with names like My Feyvorite, Action Frozen, and Chaotic Goodberry—delicious concoctions of nougat and chocolate and other such ingredients that the whole family can enjoy. But deep beneath the linoleum floors of each parlor lies a training ground for the organization's true purpose: The Art of Spycraft. Espionage, combat, their long and storied history, and the value of serving your community are all taught to eager novice minds in the depths of these creameries. This existence, which is kept a close secret of the order and its allies, is both to allow the Way of the Benne Jerryzet to flourish beyond interference, and to keep agents from fearing for the lives of their friends and loved ones, for truly, fear is the mindkiller.

Leader: The Fathers

The official leaders of the Benne Jerryzet are Father Cohen and Father Greenfield, the founders of both the tradition and the ice cream parlors that they present themselves to be. They serve as the public face of the organization, and administrate the business side of operations.

Conversely, each parlor is given sufficient autonomy to conduct clandestine operations in the manner they deem necessary to advance the cause, carrying out their missions in accordance with their understanding of the goal of the Benne Jerryzet. As their missions require a measure of secrecy, the individual operatives are careful to blend into the crowd and be largely forgettable.

Headquarters

In similar fashion to the leadership, the Benne Jerryzet have a split approach to their headquarters. The official headquarters is a business office located in Arrakington, a small town near Magnamalus, and consists of little more than records, accounting, and all the other trappings of a corporate chain.

The de facto headquarters of the Benne Jerryzet in Flavor City is the Grand Parlor in the Filling District, which houses the regional office for the parlors in the city, a large parlor floor and gift shop, a kitchen for producing their ice cream, and an underground training facility for their operatives.

NPCs

Daev. An aasimar manager who worked their way up from the bottom of the ladder. Daev is the parlor master for the Grand Parlor, and they take their job very seriously. They oversee the business aspects of the parlor, as well as assigning missions and handling customer complaints. How they manage to stay calm through all of this is anyone's guess, but they are known to be the most skilled warrior of the parlor.

Elli. A tortle custodian who loves her job. In addition to being one of the most patient cleaners you could hope to meet, Elli is also well known in the Benne Jerryzet for her expertise with a quarterstaff, polearm, and spear. With broom, mop, staff, or halberd, Elli is a force to be reckoned with, which resulted in her overseeing the martial arts training in the Grand Parlor.

Cookie. A grung chef who has specialized in the mystical side of the way of the Benne Jerryzet. It is unclear whether "Cookie" is their actual name or just a nickname that was given along the way, and Cookie doesn't seem to have any interest in talking about themselves to clear up the confusion, or anything else for that matter.

They wear a specially designed suit to prevent their poison from leaking into the ice cream, and spend most of their time trying to engineer new flavors to gather support and new recruits. Cookie also administers the Frost Agony ceremony when the time comes to unlock the secrets of revolutionaries past, standing stoically silent as they hold the spoonful of Bubblegum-Jabbar in the initiate's mouth until the blinding brain-freezing agony gives them access to the powers they might need.

Motivation

The Benne Jerryzet desire, first and foremost, freedom and justice for all freefolk. The exact meaning of this is sometimes interpreted differently from parlor to parlor, but the central premise of fighting for this justice remains.

They fight against the forces they consider to be oppressors of the freefolk from the shadows, through espionage, sabotage, and providing material support for other grass roots organizations that work against those oppressors. While they know that only direct action can achieve results, they also are well aware that it is the slow knife that penetrates the shield.

Benne Jerryzet Faction Opinions

Knights of Fierre. "The knights have potential to become oppressors, so they must be watched carefully, but for now, they are good people. So long as they are able to stay that way, we should do our best to keep their hands clean, even if we must dirty our own." - *Daev, Parlor Master*

Pauladeens of Deliciousness. "Danger. Avoid. Run. If must fight, fight to kill." - *Cookie, Parlor Mystic*

Court of the Colonel. "Terribly misguided children, playing with things they don't understand. They should find better hobbies. I find that sweeping can clear the mind far better than any of that occult strangeness." - *Elli, Parlor Martial Trainer.*

Faction Opinions of the Benne Jerryzet

Knights of Fierre. "Ice cream sellers, maybe something more. We'd look deeper, but they don't appear to be up to anything distasteful, and we've got bigger fish to fry right now." - *Jayme Woolivah, Paladin of Flavor*

Pauladeens of Deliciousness. "Why is it that every time one of our plans goes awry, I suddenly get a craving for a pint of Sugarflumph Visions? Every time!" - *Marius Fatali, Disgraced Chef*

Court of the Colonel. "Those scoop jockeys are up to something. They know more than they let on. Don't trust them, they might be after the recipe..." - *Delicate Maiden, Spice Maiden of the Court of the Colonel*

Stereotypes and Tropes

The Benne Jerryzet have carefully cultivated a public image that they are nothing more than a passionate, if sometimes politically outspoken, ice creamery. It is rare that anyone outside of the organization, other than possibly frequent visitors to the parlors, would even know the name of an operative, let alone be able to recognize them without their typical uniform of an apron and hat worn over their tunic and trousers. The monks have also taken care to maintain a public appearance of being people that care and want to help, so people in desperate situations might sometimes make their way to the Grand Parlor if they feel that they have nowhere else to turn.

Current Events

In the current times of civil unrest throughout Murka, the Bene Jerryzet find themselves very active, both in their missions to help undermine the structures that serve oppressors, and in serving their frozen treats as the people turn to their parlors after they find that there are fewer and fewer creature comforts that they can enjoy free of guilt

.

It's Not A Cult, It's A Family!

More information about the Cult of the Court of the Colonel, and the unique abilities gained from being a part of it can be found on page 339.

Court of the Colonel

"Come join the court of The Colonel, you'd love it" says the flyer your earnest friend hands to you as they smile genuinely through exhausted eyes. You haven't seen them in several days and that is distinctly not like them. You think about it, how happy they've seemed since joining this organization, how easy it has been for them to spend their well-guarded free-time on this new group. So, you decide to go with them.

What you find is a group of like-minded individuals, all gathered together for a similar purpose. After joining hands and chanting around the pentagram, you find that the poultryoshka wing you are given to eat is both well-spiced and well cooked. You leave not entirely sure what it was all about, but planning to go back the next day, and they have an event planned for this weekend so maybe you'll go to that too.

Who cares that they're an organization that's supposedly as old as the ending of the Freedom War, founded by some old guy with a mustache, of whom they have a strange number of pictures hanging about. What's important is that whatever this 'Blend of the World' is, it does not sound like the kinda thing you want to miss, and your friend seems really involved, so you've got to support them.

Leader: Colonel Kahn Taukee

Colonel Kahn Taukee is the self-proclaimed protégé of Freedom War hero Major Gritters. Kahn Taukee leads his organization as the ultimate authority on the Plane of Spice, and bestows his findings and knowledge to only his closest followers. In spite of being the organization's namesake, the colonel is seldom seen, and spends his time in seclusion completing further studies. Depictions of the Colonel make up this organization's branding, showing their wise leader with a goatee, short wavy hair, and a signature string tie.

Some citizens cannot help but notice an uncanny similarity to the physical appearances of Major Gritters and Kahn Taukee. Their suspicions are affirmed by the qualities of the spice elementals to keep organic objects preserved. There have been no confirmed cases of these qualities being used on living beings, but some gourmomancers believe it could be done.

Headquarters: Courthouse of the Colonel

The Court of the Colonel itself resides in the southern side of the Well Done District. It stands in stark contrast to other nearby buildings, which present recent renovations or leftover damage from the Cupcake Wars. The building itself appears preserved through time, showcasing traditional architecture with few signs of wear.

In addition, small sanctuaries of the Court are scattered throughout Murka, and Flavor City itself. These sanctuaries are often inhabited by a small group of friars who offer their poultryoshkan buckets

NPCs

Double-Down. Manning the front gates of the Courthouse is a well-dressed, two-headed ettin. On their chest are two name tags, Hubert on the left, and Erb on the right. However, most insiders address the creature as "Double-Down", or even "Dub-D" after being allowed entry. Double-Down does not know much about the plane of spice, let alone how to exploit it. Double-Down is concerned with three main principles for his duties: Let in the friars, don't let in guests, and get paid in tubs of fried poultryoshka.

Gray V. The Colonel sought to fry poultryoshkas and coat them in the remains of every spice elemental he could get his hands on, but he found that his foul fowl was still lacking. He sought the wisdom of a powerful saucerer: Gray V, known for her creative, rather liberal notions of what constitutes a "sauce." She created a sauce which would top every side dish served by the Court of the Colonel, in no small quantity. This savory brown viscous liquid is addictive, and typically used in increasingly large quantities by those who regularly consume the colonel's cuisine. This led to her quickly becoming the right-hand figure seated aside the colonel, as the court-appointed saucerer supreme.

Duke Buckethead. The Court of the Colonel has some ironically unsavory practices, and as such, needs a certain amount of legal protection in order to continue its efforts. The colonel recognized this need early on, and appointed his then-biggest-fan, an anonymous consumer who ate so much poultryoshka that he wore their signature bucket on his head like a crown of privacy. The Colonel paid for this young man, known only as Buckethead, to attend law school. He then forged nobility papers, insisting that Buckethead was a duke owning numerous plots of land in the Well-Done District, making him also eligible as a political pundit. All of the influence and authority that Buckethead possesses is at the well-licked fingertips of the colonel, and in exchange, the colonel supplies Duke Buckethead with a lifetime supply of all the poultryoshka he could ever desire.

Motivation

There is not much that separates the Court from a cult. Most members see to it that the will of the Colonel is enacted upon Flavor City, and all of Murka itself. While on the surface this means serving fried Poultryoshkas in buckets, something more sinister lies below. As brought upon during the Freedom Wars, Khan Taukee aspires to again summon The Blend, and to bring upon the prophesied "Blend of the World". While some interpret the prophecy to incite a new era of flavor and food preparation, it is often seen as a cataclysmic event to coat all food items in a uniform and unanimous taste—the perfect blend.

Court of the Colonel Faction Opinion

Benne Jerryzet: "There's something not quite... not quite right about those so-called Ice Creameries, something is going on. But, whatever it is, they cannot challenge the might of The Court" - *Gray V*

Fierre's Paladins of Flavor: "What upstuck people! Fierre's paladins leverage their self-righteousness to police our practices, deeming them 'unsafe.' Hmmph!" - *Friar Tusk*

Pauladeens of Deliciousness: "The Pauladeens know best that taste demands sacrifice. Though both of our factions are viewed with disdain, we see ourselves as the pioneers of a new age in Flavor City." - *Crimson Maiden*

Faction Opinions of the Court

Benne Jerryzet: "The Court is poking around with magic they need not mess with. It is dangerous, ill-advised, and frankly they're just not very good at it." - *Cookie*

Fierre's Paladins of Flavor: "Yeah, we don't really appreciate the angelhair-brained schemes of the Court, always going on about "The Blend of the World." What is that, some kind of new side?" - *Knight initiate Sue Scheff*

Pauladeens of Deliciousness: "The Court? I suppose they cook up a decent poultryoshka, and they keep their headquarters detestably clean. What do you mean 'Pioneers of a new age?' Who the hell told you that?" - *Goldleaf Chaybin*

Stereotypes and Tropes

The Court of the Colonel has, much like the Benne Jerryzet monks, a front from which they make money and sell food, but unlike the Benne Jerryzet, they have not done a fantastic job of keeping their motivations a secret. Many know that the Court of the Colonel has more sinister motives. Not all know what, and oftentimes even knowledge of the darkness within the court's zealotry is not enough to keep one from falling in line with their plans.

Overall, the Court is seen as a place for halfway-decent food, and little good beyond that. This has not stopped teenagers and young adults from disappearing into the Courthouse for extended periods of time to do mysterious things they rarely talk about. But they seem happy to do it, and it keeps their parents from having to actually acknowledge they have no idea how to parent them anymore for four to twenty-eight hours at a time, so what's the worst that could happen?

Current Events

The Blend of the World is nigh! The Court of the Colonel's membership is higher than ever, and still growing. This has not only increased the cult's boldness, but also moved up its timetable. As such the cult continues to make moves and grows closer faster with each passing day to attempting their dark, meaty ritual once more.

Paladins of Flavor

Sworn to the service of increasing community bonds around the world, trained in the hellfires of the Chow Palace, and sizzling with righteous passion, the Paladins of Flavor are a company of community-focused warrior cooks, devoted to the principles of their founder, Guillaume Fierre, and of their city. They wander the streets of the seasoned city, serving in any way they can; Whether that means advising anxious chefs on what herbs and spices best compliment their meals, lifting heavy things for wizened shop owners, getting cats out of trees, or fighting off the latest gourmomantic monstrosity ravaging the town.



Leader: Lord Guillaume Fierre

Lord Fierre is the sovereign of Flavor City, easily recognizable by his flamboyant styled armor and loud but kind personality. Between his frosted hair tips, his Broiler Plate armor embellished with radical flames, his iconic Frost-Tipped Spear and his undeniable charisma, you'd know him if you see him.

Fierre founded the order of knights as a means of ensuring justice in his city, and to help advance the ideals of Flavor for the betterment of all citizens. Having fully established his Knights, Fierre spends most of his time in the Cornucopian Chantry, chatting it up with guests, conducting ceremonies for new knights, marrying engaged persons within the city, and researching his favorite creatures: Flavor Dragons.

Headquarters: The Cornucopian Chantry

Located near the top of the Whipped Peaks, the Cornucopian Chantry is the home to Lord Guillaume Fierre and his knights, as well as the largest cafeteria in the region. The Chantry serves as a combination knights' barracks, place of contemplative worship, and training kitchen. Knights in training are expected to work in the kitchen to provide food for the cafeteria, which is open for all people to come and eat, and is known affectionately as Guillaumes's Chow Palace. The doors to the Chantry are rarely closed, as they welcome all with a good heart and staunch spirit to come dine with them in the cafeteria.

NPCs

Jayme Woolivah. A Dragonborn chef who once aspired to be a rival to Gordon Ramsbane, Woolivah has taken the Oath of Flavor and now aspires to do the most good he can in the world.

Harlan Morenmore. A dwarf chef with a boisterous personality and a penchant for loudly asking people what they know about food, Harlan oversees the training of young knights of the order, and encourages them to experiment with stranger and stranger dishes in the hopes of creating a meal that could truly be called Epic. Harlan believes that any meal can be enhanced by simply adding bacon strips, bacon strips, and if all else fails: bacon strips.

Nusret Bey. A drow butcher and a seasoned knight of the order. Bey serves as the quartermaster of the Chantry, ensuring that arms and resources are spread equally. In addition to having been born under the sign of Salty, he is widely regarded as a very reliable worker and a salt of the earth sort of fellow, thus earning the nickname Salt Bey.

Motivation

The main goals of the Order of Fierre are not secret at all. They seek to protect the peace and the public good of Flavor City so that people have the best opportunity to experience the city and all of the good things it has to offer. The other side to that, which sometimes is kept secret, is that protecting the city's peace often means having to battle against evil forces that would seek to pervert the original purpose of the city. As their oath dictates, burn away the distasteful.

The Knights of Fierre Faction Opinion

Benne Jerryzet. "Benne Jerryzet? Now you've done it, I could go for some Chaotic Goodberry! You want a cone? It's my treat. I wonder if they'll let me add bacon strips as a topping..." - *Harlan Morenmore, Paladin Instructor*

Court of the Colonel. "Those friars are an odd bunch. Their goals are confusing and dangerous. We keep a close eye on them for a reason." - *Nusret Bey, Knight Quartermaster*

Pauladeens of Deliciousness. "Pauladeens? That word, like those it represents, is a disgrace. They're heretics who have embraced the distasteful, every last one of them should be burned away." - *Jayme Woolivah, Paladin of Flavor*

Faction Opinion of The Knights of Fierre

Benne Jerryzet. "Some of our best customers. One of the instructors comes in a lot. Not sure why he thinks bacon would be a good topping..." - *Daev, Benne Jerryzet Parlor Manager*

Court of the Colonel. "I'm sorry, you can't be back here. Employees only, I'll have to ask you to leave... Wait, no, you really can't be back here!" - *Double-Down, Court of the Colonel Security Guard*

Pauladeens of Deliciousness. "AAARGHGHG!!! You're burning me!? HOW DARE YOU!? You'll pay for this!" - Ash, former Pauladeen

Stereotypes and Tropes

You can always recognize a Knight of Fierre, even without banners or armor. This isn't because they all look a certain way, but because of the way they carry themselves and behave. They are proudly idealistic, kind and accepting of strangers, and generous to a fault.

Also many parties think of these paladins as good to have around because most carry a snack or two on their persons at all times.



Current Events

In recent cycles of the seasons, there appears to have been a slow increase in the number of strange and dangerous things appearing in Flavor City. As a result, the Knights have been much more involved in their patrols and investigations of unusual phenomena, and their need to recruit more into the order has become greater as well. On the surface, this may seem like they are simply extending the opportunity to join them to more and more people. In truth, they are preparing themselves for the possibility of war, or a siege on Flavor City, and hoping that it never comes to that.

Pauladeens of Deliciousness

The Paladins of Flavor value the connection food can bring to communities, the communities themselves, and the proper application of spices and sweets; The Pauladeens of Deliciousness adhere to what they believe to be a higher, more honest truth: What you can taste is all that matters. They stand, and often bellow, in defiance of the order brought about by Lord Fierre and his paladins, and do all in their power to serve the dark susurrus in their minds. To them, No portion is too large, no obstacle too non-flammable, and no combination too off-limits to satiate their gluttonous appetites.

Join them, and be free of the chains you have placed on yourself to be good. Indulge.

Leader: The Tasting Beast

The Tasting Beast, sometimes called the Beast Gluttisant is, first and foremost, monstrous. While the Beast can be considered a leader of the faction, this is in name only, as the Beast cares little for what its thralls do from day to day beyond giving into their every desire. The Pauladeens hear the whispers of the Tasting Beast, and they serve their task accordingly.

The Tasting Beast is a creature of wicked temptation, and after seeing how easy it was to corrupt the Paladin Sara Lee, it has sought to add more servants to its ranks in the hopes of weakening the spell that holds it in place.

Headquarters: The Rib Cage of the Titan

The Beast lives in its lair, a prison formed from the remains of the Fire Titan Carmela, who helped to seal the Beast in the first place. It is all but impossible to enter the lair, as it is hidden deep beneath the Whipped Peaks, with all known entrances watched carefully by the Knights of Fierre to prevent anyone from finding the Beast.

While the Rib Cage doesn't explicitly function as a "headquarters" for the Pauladeens

of Deliciousness, it is the closest this organization comes to having one—a syndicate of selfishness like this has very little need of a central base of operations. The Rib Cage of the Titan just happens to be the source from which all of the Tasting Beast's temptuous whispers echo.

NPCs

Marius Fatali. A half-elf celebrity chef, known for his unique style and his restaurants. The Tasting Beast whispered to him and tempted him to indulge his lusts, and he gave in with abandon. He is currently believed to reside in the burned remains of a restaurant in the Well Done district.

Goldleaf Chaybin. A gnome food critic and self-proclaimed "Foodeity." The Tasting Beast whispered to him and encouraged his avarice and vanity, and he responded by eating gold itself. He currently resides in various mansions in the Garnish Gardens district, staying with different wealthy friends in the area.

Cathy S. Liett. A human restaurateur, previously a cook in the Drumpf Grill (later known as the Drumpf House), and now the founder of the Chick-n-Fella restaurant chain. During a visit to Flavor City to open a new location of her restaurant, she heard the whispers of the Tasting Beast, and the hatred in her heart grew at an alarming rate, resulting in the donation of a small fortune to corrupt politicians devoted to the same kinds of hatred she held. She does not reside in Flavor City, but instead spreads the influence of the Tasting Beast throughout Murka at large.

Motivation

The Pauladeens have two interconnected driving motivations. Each person who accepts the offers of the Tasting Beast is driven to pursue their own desires, giving in wholly to their gluttony, thirst, and greed. Additionally, though many of the Knights of Deliciousness do not realize it, the strange acts of decadence and self-indulgence that each Pauladeen engages in all serve to help strengthen the Beast, and each act is a part of the Beast Gluttisant's machiavellian plan to free itself. As a result, the Pauladeens all have a fascination with, and no small measure of disdain for, the Flavor Savers and Flavor Paladins.

Pauladeens Faction Opinion

Benne Jerryzet. "The ice cream mongers? They offer a passable fare, I suppose, for commoners and mortals. If they would only add something of value, it might be worthy of my palate." - *Goldleaf Chaybin, the Foodeity*

Court of the Colonel. "I do enjoy their fried neckfeet, but I can't say I understand the friars' plans, or why they'd want to serve something that doesn't even offer them any sort of reward." - *Marius Fatali, Celebrity Chef Extraordinaire*



Knights of Fierre. "Contemptible fools, and brazenly disloyal to their rightful king. They have no respect for tradition, and their lord performing 101 weddings? A clear virtue signalling stunt, and encouragement of abomination." - *Cathy S. Liett, Chick-n-fella founder*

Faction Opinion of Pauladeens

Benne Jerryzet. "You can always tell when one of them comes in. They want to sample every flavor, some of them twice. At the end, they might try to order a single scoop cone, if you're lucky. And the arrogance! I'm not adding precious metals to your ice cream, it's just not gonna happen, jerk." - *Daev, Benne Jerryzet Parlor Manager*

Court of the Colonel. "The Court of the Colonel has no knowledge or association with any such organization. If you have any further questions, please refer them to our legal team." - *Gray V, Court of the Colonel Sorcerer*

Knights of Fierre. "I'm sure they were good people once. That time is long past. All that remains now is their evil. That's not alright. Alright? Alright." - *Matthias Mack, Knight and personal friend of Lord Fierre*

Stereotypes and Tropes

The Pauladeens don't have a specific uniform, emblem, or manner of dress. They can look like anyone. In theory, you might walk past 7 of them on your way to work and never know.

It is believed that the only hint that might give them away is the look of hunger about them. This isn't always a hunger for food—if you are around someone that seems like they might be planning to devour you, you might be in the presence of a Pauladeen. If you do find yourself in the presence of a Pauladeen, try to escape as soon as you can, as they are unpredictable but dangerous.

Current Events

Despite the preventative measures and increase in patrols by the Knights of Fierre, the Pauladeens' numbers show no signs of decreasing. More and more people are hearing the Taste Beast's questions, and giving into their temptation. The whispers are more eager, and the Beast seems to be planning for something just over the horizon.






The Cook
FLAVOR CITY
is about to get a new cook in
kitchen
He is going to
SPICE! THINGS! UP!

Ads and Adventure Hooks

Delivery Knights

The Knights of Fierre are seeking skilled adventurers to assist young members of the order with deliveries of food and recipe books to places inside of the city. These deliveries, and learning to face the dangers of the world from people with real-world experience, are an integral part of their training. You will have the deep appreciation of the Flavor Savior should you be successful.

Hip Deep in Beef

The Stewer Main has burst and monsters from outside the city are being drawn to the savory aroma of hot stewage. You have been asked to assist in fending off these monsters while the Knights help the stewards to repair the pipes.

Child of the Corn

A child has gone missing near what is now suspected to be a Pauladeen lair. In order to ensure the safety of the child, it may be necessary to sneak in, which is something that Fierre's knights are not particularly skilled at, and thus have turned to you.

Tales of Umami

There have been a rather large number of strange occurrences near one of the Flavor Savers this past week. The Knights of Fierre would be grateful for any assistance you could provide in investigating them.

In The Parlor's Dim Light

An overconfident operative of the Benne Jerryzet who was investigating a suspected Pauladeen and has gone missing. The local parlor has asked for your support in attempting to recover their missing friend.

A Grung by Any Other Name

A customer claims that they were recently poisoned by a Benne Jerryzet ice cream pint. As a result, the monks have had to temporarily suspend Cookie. The Knights are looking into this, but the monks would prefer to have some more independent eyes also looking into things. Investigate this incident to help Cookie clear their name... or damn them for good.

Mission Implausible

The Benne Jerryzet monks are attempting to gain access to the research of the Court of the Colonel, but they need some sort of diversion to cover their entry and exit. Surely you have the means to create a distraction for them?

2 Delivery, 2 Knights

Walmoria has placed an order for 10,000 pints of Benne Jerryzet ice cream. As it stands, even the Benne Jerryzet Headquarters doesn't have the resources available to transport and protect a delivery of that size. If you can assist with the safe delivery of the product, they would be most appreciative.

My Kingdom For A Breadstick

You pass by an abandoned restaurant door, and a note flies out and into your hand. It reads: "Please, adventurers, I've been cooped up in this old derelict restaurant for so long. What I wouldn't give for some food from the Garnish Gardens. You'll kindly go and get me some, won't you?"

Tim?

A terrified animal rights activist approaches you, frantically begging for your help. "Have you seen my friend, Tim? He's a poultryoshka, but he's not like the others! Have you seen any sign of him?" And you can't help but remember that covered poultryoshka cart headed to the Court of the Colonel, leaving a trail of feathers and screams.

Cooped Up

From within a barred door a surly voice calls out to you: "Please, kind adventurer, I just have to get out and stretch my legs. Please watch the Flavor Knight patrols and let me know when it would be safe to go out. I would truly hate to be seen."

The Package

A hairy and disheveled looking individual in broken Knight of Flavor armor approaches you and puts a large sack of coin in your hand. "I have a little package here that I would like to have delivered to that large pillar on the North end of town. Just set it near the pillar, that will be more than fine. Also, your discretion would be most appreciated"

The Greatest Tragedy

A portal opens and SEPARATES the amalgam Pizza Hovel/Taquito Chime—HOW DARE. Help the workers of the combination Pizza Hovel/Taquito Chime put their once great restaurant back together!

A Murkan Pie

You find an ancient cyphered recipe. Everyone you tell about it seems to want it, but no one is willing to tell you what it is... at least not for free. Upon undecyphering it and translating it, begin the Recipie in An Unknown Language adventure hook.

Delivery Knights 3: Portal Drift

Portal Run, The Multiverse's food delivery service, is hiring! They've decided your party is their next "Group of Associates." You'll have to hope for a tip upon delivery. Good Luck!

The Pauladeen's Creed

A large group of Pauladeens are hunting members of Court of The Colonel, attacking their followers in broad daylight. The Paladins of Flavor have asked you to go undercover to find out why.

Ancient Evils

A restaurant floor collapses, revealing a mysterious basement roof below, which the owner claims they had no idea about. Within this dusty stone room, you find a series of carvings depicting great and powerful dragons whose horned crowns shimmer in spice. At the center of the carving is a mysterious book with a horrifying visage.

The Duke And The Pizza Guy

Duke Buckethead has been spotted visiting the Arena of Pits vs Man. This wouldn't normally be any cause for alarm except that the politician was also giving a surprise speech in the Filling district at the same time. All of this while he was supposed to be out of the city on vacation with his loving wife, Duchess Buckethead.

The Taste of Butter

You find a tunnel that takes you deep within the bowels of Flavor City. At the end of this tunnel, you find a group of robed and masked cultists, worshipping a statue made of ash and fire. The heat seemed to spew out from cracks within the massive and cindered edifice. They chant, "No portion is too large, no portion is too large..."

Queste del Saint Slurp

Lord Fierre wishes to find a seemingly nonexistent item, The Hallowed Gulp, that was used at the Final Dinner of Carmela, and in fact caught a fair amount of her blood as she died. He has assigned three of his most loyal knights, Percivent, Hadagal, and Carl to find it. Carl, a somewhat new Knight of Flavor, feels less than confident and decides to call upon you for help.

Are You Chicken?

You find a flyer telling you that the Courthouse of the Colonel has "Fun people, good time, and deep magical knowledge given out for free this weekend"

Delivery 5

You are approached by a harried looking individual in a Courthouse of the Colonel apron, they say that they are expecting a rush tomorrow and running low on supplies, would you go hunt down 10 poultryoshka's for them please? They'll pay you in discounts and friendship and possibly also money.

Spice Up Your Life

You have been tasked with locating and reuniting* each of the powerful Spice Elemental Girls:

- Spooky, the Pumpkin Spice Elemental
- Athletic, the Chili Spice Elemental
- Youthful, the Salt Spice Elemental
- Fancy, the Pepper Spice Elemental
- Turmeric, the Herb Spice Elemental

*you must reunite them in death



Recipe in an Unknown Language

This parchment, appearing to predate the freedom wars, is a lengthy written work. After spending an hour reading the document, characters will realize the first half is prose written in common about a nondescript recipe, how they came to learn the recipe, how much the recipe meant to them and their family, where and how they have used the recipe before, and so on. Closer to the end of the prose, it makes promise that the product of the recipe can grant great power and confidence in times of need.

Gather Your Components

For the Encasement...

2.5 cups of disintegrated wheat

1 teaspoon of salt elemental essence

1.5 cups butter elemental excrement

8 tablespoons of purified river water, chilled

For the Filling...

6 Verdant Apples from the orchards of Midwesteros

1 cup of crystallized sweetness gems

1 tablespoon of the tears from a lemon demon

1 teaspoon of the grounded sin of men

½ teaspoon of grounded deeznuts

Add updog to taste

The party must perform a ritual over the course of a long rest in which one or multiple of them must complete the following steps in order to finish the recipe:

- FORM THE ENCASEMENT
- CONJURE THE FILLING
- SUMMON THE FLAMES
- SHAPE THE ENCASEMENT
- COMPLETE THE RITUAL
- RITUAL CAST OVER FLAMES

After the party has completed the ritual and a pastry of edible quality is constructed, award the party with one *Murkan Pie*.


MEDICAL CENTER
VICTOR'S SECRET
FOREVER 20
nick loden's
Park of Wonder


ck loden's
Park of Wonder
COURT OF FOOD
MAKE-A-MINION WORKSHOP
OLDBUCKS
coffee
TheGolden Arch
WILBUR WENDELS
& THE CONFECTION CONSORTI

Hall of Murka

YO! YO! YO! JEY AND THE SILENT TONGUE IN THE HIZZOUSE!

Welcome to the HALL OF MURKA! This is your BOMB tour guide, Jey and this is my platonic life-mate and druid supreme, THE EVERLOVING SILENT TONGUE! And this place? We call this place home! We've been here since the beginning when the big boss man, Tall Hammertoe, decided to settle down and build this grandiose castle. That's how it started: It was just a castle for an oversized goliath and his beastie bestie. Tall went and got all famous, and people wanted to visit his castle, so he set up a gift shop and the rest is history.

Over the years, the hall expanded into the massive erection it is today - bong! With every new renovation, our favorite shops get pushed further and further underground into the Underhall - The hall under the... You get it. The Underhall is one of our favorite spots - This is where the best and brightest live, work, and thrive. Don't let NO ONE tell ya different! We've got salons, comics, and the finest in discount, discontinued, and demilitarized goods this side of the border - some of the dopest people call the Underhall home. Even my silent, jovial, best buddy has a few stories to tell, don't ya?

Silent Tongue shakes his head forebodingly.

But don't count the upper Hall out! It's still one of the fliest places around: There's food, there's candy shops, super-markets, adventuring gear, the Theaplex, we've even got a friggin' THEME PARK! And there's enough chaos happening behind the scenes to make it worth me and Silencio's time here! If you can dodge that damp wedgy, LaFive-Oh, you can get away with a lot of hijinks up there - zong!

Life on the inside ain't perfect though: The folks on top always seem to be pushing down on the little guys, and the little guys can't seem to catch a break. Money problems for big man Tall means money problems for everyone else: everyday shops are shutting down because they can't pay the rent or because they're sick of getting the squeeze from management. Even worse is that some evil shit is stalking the depths of the underhall - WAIT, wait, come back!

I was gonna say that it's super worth it!



The Main Hall

The grandeur of the Hall of Murka lends itself to the uncompromising vision of its creator. Originally intended to be a castle, Tall Hammertoe, the enormous lumberjack of legend, built the impressive longhall to serve as his seat of power and home. As Tall himself gained great fame, his hall became overrun with guests, and it turned into a trading post almost overnight.

Serving as the central entrance to the various shops that line the market, the Main Hall also connects to the Court of Foods, Nick Loden's Park of Wonder, and the Theaplex. Floating platforms throughout the Main Hall rise up to the many levels, including the prestigious Crown Floor, where luxury stores and the offices of Tall Hammertoe can be found. Whether you're looking for general goods, a bite to eat, or just a place to enjoy yourself, the Main Hall has access to it all—and Maltron, the hivemind of warforged who serve as the Hall's directory service and security system, can tell you how to find whatever it is you're looking for. Practical items, such as backpacks, armor, and assorted adventuring gear can be easily found, but the Hall also has access to off-the-rack clothing, antiques, and some of the best entertainment across Murka.

Much of the Main Hall is defined by its wide pathways, its terraced balconies, and the open concourse that reaches high into the sky. The immaculate plaza is decorated with opulent mosaics and impressive statues and during the day the halls are filled with wealthy patrons, clever merchants, and wide-eyed tourists. At night the denizens of the hall host modest banquets, drinking Tall's liquor store dry as they revel long into the night. Most of the Hall remains active all day, with early dawn deal hunters and late-night concert goers often crossing paths. The Hall never truly rests. Between the residents who take midnight strolls and mischievous Hallrats setting up pranks, even the quiet nights can be surprisingly active.

Not all is peaceful in the hall after dark though: strange noises abound from the darkest corners of the enormous structure. Perhaps it's merely a coincidence, however, it seems that each time the grim sounds are heard a once vibrant shop becomes nothing but a boarded-up blemish on the otherwise pristine floors.

Nick Loden's Park of Wonder

The glittering lights, booms of a laughing crowd, and the joyful yet unnerving scream of children assault any visitor finding their way to Nick Loden's Park of Wonder. A gathering point for amusement and entertainers from all across the land, the Park of Wonder serves as a lynchpin in the Hall of Murka's entertainment complex that greets every visitor when they arrive.

The Park of Wonder sits square in the center of the Hall of Murka and is visible from every floor as the tracks of the rides rise up through the empty space towards the roof of the Hall. There are many brightly lit signs throughout the various entrances from the Hall to the park, seeking to draw every visitor, merchant, or otherwise to it's magical and shadowy venues of entertainment. It's ground floor spans the length of a giant's undergarments and Nick, the park's owner and operator, weaves that into the story. There are very few tangible products to buy, but there are refreshments likened to the fanciful "characters" found within the park and a handful of souvenirs with their likeness as well.

The park's owner, Nick Loden, is a Bone Devil masquerading as a high elf and he can often be found glad handing alongside the other magical entertainers. Every year he introduces a new ride, stand, or really anything that might help draw more and more visitors to his park so that he might feed off of their shrieks of joy and fear on his barely serviceable rides.

No matter the guest, Nick Loden's Park of Wonder has some form of entertainment for them: children, adults, senior citizens, or even the dead! Though the Park of Wonder draws in countless attendees and is arguably one of the longest standing stores within the Hall of Murka but it carries a secret with its success: each of the characters that play a part in the ride or the entertainment within the park are prisoners - captured by Nick Loden on his various adventures around the world, each entertainer is bound by a contract in which they unwittingly signed away their souls to the enterprising devil.

Filled with rides of entertainment and excitement; the park has many attractions! A ride on any attraction costs 5 sp.

Rides and Attractions	Type of Ride
Robeth Roundress's Deep Dive	Roller Coaster
The Octoward Spinner	Swing Tower
The Adequately Different Pixie Foster Parents Track Adventure	Roller Coaster
Tall Hammertoe's River Rash	Log Flume
The Adolescent Regular Samurai Tortoise Collision Carts	Bumper Cars

In addition to the many rides, one of the biggest attractions of the park is the mysterious, goopy, vividly colored substance known as slomm, a part of the park since the beginning. Nobody knows the true origin or true composition of Slomm—in fact, once in a while Nick will tell an enticing but obvious lie to further weave the strange substance's nebulous myth. All around the park there are minigames that involve the stuff: whether you're answering trivia questions above a vat of Slomm, or simply being chased by a jovial Slomm Slinger.

Though fun to mess around with at first, Slomm is best when not thought about too much and quickly washed off. Once in a while, a customer will find some horrifying object suspended in the Slomm and though this used to cause a great hassle within the Park, these days Nick has gotten very good at excusing these unfortunate circumstances and brushing them under the proverbial carpet. Slomm is made out of everything that is not so vile to make you puke but just enough to make you want to and searching through the contents of slomm you will find anything from this table:

d6	Thing Found in Slomm
1	Tacky solidified slomm that sticks to anything it touches
2	Pieces of severed Meat*, partly digested
3	An entire intact cake made of gelatin
4	A head of cottage cheese
5	The shoe of a park goer that went missing 15 years ago
6	A tooth

Optional Rule: Just For The Hell Of It

Any time a character takes a ride on any of the attractions, roll a d20. If a 20 is rolled, the character experiences such a good time that they get advantage on their next ability check or saving throw. If a 1 is rolled, the character is ejected through the plane of hell and suffers 5d10 psychic damage as they are faced with their greatest bodily fears before reappearing at the exit of the attraction seemingly unharmed.

Striking a Bargain

Interested entertainers looking for their next big break can offer their services to Nick Loden. He, if interested, will offer a handsome salary of 50 gp a week, free meals everyday and free accommodation in the Hall of Murka. In exchange their likeness and soul are used forever to entertain the guests of the Park of Wonder in whatever way Nick Loden imagines.

Conversely, many of the workers at the park, namely the prisoners serving as hosts and mechanisms for the rides want change. Players can speak with any of the prisoners and hear their tales of woe and desires for freedom, or at least a 15 minute break once a week.

Snacks Menu

Hot Dog. Served with or without the bun, and your choice of ketchup, relish, mustard, onions, slomm, powdered sugar, Horsey Sauce, Donkey Sauce or Brotein Powder* (8 sp)

Polyester Candy. Served on a flimsy stick, this cloud-like dessert is a favorite of children. It tastes like textile and makes absolutely everything sticky. (9 sp)

Cottage Cheese. Served in a container shaped like a minotaur's head. (1 gp)

Gelatin Cake. An entire cake made of gelatin. It jiggles in a way that seems suspiciously sentient. (1 gp)

Green "Lemonade." Upon first glance, it appears to be lime-ade. It is not. (5 sp)

*See *Monsters of Murka* core book

Seers

Seers is a megabazaar run exclusively by those with the gift of foresight. Once a widespread and disparate group of seers—hags, fey and all manner of dubious "future folk" preying on commoners - the merchants and fortune tellers of Seers have turned their individual schemes into a legitimate corporation. Most customers remained wary of these profit-driven-prophets until trust was proven; but once the general danger of dealing with these beings was disproven, common folk were excited to have their desires both told and then given to them. Over the years, this curious and elaborate new service grew from a single market into a great alliance of stores, forming the super chain Murkans have come to know and love; Seers.

Due to the hugely varied store owners, regions, and clientele, Seers use their array of abilities to peer into the future, gleaning the potential wants of those coming for their services. Unlike most retailers, Seers stock half their items based on what they have seen in the future, and the rest based on previous purchases. They strive to have whatever you desire in stock, or at least in the warehouses ready for collection. However, they can be quite sneaky; they like to keep specialist and "out of stock" items in hidden chests and portable holes, only to charge an additional fee for it to be teleported instantly to the store. In addition to these services, for a minimal fee, they can offer guidance and recommend some wares that you "may need in the future". Of course, this could be a total scam sometimes, but do you dare challenge them?

Stock

Seers always has what you're looking for, magical or otherwise. For magical items, refer to the Equipment and Treasure section for pricing. Any items of Rare or lower rarity can be ordered through the Seers catalog.

Magical items

- *dwarf foreman stove**
- *fish flops*
- *kitchen helper*
- *Maize's lock-chop*
- *reef ridgerator*
- *spell scroll (Maize's marvelous micro-wave)*
- *Sorta® beds*
- *tezzla bat-tery*
- *Tuppa's compact furnishing*
- *Tuppa's chest of wares*

*See *Monsters of Murka* core book

Mundane Items

- *The Mundane Item That You Desire*. There is a very good chance that the seers will have preordered and acquired an item you will want based on their visions. (Price Varies, Minimum 2 sp)

Theaplex

The Theaplex is a grand theater unlike anywhere else on the continent. Inside the Theaplex you will find incredible food halls, friendly taverns, and many unique stages for all kinds of events making it the perfect venue for crowds of people to join together to watch their favorite performances.

What makes the Theaplex unique is the masterful way the stages are able to show all forms of performances. While there are some traditional auditoriums intended for musical productions and troupes of actors, others allow an audience to see grand illusions of impossible things. This saves the theater company from using valuable real estate or having to pay needy artists anything other than exposure.

One of the more favored styles of arcane arts is the Illusory Performance: a new form of entertainment that is sweeping the kingdom. Skilled wizards, practiced in illusion magics, weave tales together to create repeatable appearances without exhausting an ensemble cast. Performances of this type can sometimes feature exactly one real actor and often there are no actors at all. This allows legendary champions to engage in once-in-a-lifetime battle with marvelous beasts at 4:30, 6:25, 9:05, and in double feature at 10:00.

Scrying spectacles are the Theaplex's greatest achievement yet. By donning a pair of magical spectacles one is able to watch plays that were crafted without the need of a theater stage. These performances can be specially arranged to suit the medium or they can be used to view events around the world.

In the Theaplex convenience comes with a price. Food and beverage prices are at least double what they would cost in any other setting and even a small snack may cost more than the theater ticket. Many of the fare kiosks are run by bards hoping to make a name for themselves; you never know when you'll find a screenplay at the bottom of your popped corn.

Concession Stand Menu

Magical Food

- *Discount yoghurt*
- *Cuckoo cola*
- *Mountain Mist**

*found in *Monsters of Murka* core book

Mundane Food

- *Popped Corn.* An entire ear of puffy corn that has been cooked until it popped—now it's a weird, puffy stick. Served with salt and gnoll butter. (4 sp)
- *Water.* Fresh from the horse-trough outside, very affordable! (3 sp)
- *Non-magical, watered-down Cuckoo Cola.* Oddly with the same taste as the original? (5 sp)
- *Non-magical, watered-down Mountain Mist.* Definitely not fuel for your game. (5 sp)
- *Churro.* Delicious fried cinnamon that has had its hole creamed. (9 sp)
- *Fierre's Fully-loaded Junkyard nachos.* These nachos have got everything—but it doesn't taste as good as the Chantry's version. (9 sp)
- *Hot Dog on a stick.* It's as hot as it is dog! (8 sp)

While the grandeur of the Theaplex is undeniable, it comes with some uncertain danger; as with all magic there is a risk of being exposed to its unpredictable chaos. In some tragedies from the past, illusions have turned into reality and *scrying* spells unexpectedly turned into portals. In one of these tragic events, the elven virtuoso Elrik Leroux lost control of his illusions during the climax scene of the first showing of his masterpiece. Ferocious beasts and marauding barbarians leapt into the audience, killing many. It was assumed Elrik was killed in the attack, but his body was never found. The play was never shown again, but years later some still claim the marauding illusions from Elrik's final masterpiece can be seen in the darkest areas backstage and the hallways late at night.

Theaplex Performances

Each and every day, bards and actors are sent to the stage to entertain the masses. Below are a few examples of the performances that can be found at the Theaplex.

Baron of the Bands

This acclaimed epic can be seen first hand only once each year at the Theaplex, but weekly scrying spectacles are in place to follow the troupe as they travel the nation and illusory performances can be viewed during the off season. An all day affair, the seemingly never ending play takes nearly 12 hours to complete, leaving the actors and audiences exhausted. Even with generous intermissions throughout the day, the performance is a marathon to complete.

The story follows Bilfro Packins, a simple farmer, who is joined by friends and allies as they travel across the nation to destroy the single band by dropping it into the Calamity. Dank Lord Saurus, a lizard folk lich, wants to claim the band for himself, sending wraiths and undead armies to fight while he regains his strength. One of the most quotable scenes is when Galdan the Pale sacrifices himself to let Bilfro continue on his journey. Face to face with a walrog, Galdan shouts "Only some can get past!" before dragging the walrog into the depths of the abyss with him.

Astra-Bellum

While not the most traditional story for an opera, Astra-Bellum built its popularity around unapologetic themes of gathering new hope, battling corrupt empires, and the return of order. Loosely based on the six unholy canon books of the same name, Astra-Bellum is a thinly veiled allegory for the Dark Father and the Walker of the Sky. Occasionally the theater will deign to show similarly loose dramatizations of the three less-canonical books following the exploits of Dark Nephew.

This astral opera features a loveable cast of unlikely heroes who join an insurgency with the goals of fighting back against a tyrannical government


CLOAK!

and it's especially popular with firearm enthusiasts. After being left orphaned by a government sanctioned assault, Lance trained with a githzerai monk in a far off plane, unleashing his latent psionic powers. He is joined by Hanzorro, a ruggedly handsome tiefling space pirate and his bugbear companion Chuhraka, the noble leader Viscountess Caramia, and several lovable warforged friends. The rag tag group of dissidents fight back in small scale spelljamming battles, outrun bounty hunters, and blow up Dark Father's planet sized fascist army bases—all in the name of freedom.

Zera: Lady of War

In this episodic adventure series, the audience watches as the heroes, Zera and Grabbie, fight off a new monster of the week. Every now and then, the duo is joined by the iconic barbarian Herk, known for his own heroic exploits in an earlier franchise.

Fans of the series have followed along to watch the protagonists fight back giants and the hydra, or negotiate with sphinx's and djinni. What the audience doesn't realize is that the two main characters are actually exploited adventurers who never got royalties for the characters based on them.

MAG-X: Warfare Continuum

The battle for Orth continues in the next sequel of the high octane MAG-X franchise. Starting where the last installment, MAG-X: Ultra Epoch, left off, the Prismatic Court thought they had slowed down the expansion of the Ink but they only redirected it. Leaving Orth behind, the extraterrestrial darkness now sets its aim on Urth. In this meta-breaking finale, Cardinal Ursor and the Prismatic Court follow the Ink's trajectory, planeshifting to the nearest civilization to seek out the best warriors they can find.

Appearing in Midwesteros, Ursor is drawn to MAG-Con, the annual gathering of the best card slingers in Murka, who throw down aggro in hopes of winning the prized X-Tourney. After Sherry Harris and the Stack Squad prove their worth at the table, it's time to see if they control more than just the playmat. With the combined forces of the Prismaguardians and the might of Murka, Urth and Orth stand together to finish off the Ink's terror once and for all.

Richard's Hunting Wares

Run by an enthusiastic curator, Richard's Hunting Wares offers the finest of adventuring gear: Weapons, armor, rations, grappling hooks, even some potions, and of course mountains of trusty rope. Much of the gear being sold is catered specifically to the hobbies of hunting, adventuring and dungeoneering, and there is even a small section devoted to bounty hunting.

The store itself occupies one of the largest rooms available in the Hall of Murka, with great beams of oak that run across the ceiling and down the walls, creating the visage of an old longhall nestled within the cobblestone walls of the Hall. Great wooden pillars line the middle of the store, hosting upon themselves a vast number of animal and monster trophies that cover both the pillars and the outer walls. At the far end of the store sits a large counter, behind which the store owner is seated. Richard can often be found talking wildly about his various wares in long, but quickly spoken sentences. He is famously difficult to understand both due to the speed of his speech and the many opaque technical terms Richard sprinkles throughout his feverish explanations.

Much of the armor Richard sells is slathered in camouflage paint and covered in various pockets and gadgets and he often takes extra time to up-sell his various ranged weapons: recurve bows, heavy crossbows, and even a selection of muskets. His many wares also include a variety of mods designed to work with his weapons though many of them come with specifications and requirements that are practically written in code. Richard's store also contains a testing area where adventurers and potential customers can try out the wares: a long, caged hallway serves as a range, whilst a nearby octagon filled with dummies serves as a training yard for melee weapons.

Richard appears to live in the back of the store with his grandmother who helps out by baking cookies and repairing guns with her grandson.

Stock

Magical Items

- *scope, sidearm**
- *scope, spyglass**

- *Sorta® portable campsites*

*See *Monsters of Murka* core book

Mundane Items

- Crude revolver* (150 gp)
- Crude shotgun* (330 gp)
- Dungeoneer's pack (40 gp)
- Explorer's pack (38 gp)
- Light and medium armor, painted camouflage (minimum 5 gp)
- Rifle* (300 gp)
- Rifle, harmonica* (350 gp)
- Simple and martial ranged weapons
- Various lengths of rope (3 sp per 10 feet of rope)

*See *Monsters of Murka* core book

Wilbur Wendelseys Confectionary Consortium

This brightly colored and cheery store sells some of the best chocolates, candies, and sweets ever tasted by mortal kind. Their treats are so good that at some points consumers have been known to quickly become attached and in a few cases even addicted to the swirling nugget and chocolatey delights. Wilbur Wendelsey's business culture and peculiar aesthetic have garnered a cult following of fans and enthusiasts who collect the various runs of candy from the store and exchange theories about the location of Wilbur's mysterious factory.

Every attendant in the enchanting stores are as sweet as the products they sell, and twice as joyful, always smiling and happy to help as if they are made entirely of starlight and charisma. No one knows how to apply to work at Wilbur Wendelseys Confectionary Consortium, or where the headquarters of the company is, other than far, far south, past the border wall.

Stock

Magical Goods

- *gummy creatures*
- *liquorice whip*
- *candied weapons*
- *Humby Bumby's gum of resistances*
- *babblepops*

A Chocolatey Conspiracy

Many layfolk and academics have postulated grand conspiracy theories about the true nature and purpose of the institution. Some say eating the delicious confections allow all the Fey to see into your mind and influence your thoughts. Most theorists agree that the main Wilbur Wendelsey's factory in the province of Nill is a front and the true factory and headquarters lies deep within the jungle mountains of a far away land.

Mundane Goods

- *Supercali-fire-licious spicy caramel droplet.* Creamy! Spicy! Very spicy! Call for Help! Why is this a thing?! (5 sp)
- *Ossvirenia Mallowmountain mama chocolate bar.* This wonderful, chocolatey confection, made with mallow and nougat, makes you weirdly homesick. (5 sp)
- *Poppy's poptacular candy.* These small, rock-like treats seem to snap, crackle, and pop when they're eaten. (5 sp)

Mythic Quest

Designed to challenge the wits and skills of those brave enough to enter, Mythic Quest is an independent business located within the Theaplex. Originally intended to entertain guests waiting for their performances to begin, the puzzling plaza has become popular enough to draw in additional patrons eager to test their mettle.

Within the utilitarian shop, one can only find blank walls lined with unmarked doors. Each door leads to a particularly dangerous pocket dimension where customers can take on heroic challenges without having to deal with the undesirable results, like dismemberment or death.

Any creature that dies while within a pocket dimension is shunted from the realm and expelled out the door they went through in a humiliating display, and any items or materials the creature had obtained from the realm are

destroyed in the process; lost limbs are returned at the lost and found and can be magically reattached.

When the task is complete, or if the adventurers speak a command word in unison, a mystical portal is summoned within 5 feet in an unoccupied space of one of the creatures inside which leads them back into the Mythic Quest store. Items and materials may be taken from the pocket dimension if removed in this way and those that are able to complete the task are rewarded with MythiQ™ Tokens each worth up to 5 gp that can be spent on food, drink, and tickets offered by the Theaplex.

Fun For The Whole Table!

Timid adventurers can find themselves thrown into perilous situations without fearing the consequences. Well, at least some of the consequences. Mythic Quest provides opportunities to explore short 'one-shot' adventures, including incredibly difficult ones without worrying about total party kills or can be used to explore other stories that might not otherwise fit in a specific campaign.

The Hall of Living

While many shops around the Main Hall have some dedicated living space behind the counters, there simply isn't enough to house all of the many hundreds of workers who rotate in and out on a daily basis. Tucked somewhere between the stores and the Court of Food are a series of semi-secret hallways that grant access to the Hall of Living. The entrances to this intimate and restricted space are often cut off by doors that are entirely blank, or say "Employees Only" and once beyond these innocuous thresholds, the visual splendor of the Hall falls away almost immediately. The Hall of Living seems defined by its partially painted walls, opened ceilings that are exposed to the clockwork between floors, and its minimalist decor.

Most of the cashiers, security guards, and cleaning workers of the Hall live in smaller units that only sport kitchenettes and half bathrooms, and offer communal living spaces, kitchens and showers. By contrast, many of the store owners and management workers live on the floor above in full sized apartments that require no communal spaces, save for the dainty sitting areas that dot the corridors between their homes.

The Hall of Murka is famous for being a world unto itself, and in many ways the Hall of Living (known more colloquially as The Living Rooms) is the purest expression of that sentiment. Behind closed doors, away from the customer-facing trappings of the Hall, the people of the Hall are a culture unto themselves with their own unique words, work related jokes and stories spawned from the depths of the Underhall and beyond.

I used to throw the bumpin'est parties in my sweet pad in the Hall of Living, yeaaahhh! Right up until we got evicted, that is. Now me and Quiet Kid over here just sorta hang out in front of the door and uh... sell pan. - Jey

The Court of Food

The Court of Food is considered neutral ground: a place where everyone comes to eat, drink, and socialize. By day, sunlight fills the area through the skylight above as families and friends join together at over two dozen communal tables; by night the orbs of light that line the walls illuminate friends, lovers, and even enemies forced into close proximity by hunger.

At the northern end of the room lies The Grand Court, from which the Court of Food gets its name. Like the great feast halls of old, The Grand Court is reserved for those of privilege and power. Aside from being a fancy spot for all of the fanciest Hall denizens to eat, The Grand Court is also the location of Tall Hammertoe's giant throne, and the center of governance in the Hall of Murka. From his throne, Tall will occasionally call the court together to hold trials and decide

Read-Aloud Box

The Court of Food is divided into thirds along its length by two great alabaster support beams. Crowded tables are placed in the center, while numerous food vendors line the walls on either side. The overwhelming scent of roasted meat and plentiful mead spills out from the Court of Food into the halls beyond, drawing in hungry, enraptured workers and customers.

As you stand in the doorway of the court, the screams of children playing in Nick Loden's park can be heard from outside; but not even fifty feet into the grand cafeteria, all other sounds are drowned out, replaced by the omnipresent, echoing thrum of conversation and tomfoolery.

A small metal gate separates the common folk from the raised marble floors of The Grand Court, which sits at the head of the room. In front of these gates stand guards with weathered faces and shiny armor, worn over royal red tunics.

"We protect property, not people," one of the guards says, their faces hidden behind their helmets. The people often give them both a wide berth and a choice finger from both hands.

important social and legal issues within the Hall.

Elevated above the rest of the Court of Food, The Grand Court is under constant guard, day and night, to prevent those who would dare to step above their station and eat at the marbled banquet table. Much to the justified annoyance of those in the Court of Food, these guards are both willing and able to regard everything up to and including outright violence that happens before them as less important than keeping people from reaching The Grand Court.

While the Court of Food may be ruled by the Crown, the true leaders are the Hall Rats. The Hall Rats are known as community leaders who feed those who don't have the means to eat, and they support the struggling mom and pop food vendors who would otherwise go under as they try to compete against dirt cheap food vendors of questionable quality and ambitious chefs who failed to leave their often vicious competitiveness in Flavor City.

The Hall Rats are thought of as simply an annoyance to both the Administration and the Crown for their seemingly chaotic "pranks." Those who look closer however may notice such foolishness hides their calculated and meticulous maneuvers. Everyday, Ratinim goes to the Grand Court as a business associate and advisor to Tall and all around the Court of Food the Hallrats work to upend the established capitalistic power structure of the Hall of Murka.

Chik-N-Fella

At one time, the use of illusory magic and dust of deliciousness to disguise a mundane meal as a delectable feast was a novel and astonishing idea but serving a fried, fatty poultry patty, long believed to be made from bits of birdgeoisie or writwits, between two greasy buns quickly lost its appeal. Nobody is sure that Chik-N-Fella would actually stay in business were they not able to dictate their prices the way the Court of Food allows them to.

Long ago the founder of Chik-n-Fella, Cathy'dar, had sought countenance with Lord Fierre of Flavor City with the goal of expanding his restaurant to new audiences, lining his pockets all the way. However, after a heated disagreement between Cathy'dar and Fierre over his tendency to conduct marriages—the happiness of which made Cathy'dar both hyper jealous, and wildly uncomfortable.

Chik-N-Fella provides cheap, greasy goodness in the form of pressed poultry patties served by the famous painted minotaurs to hoards of those willing to compromise their

morals for a quick bite to eat. Once they have gorged themselves on *Chik-n-Fella* sandwiches, freedom fries, and *Cuckoo-Cola*, they have the energy to spew hate-filled rants about anything and everything—most frequently the latter.

Menu

Chik-N-Fella Sandwich. A *Chik-N-Fella sandwich* is a barely-magical hunk of slightly vinegary fried meat on a bun that tastes oddly judgmental?

Spicy Chik-N-Fella Sandwich. The same disgusting, boring, old sandwich, but like, slightly spicier.

Cuckoo Cola. A 70-ounce *cuckoo cola* served with a paper straw.

Oldbucks

Oldbucks began as a small herb shop in the misty town of Sea-Addled. After switching to brewing potions in-house, the shop exploded in popularity and placed Sea-Addled on the map. The iconic green awning that signifies Oldbucks can be seen on every street corner, in every cave, and even in the headquarters of the kingdom's most powerful conglomerates.

The interior of Oldbucks is always a combination of rustic, old-world decor combined with modern and allegedly local artistry. The counters are topped in polished qrimsoth wood, the same as the floors—while the whole space is lit by manufactured fairy-lights trapped in jars. Most folk just sum that style up as pretentious, but Oldbucks would describe itself as refined, yet authentic.

Consumers can enjoy watching the apathetic apothecaries whip up some tasty potions and while it is possible to buy non-magical drinks from Oldbucks, the true calling of the apothecary lies in their enhanced drinks.

Menu

Minotaur's Milk. A nice cup of suspiciously warm, concerningly fresh milk. (1 sp)

Arboreal Tea. Served warm or iced, and made from the infusion of bark, spices, or other tree material in hot water. (4 sp)

Bloba Tea. A sweetened milky tea containing small, non-living gelatinous cube pieces. (6 sp)

Q-Tea . A pink-colored, cinnamon-flavored milk tea, sweetened with quince. (5 sp)

The Secret Menu

Rumor says that if you look on page 199 in chapter 6, you'll find a whole bunch of "secret menu" options for Oldbucks.

The Spicy Pepper

While their troubled history is known to most Murkans, the Spicy Pepper is still one of the most favored eateries in the Hall of Murka. Seasoned meats wrapped in flattened bread, or served in small bowls, make up the majority of their offerings: But the real secret hides behind closed doors.

The Spicy Pepper is run by three goblin brothers: Chip, Oat, & Lay. Chip, the youngest, is the face of the company and can usually be seen out front, taking orders and schmoozing with customers. He has a friendly face and a way with words, especially choice persuasive words with derisive critics. Oat and Lay are vile and sickly looking goblins who stick to the back kitchen, where Oat cooks the questionable food, and Lay concocts new experimental ideas.

Every few days at the Spicy Pepper there is usually a series of complaints lobbied against them and sometimes crowds of people gather to protest their claims as one. These displays are best avoided as it can quickly turn into a bounty of vomit, or worse. Even though these events are relatively frequent, Murkans never seem to be able to resist coming back for more.

The Spicy Pepper's owner and overseer is Kap Sayasin, a particularly powerful and influential spice elemental who abhors hygiene. The Spicy Pepper is Kap's well-intentioned, although cruel, means of spreading his influence to the unfaithful with the hopes of creating new converts who will change their ways of cleanliness.

While much of their efforts are put into spreading pestilence into the world through their questionable cooking, the goblins also sell their poisoned concoctions on the black market. There is never a shortage of simple poisons, but the artisanal contagions created by Lay are sometimes considered hot commodities.

Cleanliness is next to cultiness!

More information about the Cult of Kap Sayasin, and the unique abilities gained from being a part of it can be found on page 340 in chapter 8.

That's Not Just Spice...

Whenever a creature eats food from the Spicy Pepper, roll on the Spicy Pepper Reaction table and consult the Foodborne Illnesses section of the Optional Rules found in Chapter 2: Character Options.

Spicy Pepper Reaction

d10	Reaction
1 – 2	Fajita Fever
3 – 4	Pinto Pox
5 – 6	Red Hot Chili Chills
7 – 8	Chili Corn Collywobbles
9 – 10	Guac Gut Rot

The front of The Spicy Pepper primarily sells food and beverages, but if you are familiar with the cult or know where to find more shady wares, you might also find access to poisons.

Menu

Bowl. A delectable, albeit questionably-hygienic, bowl of meat, vegetables, salsas, and an amount of cheese which simultaneously feels like a lot and yet not enough. (4 sp)

Burrito. A corn tortilla filled with several different ingredients, but arranged in such a way that you must eat through them in order, one by one, rather than all at once. (5 sp)

Chips with Guac, or Salsa. A classic pairing, corn chips, tomato salsa, and mashed-up avocado. (1 sp, or 4 sp with guac).

Taco. Folded tortillas containing a smattering of quasi-edible ingredients. (3 sp)

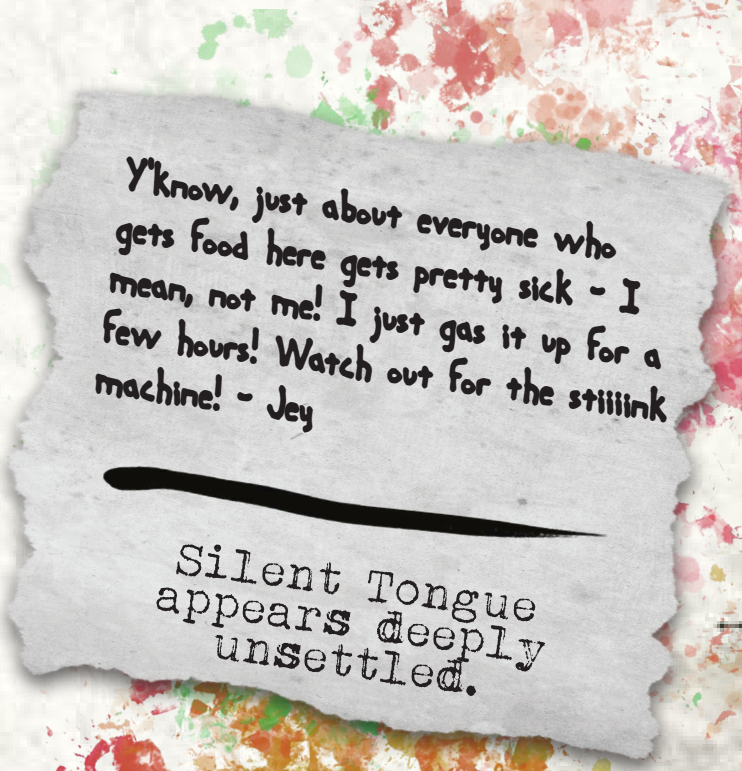
Ale, mug. If it looks like piss, smells like piss, and tastes like piss, it's probably ale! (1 sp)

Fauxza Toequila Margarita, pitcher. A lot of humans order this. (5 sp)

Speciality Spicy Pepper Slogg. A specialty slogg brew using some of Chip, Oat, and Lay's secret spices. It is brown, thick, corn-based, and often tastes like how the drinker feels the next morning. But, it is affordable, convenient, and nobody who orders it does so for the taste as much as the ability to converse with their fellow slogg snobs, who affectionately call themselves slobs. (2 sp)

Poisons

- *Crawler Mucus*. This poison causes temporary paralysis, and some excess mucus production. Death is likely, but not a certainty. Grossness on the other hand... (200 gp)
- *Pale Tincture*. Once ingested, symptoms of this poison present as the common cold, with the key difference being excruciating death after several hours. (250 gp)
- *Serpent's Venom*. For something that sounds as intimidating as "Serpent's Venom," one would think death is basically a guarantee. Turns out, it depends on the kind of snake. This poison causes some swelling and mild irritation, and the victim will be bedridden for a while. (100 gp)



The Crown Floor

Higher than any Murkan thought a hall like this could go is The Crown Floor, decadent in its duality of wealth and barrenness. The Crown Floor was planned to hold stores for the more affluent patrons of the Hall and to set a precedent for the sort of clientele that should be shopping at the Hall in general. Though sparse, the stores that grace the well-waxed marble of the Crown Floor shine bright. These exclusive boutiques sell only the finest goods to the finest customers. If a would-be patron enters a shop on The Crown Floor and they do not meet a certain financial requirement, they will likely be asked to leave—or simply be barred from entering in the first place.

Its white walls are decorated with patterns of paisley in gold paint, but in contest with the opulent and almost heavenly tone of The Crown Floor is the disruptive and almost jarring absence of light down the corridor. A few of the lights are active, illuminating the important areas that lead to Forever 201 and Dee Gem Works; but large sections of the floor appear dark, with storefronts that appear to have been hastily boarded up with mismatched planks of wood.

In addition to hosting a handful of active, prosperous shops, The Crown Floor is marred by an increasing number of stores that are labeled as "Under Construction" or "Space for Rent," and they seem to have been in this state for quite some time. This disparity between the successful, powerful shops and the ghastly, vacant storefronts has pushed many patrons away from venturing to the top floor save for the most brazen, or perhaps careless patrons.

The Crown Floor is also home to the headquarters of Crown Management, the ruling faction that controls and owns The Hall of Murka itself. The offices are a buzz of activity as Tall's many clerks, accountants, unpaid interim servants, and analysts work diligently to bring new stores to the Hall, collect the money they are owed, and eventually to pull the Hall of Murka out of its increasing debt. Though fancy, and even comfortable-feeling, the offices of Crown Management are an extremely serious, high-stress environment where it is not uncommon to hear angry yells through the stone walls.

As the symbol of status, wealth, and power within The Hall, The Crown Floor is intended to embody the virtues of hard work and good business sense. In truth, it hides a terrifying secret in the form of a monster that stalks the abandoned and dimly lit places: Das Kapital, the avatar of greed. At night, the guards of the compound will gather on the Crown Floor in vain attempts to hunt down the beast which stalks the night but alas, every morning another shriveled body is found lying just outside one of the abandoned storefronts.

READ ALOUD

The Crown Floor glitters in a sea of gold. Gold-plated capitals line the columns that run up and down this massive space whose ceiling is even taller than those of the floors below. Distant, elegant laughter from the lips of aristocratic patrons seems to echo endlessly through this cold and distant space. Passing each of the shops, the thick smell of incense designed to entice potential customers gives their stores a more homely feel. Everything feels so fancy and pristine that you can hardly imagine what it would be like to touch any of it without wearing a fancy white glove. Great Gygaax, is that a white glove sale!?

Zeffyra

"We believe in beauty."
- Domina Mahn Danahd

The covens of Zeffyra can be found in the most affluent areas of Murka, especially in locales where the populace has a particular affinity for vanity such Holly Woods. People from all over Murka seek out the coven's expertise in illusory magics. It is even rumored that the most skilled of the witches are capable of forever changing how you look.

Managed by Zadine The Winsome, the mysterious witches of Zeffyra have made themselves at home in the Hall of Murka. They are easily recognizable by their black robes trimmed in crimson and aggressive conversion of others to their devout worship of Zeffyra, patron of beauty, personal care, and self love.

Using eldritch magic, the witches connect with Zeffyra to learn how to manifest beauty in each of their customers. They call upon the different spheres of Zeffyra's influence—flesh, spirit, and shade—to determine how to best bring an individual's beauty to the forefront. The most notable are the flesh sculptors who can make even the most drastic of changes. This is one of the most controversial services provided by the coven of Zeffyra, where the arcane artisans permanently change the appearance of a client. After providing a significant personal sacrifice or exceptionally rare reagent, the sculptor can get to work.

The witches of the coven will set their own price for your transformation, but generally they will ask for something with an equivalent value of anywhere between 50,000 gp to 500,000 gp. Some customers have been asked to pluck the feathers off of a freedom dragon, while others are told they have to work out their relationship issues right there and then for the entertainment of the witches. Most often, the price is something that the witches know, through means unknown, to be incredibly important to the person requesting the change.

Items and Services

Within each coven, customers can reliably find various goods and services to enhance their beauty, for a price. Some items and services common to each coven are as follows:

Place gives me the creeps but a lot of our best paying customers are up there. Extra-mysterious over here keeps an eye out for LaFive-Oh, and I keep an eye out for the ancient evils an' stuff... - Jey

Sculpting Your Flesh

You can change your appearance into anything you desire, but you cannot change your size or the number of limbs you possess. After the procedure, your maximum hit points are reduced by half until you spend 8 hours each day applying healing ointments and replacing wrappings for 7 days, after which the transformation is complete. Additionally, your Charisma score increases by 2, as does your maximum for that score. This change may represent your change in attractiveness, a heightened physical presence, or a renewed self confidence.

Stock

Magic Items

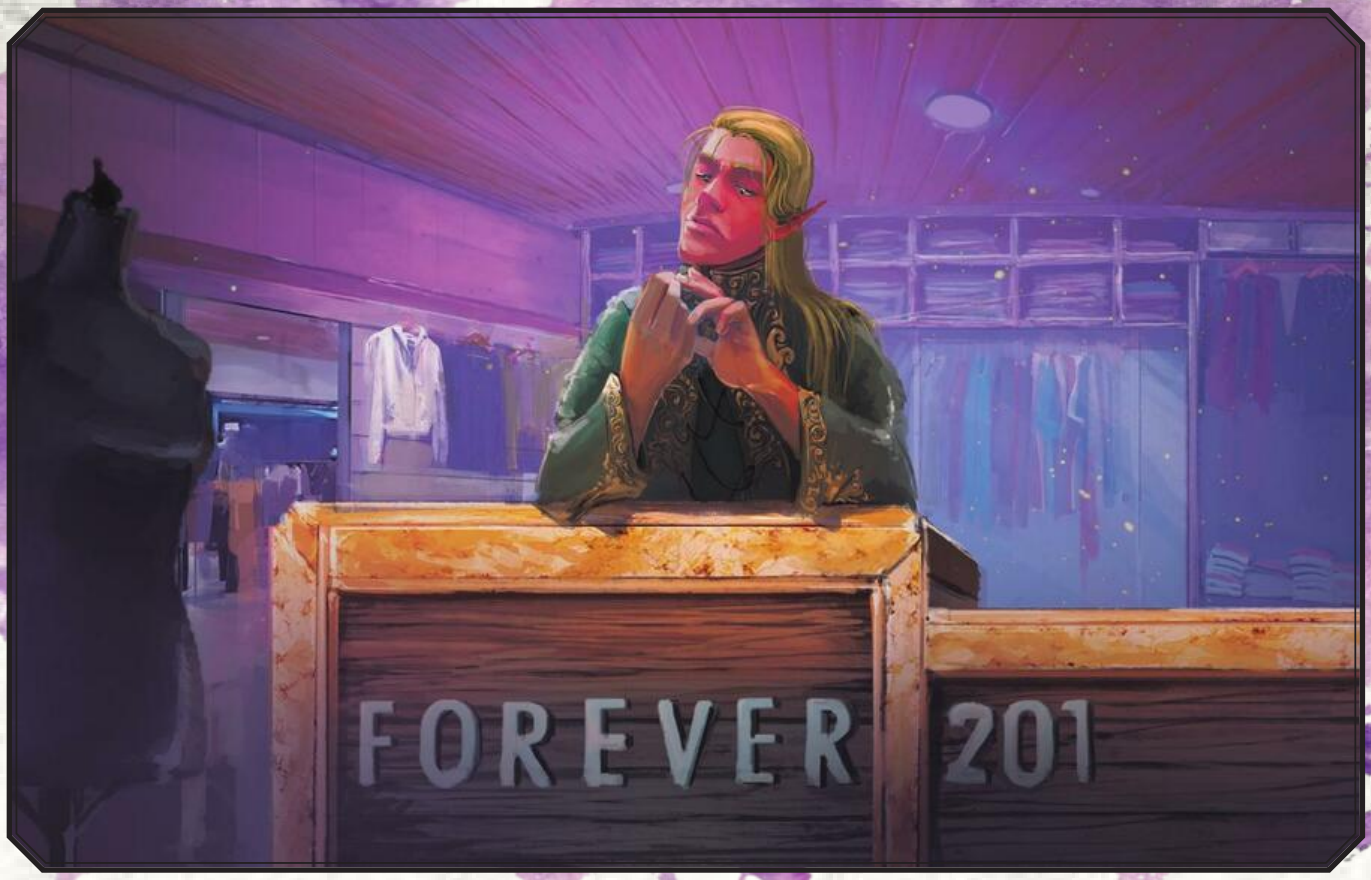
- *Flarefly hair tonic*
- *Scent of Zeffyra*
- *spell scroll (disguise self)*
- *spell scroll (seeming)*
- *sharpening file*

Mundane Items

- *Various Make-up Items.* Zeffyra also contains a healthy stock of make-up and beauty products for the discerning adventurer. (9 sp - 5 gp)

Forever 201

This chain store is run by a long line of elves that have almost perfected the art of glamorous clothing, disguises, makeup, and a little splash of necromancy here and there. While a little



upmarket for most, typically the longer-lived races venture here in a vain bid to acquire some of the rare and magical outfits sold here. From the outside, the powerful, silver plated words Forever 201 run from one side of the ultrawide entranceway to the other, adding an intimidating atmosphere to the entire store. This feeling extends to the inside as customers pass from the entrance into the technicolor interior space.

Some of the most beautiful and glamorous suits of armor, clothing, and disguises adorne mannequins perched on platforms and sitting in glimmering glass cases. Portraits of celebrities and gods that endorse their products line their walls and even the ceiling, like a hall of fame but with extra endorsement.

Forever 201 is a master of both modern fashion and fashion antiquity, making it an unusually good place to cobble together a disguise as well as a place to update your own wardrobe. While not everything is on display, it's a near guarantee that the clerks will have one of the previous year's outfits stored in the back—though one must suffer their rolling eyes to get it.

Stock

Magical Items

- *chef's jacket*
- *hat of the scion of stet**
- *robe of stars*
- *Timbers**

Mundane Items

- *Modern, Fashionable Clothing.* Some of these items look a bit unconventional, and a lot of them are covered in sequins, but the workers swear it looks dazzling. (1-5 gp)
- *Fashion antiquity.* All the best hits from 10 or more years ago. Some of these items are fashion staples that have lasted into the modern day, some of them are reminiscent of high school. (9 sp - 3 gp)
- *Accessories.* A menagerie of bracelets, necklaces, shoes, scarves, capes, skirts, and even pauldrons that can compliment or complete nearly any outfit you put together. (5-9 sp)
- *Light, medium, and heavy armors*

Make-A-Minion

This brightly colored storefront is full of adventurers and even a few wealthy families. The churning of various machines designed to bring these stuffed creatures to life takes the form of a low, inviting hum. At the entrance stands a human man wearing a bright blue apron. "Welcome to Make-A-Minion!" he says. "Browse our selection of stuffed companions and make one yours!"

The store is large, well lit, and painted bright yellow with white shelves that break up the color. Bins line the walls of the room filled with brightly colored fabrics, feathers, and buttons, and several bins also have stuffed facsimiles of common animal parts, such as the legs of a horse, or stuffed wings for a bird. The store is usually busy and filled with the sound of people excitedly putting together their stuffed companions.

Adventurers can create a stuffed creature and even pay for a runestone to be put inside of it. The creature is usually made out of pre-existing parts (such as a dragon's head, but a chicken's body), cobbled together to make something truly unique. Custom minions can be ordered, but will cost more and take longer to create. In a large cabinet displayed in the center of the square counter in the center of the store are dozens of stones with runes engraved on them.

Stock

Stuffed Companion. Stuffed Companions can be built with plush pieces from nearly any known beast. Assembly takes 15 minutes, with assistance from an enthusiastic, desperate staff. (5 gp for standard designs, 10 gp and +1 hour of assembly for each custom piece.)

Stuffed Companion Heartstones. A magical heart-shaped stone containing a spell effect,, perfect for your special someone, or yourself!

- *Friendship Series.* The lowliest heartstone contains a single phrase in a voice of your choosing. The phrase can be up to 10 words in length and any volume from a whisper to a deafening roar. (25 gp, 1 hour to craft)
- *Beloved Series.* These premium heartstones contain any 1st or 2nd level spell of your choosing. A light floral aroma seeps from your minion. (500gp for a 1st level spell or 1,000 gp for a 2nd level spell, 1 day to craft)
- *Soulmate Collection.* This ultra-preimum delux heartstone contains any 3rd or 4th level spell of your choosing. Your minion reeks of your choice of chocolate, vanilla, or strawberry! (3,500gp for a 3rd level spell or 4,000gp for a 4th level spell, 10 days to craft).
- *Destiny Collection.* A superdelux bespoke artisinal heartstone, a destiny stone contains any spell of 5th - 7th level of your choosing. Your minion has fully functional eyes that stare lovingly at whoever holds it, unblinking. (7,000 gp, 1 month to craft)
- *Eternity Collection.* Only three of these unique and undeniably expensive stones are made at any one time and are sure to prove your love actually exists. This heartstone contains a spell of 8th level. Your minion can no longer be destroyed and wherever you go, it finds you—because it cares. (60,000 gp)

Stuffed Companion

Wondrous Item, (rarity varies)

A plush, cuddly (or macabre) construct containing a magical heartstone. As an action, you can squeeze the *stuffed companion* and expend a number of charges determined by its heartstone to cast its heartstone spell.

The minion has 10 charges and regains 1d8+2 charges daily at dawn.

Type	Rarity	Casting Cost
Friendship	uncommon	1 charge
Beloved	rare	2 charges
Soulmate	very rare	3 charges
Destiny	very rare	4 charges
Eternity	legendary	5 charges

I LOVE THESE THINGS! I've got like 15 in my place!!! I got a tarrasque, a dragun, I got a custom Tall Hammertoe with pink hair and a spliff, too. - Jey

Silent Tongue smiles and nods with enthusiasm.

Dee Gem Works

Have you ever found that you need something to break the ice and begin that difficult conversation about a divorce, breakup, resignation, or something to just say "Go to hell, Brad"? Well you've come to the right place! Dee Gem Works is a specialty store focusing on gifts for the hardest part in any relationship—the inevitable end. Dee was founded on the mission of breaking the ice and helping ease those unhappy times into even unhappier times, and then eventually happy times. Probably.

Because of the occasionally sensitive nature of their work, the staff know how to get each customer what they need. Dee Gem Works only employs the most selectively empathetic and discreet clerks to help customers find the exact best item to grease the skids on that difficult conversation.

Stock

Breaking-The-Promise Ring. A gorgeous silver ring, with hand-made cracks throughout to symbolize the shattering of your previous commitment. (150 gp)

Ice-breaker Gem Necklace. A jewel-inlaid chain, designed to perfectly prepare the recipient for that bad news that's just over the horizon. (50 gp)

It-Meant-Nothing Earrings. A pair of exquisite platinum earrings in the shape of teardrops. It may have been regrettable, but purchasing these earrings won't be. (300 gp)

No-More-Friendship Bracelet. Two gems of the buyer's choice, on opposite ends of a segmented bangle, perfect for conveying the growing distance between two no-longer-loved ones. (275 gp)

Two-Week-Notice Septum Ring. The newest addition to Dee's collection, this is truly the most luxurious way to leave a heartless capitalistic machine for better pastures. For a small additional fee, it can be personalized with the visage of a middle finger or singular buttock. Available in magnetic or nonmagnetic. (350 gp)

You're-Dead-To-Me Dentures. These gem-Inlaid dentures come with optional silver, gold, or, for a limited time, platinum non-degrading teeth. Truly the best way to end a "til-death-do-us-part" commitment sooner rather than later. (700 gp)

Abandoned Plaza

Not every store is successful: On the Crown Floor that fact sits heavily upon the empty storefronts that are darted across this top floor. Windows and doors boarded up, signs foretelling "Upcoming Projects" and "New Attractions" don't dare to suggest the hidden horror behind the wooden slats.

The boarded up stores are filled to the brim with mannequins of various shapes, sizes, styles, and demeanors. Most of these "lifeless" denizens have no face or any discernible characteristics outside of being tools for fashion stores to represent their goods. Rarely, a brave soul, or dared group of teenagers, will adventure into one of these stores and find that not all the mannequins are mannequins. Some—in fact, many—are mimics, awaiting just such a meal to stumble into their abode.

The Underhall

Far beneath the lowest levels of the Hall of Murka lies a labyrinthine network of tunnels, store rooms, dusty corridors, and secret passageways leading between and behind the shops. These myriad utility spaces collectively serve as the entrances to a far older region of the Hall of Murka: The Underhall. Long ago, the Underhall was once simply the Hall of Murka, the first iteration built by Tall Hammertoe in the wild days of yore. As Tall's business grew, the needs of the Hall grew. So, Tall began building expansions to his masterpiece. Eventually, modular expansions turned into full-blown renovations and new floors. Slowly but surely, the new floors pushed the old floors below, and the Underhall sank, abandoned in favor of the splendor above.

Now, this collection of abandoned stores and collapsed tunnels has become a world unto itself. The Underhall is still populated, though sparsely. A few of the shops have been reclaimed by less than reputable merchants, while others have become converted living spaces. Residents old enough, or whose family is old enough, to have lived in the original Hall of Murka now live in dilapidated apartments that sit in quiet corners of the abandoned underground.

The tunnels below the Underhall are also home to creatures that sometimes make their way into the Main Hall. Many naturally



subterranean creatures prosper in these depths, including gelatinous cubes, giant spiders, rodents of unusual sizes, and moles of all kinds. Additionally, abundant plant and fungal life thrives here, ranging from bioluminescent ferns and carpet fungi to carnivorous albino venus flytraps and unique species of mushroom.

As the Underhall snakes deeper and deeper into the earth, unnatural cries fill the air, and dangerous beasts like tofooze cubes, stirge, and darkmantles stalk adventurous prey through the vacant shops. The cracked stone walls give way to solid bedrock, which in turn lead to ancient reservoirs and massive sewage lines that stretch onward for miles. No one knows how deep the maze goes, nor what horror lies at the bottom of the pit dug to soothe Tall Hammertoe's greed.

The Backway

Somewhere beneath the Court of Food lies the secret storage areas and hidden paths known as the Backway, the headquarters of the secretive Hall Rats. The Hall Rats have made these subterranean tunnels their base of operations, constantly rotating its location between abandoned store rooms of vendors long since gone and corridors hidden behind seemingly immovable stacks of frozen product.

The Backway is the uppermost section of the Underhall. Its many storage rooms wind in and around older sections of the other floors that have long since been pushed beneath the surface. These levels serve as store rooms for the shops, stalls, and eateries of the Upper Hall, as well as homes for the hall dwellers whose apartments have been pushed beneath the surface. All of these utility rooms together form a massive improvised network that connects nearly every store in the Main Hall and beyond. These tunnels and rooms host all manner of overstock and long forgotten or discontinued goods.

The Backway is also known to contain

many hidden paths into the Underhall. Ratinim, the leader of the Hall Rats, forbids all those but the trusted inner circle and their associates from using them without permission. He still remembers the dangers, physical and mental, that come from going too far down. But Ratinim can't control everybody all the time, especially those whose nature it is to break the rules for what they believe is right.

> I always wondered why I kept getting lost behind the Oldbucks. One minute I'm looking for the bathroom, and the next thing I know, I'm standing in some dude's living room, and he's staring at me weird 'cause I'm peein' on his carpet. - Jey

Living Quarters

Within the twisting, enclosed spaces of the Underhall, many of the denizens of the Hall of Murka have made their homes. Many are surprisingly comfortable, and some are even thriving in the converted storefronts and repurposed common areas. Underhall living isn't glamorous—and by comparison the above-ground Hall of Living might seem luxurious. Citizens of the Underhall often make do with whatever they have available to them; resilient and adaptable, they scavenge through the ruins, repurposing last year's fashion as today's curtains, mattresses, and even beautiful quilts depicting stories of their history.

The Underhall's Living Quarters are much more haphazard than the Hall of Living, with many of the small, repurposed storefronts having been transformed into incredibly efficient subdivided living spaces. Many of those living here have learned inventive ways to keep up with the rest of the Hall: from building their own water purification systems to collect rainwater and groundwater from outside the hall, to concocting pseudo-gourmet dishes from canned food and critters going bump in the dark, the Underhall is absolutely rife with deep culture and incredible hospitality.

Loading Docks

Anything not brought by massive supply trains or wagons to the front door of the Hall arrives via the underground river that is The Loading Docks. The reception area is a massive, intimidating tunnel supported by natural stone columns that glisten with dripping water. The Loading Docks are the last place in the Underhall that you can find workers or citizens from the aboveground regions. Beyond this point, the Underhall becomes truly untamed as its passageways wind further and further into darkness.

Halen's Comic Shop

In the abandoned, original Court of Food, tucked into the disheveled remains of a converted restaurant lies Halen's Comic Shop. Owned and operated by Halen McNoice, a comic artist who's made his living turning the real-life antics of Jey and the Silent Tongue into the magical adventures of Panman and Boofer. This shop peddles books from artists from all over Murka, as well as vintage Feyboy and Tenthouse magazines.

Halen's shop is a cultural hangout spot when it's most active, but more often than not, it's a social wasteland. Here, Halen and his friends can be found sitting at the Court's tables, pontificating on the finer questions of Murkan life, like whether or not Supe could defeat Dark Father, or the theory that all bags of holding are secretly connected. These long and arguably pointless conversations often drive customers away, which makes the shop a perfect meeting location for the Hallrats.

Stock

Comic Books. Comic Books are typically 5 sp for a new comic book, and 3 sp for an older book.

- *Panman and Boofer.* In this hot-boxing hit adventure, Panman and Boofer race against time to stop the production of a comic book based on their likenesses without their explicit permission.
- *Panman and Boofer Strike Back.* In a weird, 4th-wall breaking sequel to the hit comic book, Panman and Boofer race against time and their own old age to stop the production of this comic book, which is a reboot of their previous adventure which is illegally based on their likeness.

- *Stan Ley's Civil War.* In this riveting tale, Major Murka finds himself in a heated battle of wits and fists with Mithral Man over how far the team of demigods is able to bend the laws of the land. This leads to a rift between their respective teams of heroes, torn in twain.
- *Major Murka: Winter Warrior.* Major Murka faces off against a mysterious new foe: The Winter Warrior, who seems to be a match in every way against the bright knight himself. The true identity of the Winter Warrior, as it turns out, is none other than the Major's childhood best friend, Buford.
- *Supe: Crimson Star.* Supe is everyone's favorite Murkan god of right and righteousness. But what if Supe was something else? This titillating tale of what-if wonder explores a world in which Supe is aligned with one of Murka's oldest enemies.
- *Catman: The Joke Which Kills.* In one of Catman's darkest chronicles, he faces off against his arch nemesis: The Jester. In the end, Catman and The Jester appear to find common ground, though the conclusion of this tale is contentious, as many readers believe that The Jester is actually killed by Catman in their final confrontation.
- *Enraged.* Though not originally created in Murka, Enraged has grown immensely in popularity over recent years. This tough, dark fantasy story tells the woeful tale of a mercenary named Viscera, who faces untold trials and tribulations.
- *Epic.* This independent, fantastically penned saga tracks the journey of two star-crossed lovers in the deep of space desperate to find themselves and their child a unique, anti-war path through their war-torn galaxy.
- *Dreamscape.* Diversion, the kindly one and immortal incarnation of joy and delight, lives a brief life, nearly 100 years, as a captive inside a magical doll's house in the first of this book series that is both prelude and nocturne. Filled with reflected fables, dreaming countries, and misty seasons, this is one of Gayle Neeman's most beloved works.

Halen, I'm serious. I need you to stop making comics about us, I can't stand it anymore. I don't get royalties, they keep making these terrible plays about us, and everytime I go to a party someone offers me a keg and a tube, it's embarrassing = ST

"LMAO, I'M NEVER GONNA DO THAT. ~ HALEN

Victor's Secrets

In one of the better preserved corners of the Underhall is a seemingly innocuous clothing store. The windows are full of fine clothing, ball gowns, and even a few masquerade masks. To a passive perception it's nothing but another totally normal establishment, but a closer look reveals it to be Victor's Secrets, the atmosphere of which is strangely sterile for a place so deep underground and surrounded by ruin. The shop is lit by flickering orbs of light which cast shadows from the large ball gowns across the tile floor. Everything is quiet, save for some whispered conversation coming from one of the doors marked "dressing room" and the scratch of the clerk's quill at the counter.

Stock

Magical Items

- *Mask of the Horse**
- *Hat of the Scion of Stet**
- *Birchley's Raybanners**
- *hat of disguise*

Mundane Items

- *Bespoke Tuxedo or Ballroom Dress.* These custom-made outfits are hand stitched by Victor himself and are guaranteed to make whoever wears them the best looking person at the party. (20 gp)

READ ALOUD

The shop is so quiet when you first enter, it feels more like a library. The cold, which feels more incidental in the rest of the Underhall, feels purposeful in this space. The grung clerk of Victor's Secrets looks up from a large accounting notebook. He squints his eyes, scrutinizing the party for several moments. In the low light of the shop, it's difficult to tell who exactly he's looking at. Finally, in a low and gravelly voice, he says:

"Welcome to Victor's Secrets…"

- *Writwatch or Writwit Corsage.* These accessories, both subtle and bewitching, are available in any tone that appropriately matches the outfit in question. They contain a single dehydrated writwit, that, upon being given water, comes to life and delivers a single message. (9 gp)
- *Boomerang Hat.* This stylish, distinguishing hat that looks good on anyone can be thrown to deal damage and return as if it were a boomerang. (8 gp)
- *Cufflinks or Broach Dagger.* Press a button and a dagger juts out of the item, ready to use. Press the button again to retract. A wide array of flowers and patterns are available to add just a little something extra to an already sharp outfit. (5 gp)
- *Fake Fingerprint Gloves.* When a creature wears these gloves their fingerprints don't get on things. Because they are wearing gloves. (8 gp)
- *Spiked Umbrella.* This classic black umbrella is fitted with a switch which causes a lance to emerge from it. Activating the lance can be done as part of an attack action, but it does ruin the umbrella and both the user and their date(s) are significantly more likely to get wet. (11 gp)
- *Off-The-Rack Suit or Dress.* These previously worn suit and tuxedo pieces and dresses are still very sharp, sometimes literally so. But many appear to have strange, but not distasteful, holes in them about the size of a bullet or small sword. (12 gp)

What's In The Back?

The clerk, known as Mr. Pond, can be persuaded to let the party into the back—which is the true home of Victor's Secrets. He will also be willing to let the party in if they have information or items to barter. Mr. Pond will unlock the left dressing room door which opens to reveal a hallway leading to a cluttered office filled with bookshelves, tables, and a bar. There are 4 people scattered around the room, reading books or drinking.

Seated at one of the tables is Victor. Their last name is unknown and no one knows if Victor is even their real name. They always wear a fine suit, with their hair gelled and coiffed to the side, and dignified glasses that emphasize their refined and discerning stare. Victor is a rogue and leader of a spy guild that stretches well beyond the Hall of Murka. They know a lot of the happenings around Murka and are always looking for ways to expand their reach and power. Because they have so many secrets, Victor has learned to protect their mind, making them immune to effects of spells such as detect thoughts.

Djaque's Surplus Weapons

This shop is just super sketchy. A surprisingly successful military surplus shop, Djaque's extensive supply of weapons and adventuring gear literally spills out into the hallway and even onto the shelves of the shops next door. Djaque himself is so disorganized that he tells everyone to make him an offer should they find an item that he forgot to price or just didn't know he had.

The walls of this dirty and half-collapsed

shop are lined in the weapons that fought nearly all of Murka's greatest wars; Everything from bronze longbows and xyphos from the Independence War, to compound crossbows from Murka's more recent foreign excursions. Also, guns. So many guns. Muskets, blunderbusses, assault rifles, and even *a salt rifles* all sit in prominent display locations. While going to Richard's in the Main Hall can net you a high quality firearm or weapon, Djaque can provide historical and legally-gray products that no self respecting vendor would dare to sell—and he can provide them on the cheap.

Stock

Magical Items

- *A Salt Rifle*
- *Ahegao Jerkin*
- *Freedom Banner**
- *Mantle of Old Glory**
- *Price Checker .38 Special*
- *Scope, Sidearm**
- *Scope, Spyglass**
- *Sniffer Rifle*
- *Wand of Firearms**
- *Thunderflash**

Mundane Items

- Sidearm*
- Tactical Assault Rifle*
- Pump-action Shotgun*
- Gonne*
- Flame Spitter*
- Gunchucks*
- *Simple and Martial Weapons from ages past*. These weapons and shields are all the implements of wars in ages past. Some of the very oldest of them are made of bronze, with nonmagical carvings. (Minimum 1gp)

* found in *Monsters of Murka* core book.

Ancient Reservoir

Deeper down still, at what could easily be considered the very bottom of the Hall of Murka, sits an ancient reservoir, into which drips the bright, neon-green waste of everything above it. Formed by sapient hands longer ago than any living memory today can recall; Anyone who visits this rune-bedecked stone basin understands why this is where Tall stopped digging. The basin itself could easily fit a family of Tall's kin, and the entire place hums with an eldritch power, even to the untrained ear.

Deeper into the basin, built far enough out of the way that no passersby might stumble upon it—at least, not without suffering dire consequences—lies Das Kapitals dread lair, where the beast sleeps, waits, and eats the money and meals that it can rip from the hands and hearts of the wealthy as it stalks all who wander through the Hall of Murka.

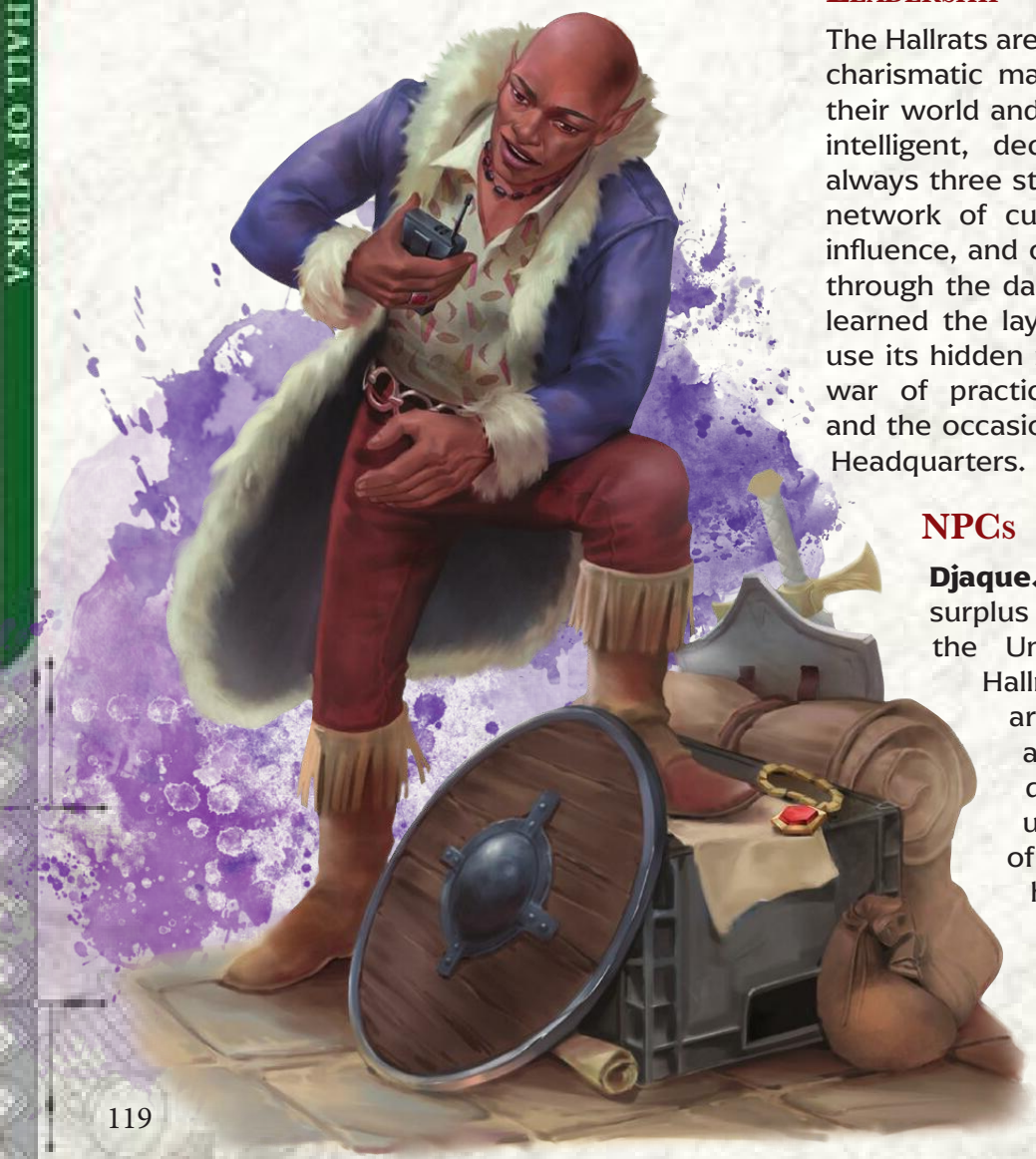


Factions

Hallrats

Founded by Ratinim, a Circle of Pavement Druid seeking the liberation of his home through chaotic pranks and calculated strikes against corporate interests, the Hallrats are the most independent faction in the Hall; their long term goal is the reclamation of their home, by forcing out those seeking to exploit it. To that end, the Hallrats use the one tool that really gets under the skin of Tall Hammertoe and his capitalist cronies: Chaos.

Through pranks, gossip, drama, espionage, calculated strikes, legal action, and even crime, the Hallrats disrupt and navigate the Hall's complex power structures. They are both seen and unseen, and simplistically impish, but they are smarter than they let on. Every prank, strike, or lie puts more cash in the hands of the rats themselves, or in the hands of struggling businesses who rely on the Hallrats for protection and vindication. Additionally, every action that the Hallrats take moves Ratinim closer to his ultimate goal of deposing Tall Hammertoe and destroying Das Kapital.



Headquarters

At the center of the mysterious Backway lies a massive, disorderly storeroom that has been repurposed as the headquarters of the Hallrats. Inside is a large space with several tables scattered in the shadows of the many shelves that line and define the room's space. To one side there is a small bar, behind which one can see a number of doors leading to several back rooms that serve as storage, offices, and sleeping quarters. From this place, the Hallrats have mapped out pathways allowing them greater access through hidden doorways that lead into shared storage spaces for shops and administration.

Leadership

The Hallrats are led by Ratinim, an enigmatic yet charismatic man that walks the line between their world and that of the Crown. He is highly intelligent, deceptive, extremely clever, and always three steps ahead of everyone else. His network of curated relationships, well-placed influence, and outright spies grants him a view through the darkness that is unparalleled. He's learned the layout of the Hall well enough to use its hidden routes, which he employs in his war of practical jokes, masterful takeovers, and the occasional raid on Crown Management Headquarters.

NPCs

Djaque. Running his own military surplus supply store in the bowels of the Underhall, Djaque supplies the Hallrats with a myriad of outdated arms, armor, and utilities. He is a jittery human whose frantic, quick speech and unblinking eyes unsettle even the most hardened of Hallrats and adventurers. Though he seems unnerving, Djaque is a fair and honest merchant, who tries his best to sell mostly-functioning merchandise to his customers.

Sevens. Also lovingly referred to as "The Lucky Lizard" by her weekly poker buddies, Sevens is a lizardfolk woman who grew up in the Underhall. Despite being a woman of few words, Sevens is incredibly charismatic and able to easily influence those around her with a flick of her forked tongue. She serves as Ratinim's right-hand, strategist, and muscle, using intimidation as her first tactic and brute force as a frequent fallback. Part of what makes her so scary is the rumor that, when she was younger, she ate her older brother.

Jey and The Silent Tongue. The Princes of Havoc are well known throughout the Hall of Murka, and are practically a tourist attraction by themselves. Jey is wild, loud, and tends to act first and think later. By contrast, The Silent Tongue is terse, calculated, and only speaks when it is absolutely necessary. Many of the merchants of the Hall see them as its biggest pest as Jey and The Silent Tongue's antics and adventures tear through stores and topple stalls. The duo never misses an opportunity to stink palm Tall Hammertoe, or help a dopey friend fall in love.

Motivation

Hallrats are recruited from the Hall's residential areas as well as drawn in from visitors, and in rare cases, small business owners seeking an edge. They feel the collective loss of their ancestral grounds—the now-buried earlier floors of the Hall—and sympathy for those oppressed by Crown Management and its agenda. The Hallrats target all shops with their mischief, but do the most damage to shops and locations that are detrimental to their community or serve a tactical interest for their larger goal of taking back the Hall.



Stereotypes

Hallrats style themselves as an extension of Ratinim's cunning will. They often wear hoods to cover their faces and usually carry a small colored haversack on their back. Some wear baggy clothing while others wear more form-fitting clothing, but their collective styles are seen as counter-culture. Hallrats can sometimes be standoffish, but many are very welcoming and seek to aid those who can't afford food or fun in the Hall; a practice that can be linked to their swelling membership in recent years.

Hallrats Faction Opinion

Merchants of Murka. "There's nothing more fun than knocking over the clothes in Forever 201. Those copper-pinchers have it coming. They don't give back, so now we're takin' back—nang!" - *Jey*

Crown Administration. "Thossse jagoffss don't know nothin'. Every chance I get to ssswipe ssomething from 'em—or to take a ssswipe at 'em—I take it." - *Sevens*

Civilians. "There's good people out there if you're patient enough wit' em... Also if you puts guns in their hands, heh heh. If a little chaos can make somebody's life a little better, I'm more than willin' to be that chaos." - *Djaque*

Faction Opinions of Hallrats

Merchants of Murka. "Life is hard enough without some hooligan using my stall as a flash mob stage." - *Al, former hotdog stand owner*

Crown Administration. "Hallrats of unusual sizes? Look, Larry over in cubicle 23 says his cousin's brother runs a store that got hit by them but personally? I don't believe they exist." - *Bob from accounting.*

Civilians. "Hallrats? You mean them kids with the whoopie cushions and butter bullets? Hah, yeah, I seen 'em. Rowdy little turds, but their hearts is in the right places." - *Sal*

Current Events

The last several moves made by the Hallrats have been building up to a far grander and more ambitious plan: The Hallrats are planning a raid on the Crown Floor to steal Tall's ledgers. Their plan is to cause enough confusion and pandemonium to force the ritzier parts of the Hall to close and be left vacant, leaving room for better housing and room for the Hallrats to expand in general. Stealing the ledgers would also allow them to erase the debt owed to Tall by every small business owner in the Hall. Unfortunately, Maltron's many warforged bodies make for a nearly-impenetrable security system but unbeknownst even to other Hallrats, Ratinim has been secretly building an army for a pincer attack, both against the Crown and his true foe, and the Crown's well-kept secret: Das Kapital.

Merchants of Murka

Simply put, without the stores and shops there would be no Hall. The Merchants of Murka make up the entire working force that drives the machine of Tall Hammertoe's great vision, drawing in consumers with their services, wares, and gimmicks. Everything and everyone from purveyors of general goods, ostentatious clerks in fancy boutiques, and even the franchisees in the Court of Food are all counted among the Merchants, regardless of their station. These job creators carry a significant amount of weight within the Hall of Murka, but they are still at the mercy of Crown Management and are dependent on the favorable winds of the free market.

At its highest levels, the Merchants of Murka are led by a council of the Hall's most successful business owners: Nick Loden, owner of the Park of Wonders; Chip, owner of The Spicy Pepper; Zadine, manager of Zeffyra; Allure, the manager of Infernal Gossip; and Tinker Fuzzybang, the manager of Make-a-Minion; but at the head of this council sits Vinnie Onner, a sly and charismatic everything-salesman. The council positions are meant to rotate, but they rarely do, going instead to the most wealthy and influential.

Leader: Vinnie Onner

Each shop has its own hierarchy made of owners, managers, and customer-facing employees. The Merchants themselves generally keep distant and see each other as "frenemies", Vinnie Onner, however, has been a central figure that has gained the trust of almost every vendor, dealer, and huckster in the hall. Beloved bard and princely pitcher, Vinnie is an executive priest of the god of commerce, William Maize.

Known for his legendary ability to sell

almost anything, from his veggie chopping Punch Munch to his magical cleaning Faux-Whoa, Vinnie has a way of convincing people that he knows exactly what they need. With his centrally located kiosk, his eye-catching almost inhumanly charming smile, and his elaborate marketing schemes, Vinnie easily stands out in the crowd. The devout pitchman is a friend to everyone, regardless of status, is well known as a lover of people, and not one to bite his own tongue.

Vinnie's garish stand is covered in overpriced products, sponsored ads, and holy symbols of William Maize. In his free time, he seems to vanish from the main hall entirely—simply there one minute, and gone the moment one looks away. Nobody knows where he goes or what he does during his rare off-hours, but at the top of the following morning, one can always reliably find him standing there at his stand, slinging products and moving merchandise.

Headquarters: The Main Hall

There is no real headquarters for the Merchants of Murka—spread throughout the hall, the Merchants each lease out their business units. Most shops have limited private space, usually used as offices for ledger keeping, minimal storage for wares, and sometimes as respite for employees hoping to avoid unruly customers. There are no dedicated spaces that the Merchants use to meet together, nor would they utilize it if there were. Small subdivisions and coalitions exist within the faction, although most of the planning happens through private conversation, mail-carrying interim servants, or word of mouth. If a meeting between Merchants was to occur, it would usually be between small groups sharing a table within the Court of Foods.

NPCs

Allure Blossom. Greeting every prospective shopper with a coy grin, Allure, the femme Fierna Tiefling is always ready to make a deal at Infernal Gossip. With piercings in each horn and brightly dyed hair—half green, half yellow—they are sure to catch your eye and interest. Allure knows many secrets around the Hall of Murka, after all, they're a great listener who always wants to make sure you leave satisfied... if you pay the price.

Tinker Fuzzybang. Tink never had many friends growing up so she learned how to make some. The gnome has a bright personality, which can be seen in every detail in Make-A-Minion. She's a mom to many in the Hall and just wants to make sure everyone is safe and loved.

Zadine the Winsome. The head witch in the Hall's coven of Zeffyra, Zadine is as business-minded as she is arcane-minded. She is an expert with runic eye pencils and concealer cloaks, and a wicked witch with a red pen, managing many of the union dues and balancing budget sheets. Her beguiling appearance is something she pays little attention to, with her petite nose typically buried in a ledger book.

Motivation

What motivates a merchant is simple: bucks. How they achieve such a goal is unique to each shopkeeper's style. Not everyone is truly greedy, and truly most shops are just trying to get by—though it is worth noting that many of the larger, wealthier stores are rather intensely focused on their goal of becoming rich. The hall is filled with sign flippers, promotional criers, and every other gimmick you can imagine to catch a consumer's attention. Once a merchant wins the concentration of a potential customer, their next objective is to transfer as much gold from their mark's pockets into their own coffers.

Merchants Faction Opinion

Hallrats. "Disrespectful pests! If it wasn't for the fact that they ~live~ here or whatever, or that they spend all their money here, management woulda kicked 'em out by now." - *Zadine the Winsome*

Crown Management. "Those penny pinchers on the top floor make our avarice look like charity. We'd be able to keep up with their demanding rent prices if they'd just let us be." - *Allure*

Civilians. "You mean CUSTOMERS?! I love those guys! They buy all my stuff and sometimes they give me funky mushrooms, sometimes they buy MY funky mushrooms!" - *Tinker Fuzzybang*

Faction Opinions of Merchants

Hallrats. "The higher they go, the further they have to fall. Ultimately, what we do is in service to those crushed underneath the boot of

Tall's tyrannical heel. Fortunately, those that deepthroat that heel are often the most in need of our very special kind of justice." - *Symon Arbuckle, recent Hallrat recruit*

Crown Management. "Well, stores come and go. A lot of them don't pay the rent on time, so I sends the boys down to negotiate if ya know what I mean. Nick's alright, a little creepy maybe." - *Jill, Secretary for Tall*

Civilians. "Uh, well, I guess the prices here are okay? Some of these stores are a little intense—I wanna eat, not puke up my organs." - *Belle E. Ake, who ate at The Spicy Pepper*

Stereotypes and Tropes

Subtlety and fairness are not exactly what one expects from a Merchant of Murka. Each shopkeep knows their market and does their best to act the part. Some are even better actors than the thespians found in the nearby Theaplex. Cut-throat capitalists, most merchants will do or say anything for just one more sale.

Current Events

Lately, some of the more weak-willed merchants have left as they couldn't keep up with the atrocious rent hikes the Crown has put in place to squeeze out every last gold piece from its tenants. Among the council members of the Merchants, concern about the future of the market has been growing as Tall's forces have continued to close up profit margins and the Hallrats have begun to strike out more boldly than before.

There are some merchants, however, that have begun to cling to a grand conspiracy that Tall Hammertoe, owner of the hall, has been pushing out time-honored traders and replacing them with new ventures in an attempt to attract a younger, wealthier customer base. Paranoia and financial woes among the members of the Merchants has created an atmosphere of hostility and distrust between the Merchants, the council, and Crown Management. Truly the only thing holding the Merchants of Murka together now is Vinnie's charismatic leadership.

Crown Management

For many years, Tall Hammertoe tried to rule and manage the Hall of Murka on his own, only to end up stretched beyond his limits and unable to keep track of the infernal machine he'd created. Thus, he founded Crown Management: a management company whose sole purpose is to keep the Hall of Murka running smoothly and efficiently. Crown Management, in turn, founded the Hall Guardians, the Hall of Murka's Soldier of Fortune police force.

At one time, residents of the Hall might have described Crown Management as an extension of Tall's will, caretakers of the Hall, and even somewhat benevolent by the standards of other management companies. In recent years however, their once-shining reputation has declined as the Crown has become more and more bureaucratic, dictatorial, and exploitative. With the shadow of Das Kapital bearing down on them, Crown Management have begun to cut corners in their own business, as well as squeezing their shop owners and workers for all the money they can. Gold has become the only hope Crown Management knows that can stave off the creature before it inevitably destroys the Hall of Murka itself.

Headquarters: Crown Management Offices

Filled with tight cubicles and ostentatious offices with outward-facing windows—a rarity, to be truly frank—the office space used by Crown Management is almost always rife with activity. Lowly acolytes of the Crown scribble and scrawl away with magic quills, filling ledgers with how much money they've extorted from their tenants.

A secondary door near the entrance of the offices leads to a massive armory used by the Hall Guardians. Alongside traditional weapons, the armory contains magical items designed to "non-lethally" bring perpetrators to their knees and into custody. Of course, the Hall Guardians use "non-lethally" as an excuse to pummell their victims to a pulp, often inconsistent about the order of shooting and asking questions.

At the end of a long hallway of executive offices, each filled with depraved amounts of masturbatory trophies, awards, and accolades, sits the massive door leading to the office of Tall Hammertoe, the owner of The Hall of Murka.

Leader: Tall Hammertoe and Bjorn the Fuchsia Barffulo

Tall Hammertoe is half fire giant and half goliath, whose grayish-pink skin and actual-fire hair shines like a torch for any visitor of the Hall of Murka to see. His outwardly jovial approach to every situation can sometimes be unnerving, but eventually makes everyone feel welcome. He is constantly accompanied by Bjorn the Fuchsia Barffulo. Not much is known about how Bjorn came to be, but the massive barffulo stands the same height as Tall and is nowhere near as jovial.



Tall is famous for his mythical deeds he performed through the land of Murka. No one can tell if they were true or not, but there has to be some reason there's a massive canyon in the middle of nowhere, might as well be made from this giant dude's ax.

Tall once traveled around the land of Murka, telling his stories and going on fantastic adventures years and years before much of the current strife of Murka existed—though not so long ago that folks have forgotten some of the less altruistic acts Tall supposedly committed.

Surprisingly, Tall never mentions any of his exploits aiding in Murka's previous and continuing atrocities directed at the Natives of Murka. In the same light Tall's demeanor changes dramatically when behind closed doors. The fire that is Tall's hair grows raucous and his genial smile turns to a cannibalistic frown as he addresses anyone jeopardizing the success of The Hall, the placation of Das Kapital, and his own public image.

Tall's Tales

There are many stories that circulate about Tall and his adventures before he founded the Hall of Murka.

The most well known story is that of the creation of the Tall Valley, an immense canyon carved into the landscape of the Southwest of Murka. The story says that one day, as Tall traveled through the vast expanse of the Murkan desert, he became so tired and beleaguered by the heat that he let his ax drag through the ground. Because of Tall's immense size and strength, the ax pulled up a deep, canyon-sized gouge in the Murkan landscape—and so the

Tall Valley was created. This is just one of many stories of Tall's gigantic feats that created some of Murka's landscape and culture—though this series of colonial myths stand in opposition to the many Native traditions that describe these same features.

NPCs

LaFive-Oh. The nastiest, most brutal Hall Guardian in all of Crown Management. LeFive, a human Soldier of Fortune, is known for his straw trilby hat and his penchant for overzealous brutality towards anyone violating the rules of the Hall.

Patrik, Thane of Shops. The head manager directly under Tall, Patrik is a middle aged human who is a diehard fan of Killary and her compatriots. Patrik oversees the integration of new shops into the Hall, as well as the collection of taxes. Patrik tries to do "the right thing" but more often than not he ends up enforcing the rules and continues to squeeze visitors and tenants for every buck they have.

Maltron Prime. In order to make operations more effective, Crown Management created a hivemind of warforged, called Maltron, who serve as the Hall of Murka's security system and directory. This force of automatons is controlled by Maltron Prime, who exists in an enclosed, dark room in the Crown Floor.

Motivations

As much as Crown Management posits that they want to fill the vacant stores with new money-making operations, there is never enough consistent, reliable interest to fill the vacancies. Every once in a while, a store will open its doors only to disappear in less than a week. In the space of these vacant storefronts, Crown Management stages elaborate rituals, rites, and even readies traps or ambushes for the shadowy beast that lurks, hungering for more: Das Kapital.

No one knows how the beast found the Hall of Murka, or why it took such a liking to the place. Ever since then, Tall Hammertoe has been bending over backwards to keep the beast from destroying the Hall. To that end, Crown Management has tried anything and everything in their own power to destroy, banish, or otherwise be rid of the creature. To their everlasting shame, their own greed seems to keep the creature alive. Tall has therefore dedicated the Hall of Murka to placating the creature, to staving off its hunger by any means necessary until the day that Das Kapital can be destroyed.

Stereotypes

The managers and bureaucrats of Crown Management are stuffy, stuck up, and didactic—attempting to instruct everyone at the Hall of Murka, including guests, on how to live their lives. Typically found wearing ill-fitting suits, short-sleeve button-up shirts with long ties, each Crown Manager seems to have cast a starch spell on their clothes.

Any visitor that approaches a crown manager with an issue pertaining to the Hall, whether structural, or having to do with social rule or law within the Hall, is first met with jovial customer service. Soon after, once the problem is a thorn in their side and distracts them from whatever their individual goals are, the Managers tend to treat plaintiffs with disgust and derision.

Anyone that knows Crown Management and the Hall of Murka knows of the hall guardians, a squadron of zealous enforcers and Tall Hammertoe's personal goon squad. The hall guardians hop themselves up on whatever magical drugs Jey and The Silent Tongue peddle before bringing them in for reprimands at Crown Management HQ.

The hall guardians are high on power and abuse it whenever they can: writing visitors up for insipid infractions, busting children for having too much fun and being too loud, and even bringing merchants to their knees from pain when they haven't paid rent.

Crown Management Faction Opinion

The Hallrats. "What detestable vermin! Thankfully they're minor offenders and we take care of them without an issue." - *LaFive-Oh*

The Merchants of Murka. "Ingrates. They never respect all the work we put in for them. Where else would they go without us? Hah, nowhere. Better pay up." - *Patrik, Thane of Shops*

Civilians. "THE CIVILIANS ARE SAFE, AND SALES ARE UP 6.74444 PERCENT. THAT IS ALL." - *Maltron Prime*

Faction Opinions of Crown Management

The Hallrats. "They're literally killing us, and the Hall. We're not about it." - *Brady, Hallrat*

The Merchants of Murka. "Yes, please - take my living and my entire life savings while you're at it. I don't mind! ... That was SARCASM!!" - *Manager of Pop's Antiques, now closed*

Civilians. "Not gonna lie, the management for this Hall place is pretty intense. Maltron creeps me out, and I'm pretty sure I saw the hall guardians drag someone into a dark room one time." - *Stacy, whose mom has it going on*

Stacy's mom seems a suspicious sort. What is she up to??? What is Stacy hiding?

Current Events: "What's New in the Hall of Murka"

Crown Management, or as they like to spin it, the entire Hall of Murka, is running into funding issues. They aren't able to fund Tall and the managers' lavish lifestyle while also paying out the mysterious taxes that Tall secretly feeds to Das Kapital. This has led to the hall guardians and the managers putting immense pressure on the merchants and tenants of The Hall who try desperately to keep up but ultimately aren't able to cover the constantly increasing costs of doing business.

A Fallen Hero

Unbeknownst to anyone, even the inner circle of Crown Management, is that Tall doesn't really have a plan to destroy Das Kapital. After many failed attempts to destroy the creature, the truth is that Tall has secretly been preparing to quit the Hall of Murka and escaping into the night. Ultimately he hopes that leaving the Hall of Murka as a sacrificial lamb and getting off the continent will finally rid him of the avatar of greed.

Ads and Adventure Hooks

The Electrum Ticket!

The mysterious Wilbur Wendelsey has an extra treat in store for all folk around the world. They have placed an enchanted electrum ticket inside 5 candy bars, inviting the finders and a number of their friends to come and visit the factory in the Feywild. Not only is this the first and possibly last time this will happen for generations, the finders will also have the opportunity to create their own personal candy that will be sold in stores the world over. One of your players comes into possession of such a ticket!

The Last Action Nanny

A warforged bearing a striking resemblance to Schwartzukadnezzer The Diplomizer rampages through the mall armed with some strange arcane cannon and a bouquet of roses, stomping around causing a commotion. He is searching for a tween by the name of Jane Kahner that has made their way through here. Apparently the warforged is Jane's nanny and is simply trying to keep her out of trouble and get her back in time for supper. Will you help this wayward child avoid responsibility? Or will your party terminate this tween's playtime?

Malf Ado About Nothing

A beloved retired actor from the pre-Theaplex days has taken up residence in the Hall of Murka. Washed up and unknown by the youth of today, Malf the Bugbear, famed for his hilarious one-liners and for eating bats, rats, and cats whole now works as a janitor and performs at the local comedy club. He yearns for the good old days and is always trying to hustle back to the top and be relevant again. One day Malf approaches the party and asks them to help him make it back in the spotlight on the big stage of the Theaplex.

A Fine Adventure

In the middle of the Hall of Murka, a strange cuboid made entirely of glass appears in a puff of smoke and lightning. From inside that fogged up cubicle, two dudes named Willidor and Jeddiam with the raddest outfits come out, grabbing one or two members of the party by the shirts and blurting out nonsense about having lost some of Urth's greatest historical figures in the Hall of Murka. They radically beg the party to help them find the history-folx they lost throughout the Hall: The wizard Hairystotle, Tezzla the mastermind, Greybeard the Dragonborn-Pirate, Great Kleo, Patron of Aesthetic, and King Wash who is currently conquering the food court. Help?

Gummytastic Safari!

Wilbur's store is a place of wondrous treats and sweets and is brimming with magical essences. However, someone has tampered with the gummy creatures and now a whole zoo load is running, or should that be bouncing, everywhere! Gummy lions, gummy tigers, and gummy bears, oh GODS!!!

Merchant Mystery

Zoinks! Vinnie Onner, beloved merchant and devout follower of William Maize, has gone missing! His famous kiosk disappeared overnight with only a single silver coin with the bearded god's image remaining. He was last seen with Jey and the Silent Tongue before following them into the Underhall. Crown Management has posted a reward for anyone who can locate Vinnie!

Illusory Pursuits

The Theaplex is known for its arcane advances in entertainment, with the Illusory Performances being a fan favorite. Unfortunately, the magic is wild and unpredictable and it has just turned some of the illusions into dangerous realities, unleashing villains and beasts across many mythic tales upon the Hall of Murka. Will you help the people trying to flee from this catastrophe?

Food Fight

Chip, Oat, and Lay, the three goblins of the Spicy Pepper, have started a cold war with Cathy'dar and the employees of Chik-n-Fella. As tensions rise, it is only a matter of time before burritos and birds fly across the Court of Foods. No one will be safe from the putrid poison that will be inevitably pitched across the plaza. Pick a side or try to get the two to see eye to gross, putrescent eye.

Revenant of the Theater

Hiding in the rafters of the Theaplex, Elrik Leroux, a disgraced wizard virtuoso, stalks Kristianne, who sabotaged his masterpiece many years ago. Elrik makes contact with the party, and asks them to help carry out his plan. When the moment is right, Elrik will take his revenge against his former lover and coworker. As the party will soon discover, Kristianne has not been idle: with a set of gunchucks at her side and grit in her teeth, she plans to hold on to the power she fought so hard for all those years ago.

Old Friends

A vat of slomm in Nick Loden's Park of Wonders has just drained and revealed that it was preserving the coffin of a lich! Nick Loden leans over the edge of the vat and says, "Garybdos?! I wondered where you got off to!" The party should probably do something about this, but where the hell could his soul jar be?

The Smoking Dragunne

Djaque's most-recent shop assistant suspects that there may be more to the shop owner than meets the eye. He's seen Djaque spending an inordinate amount of time in the bathtub, and has heard him walk off to backrooms and shouting up a storm to blow off some steam. Is it possible that Djaque is a rustic dragun hiding in plain sight?

The Hall is Not Enough

Bob from accounting has had enough with Crown Management and wishes to leave and take many of his Q3-projection-chart-based secrets to the Hallrats. He confides this in one of the party members. Will the party help escort Bob, who is almost certainly being watched by Crown Management Security, or will they turn on him and claim the reward, earning the ire of the Hallrats?

Sssssaw

Sevens, the lucky lizard, wants to play a game: beat her in a game of your choice, and earn exactly one favor from her and the Hallrats; lose, and owe one favor to Sevens. What game will you choose?

On His Rat-jesty's Secret Service

An old enemy of Ratinim, Blofish, has threatened to poison the entire Court of Food with many of the seasonings from the Spicy Pepper and Chik-n-Fella, turning all food eaten there into terrible, disease-ridden waste. He will only stop if Crown Management pays him an enormous amount of bucks, which Ratinim knows the Crown would never do. Ratinim has thus dispatched the party on a secret mission with his trusted ally Artemis Gaff. They've been tasked to find out where Blofish is hiding, and stop him before it's too late.

The Cerulean Cougar

A diamond called the Cerulean Cougar has been stolen from Dee Gem Works, and Djaque has been hired as a private investigator to track down the stolen gem. He has sought out the help of the party to solve this mystery, and even offered to share the reward with them if they can help.

Legend of the Secret Sauce

Contacts from The Golden Arch have put out a bulletin on a quest board in the Underhall looking for a band of swarthy—and stealthy—adventurers to break into Chik-n-Fella and steal their recipe for their sweet and tangy sauce.

The Malt Chocolate Falcon

A beautiful and surly woman approaches the party, and offers them money if they can find the fabled Malt Chocolate Falcon—an ice cream and milkshake shop that once existed in the Underhall. Before the shop can be located, the young woman is found dead, and the hall guardians suspect the party of foul play. Even stranger is: once the party makes it to Malt Chocolate Falcon, the young woman is there, behind the counter, scooping ice cream. What the hell is going on here?

Allure Blossom vs. The World

Tired of being seen as the manic fae dreambae of every sadboi needing therapy who's ever set foot in an Infernal Gossip, Allure has just one, simple favor to ask of the party: travel throughout the Hall of Murka and defeat their eight e-boy exes.

Victor's Missions

Victor will provide the party with several tasks they can do. They include:

- Retrieving a document from a source inside the Church of Mythatology that describes several members of the Church.
- Infiltrating the Hallrats HQ to find an alchemy jug which was stolen
- Trying to free a member of Victor's Secrets who was stuck in The Zone's pocket dimension.

There's a Grimlock on the Wing

A famous thespian from days past has come to the Hall of Murka, and your party has been assigned to guard him. Everything seems to be going well, until he begins to run away from you, frantically shouting that he is being chased by a winged grimlock. Only... none of you can see any grimlock, let alone one with wings. None of you, that is, except one.

Way Too Big

A goliath adult has been captured by the hall guardians and is being interrogated in a holding cell. He insists that he's actually a halfling child. The last thing he remembers is making a minion, and wishing on the companion rune before it was inserted into his stuffed bear. Where is that thing, anyway?

Haircules

Tall Hammertoe personally requests the party to visit his lair via his henchman LaFive-Oh. When the party arrives they find that Tall's request is very simple: his hair has gone out, and he needs help relighting it because without his fiery hair and beard, he looks like a pink wrinkled walnut.

Does Maltron Dream of Ethereal Bucks?

Your party is hard up for money, and for the time being, locked into a contract with Crown Management. As part of your contract, Crown Management tasks the party with tracking down a rogue Maltron unit. Crown Management believes that this Maltron unit is disguised as one of four merchants who work in both the Main Hall and the Crown Floor. Once found, this Maltron unit will flee into the Abandoned Plaza, where they have laid a series of deadly traps in the abandoned storefronts.

Panman and Boofer

Jey and Silent Tongue approach the party and feverishly request their help in stopping the play, based on another play, based on the comic that's based on them from happening in the Theaplex. Strangely, just getting from the Court of Food to the Theaplex is its own hell. Additionally, the hall guardian LaFive-Oh is on their tail in his own quest to stop Jey from crashing another play at the Theaplex.


Hall of Klunk
TOP
Administration Offices — A
Tall Hammertoe's Office — 1
Stores:
Zeffyra — 2
Forever 201 — 3
Make-a-Minion — 4
Dee Gem Works — 5
MAIN
Nick Loden's Park of Wonders — 6
Storage Facilities — B
Living Quarters — C, D, E, F
Stores:
Seers — 7
Theaplex — 8
Richard's Hunting Wares — 9
Wilbur Wendelsey's Confection Consortium — 10
Court of Food — 11
SUB 1
Storage Facilities — G, H, I, J
Living Quarters — K
Stores:
Halen's Comic Shop — 12
Jey & ST's Herbal Hemporium — 13
Victor's Secrets — 14
Djaque's Surplus — 15
SUB 2
Storage Facilities — L, M
Living Quarters — P, Q
SEERS


Pharmacy



Walmoria

Hello there, and welcome to Walmoria. It's lovely to see you today, come on in! My name is Krablene, and I'm a greeter here at Walmoria, where the values are always great, and the products are as cheap as management can bear to make them. It's real nice to meet you. It's always a pleasure to see a new face around here.

Have you ever been to Walmoria before? No? Well don't you worry, dearie, that's what ol' Krablene is here for. I'll give you the official walkaround, and if you've got any questions—well then, you just ask, sweetie.

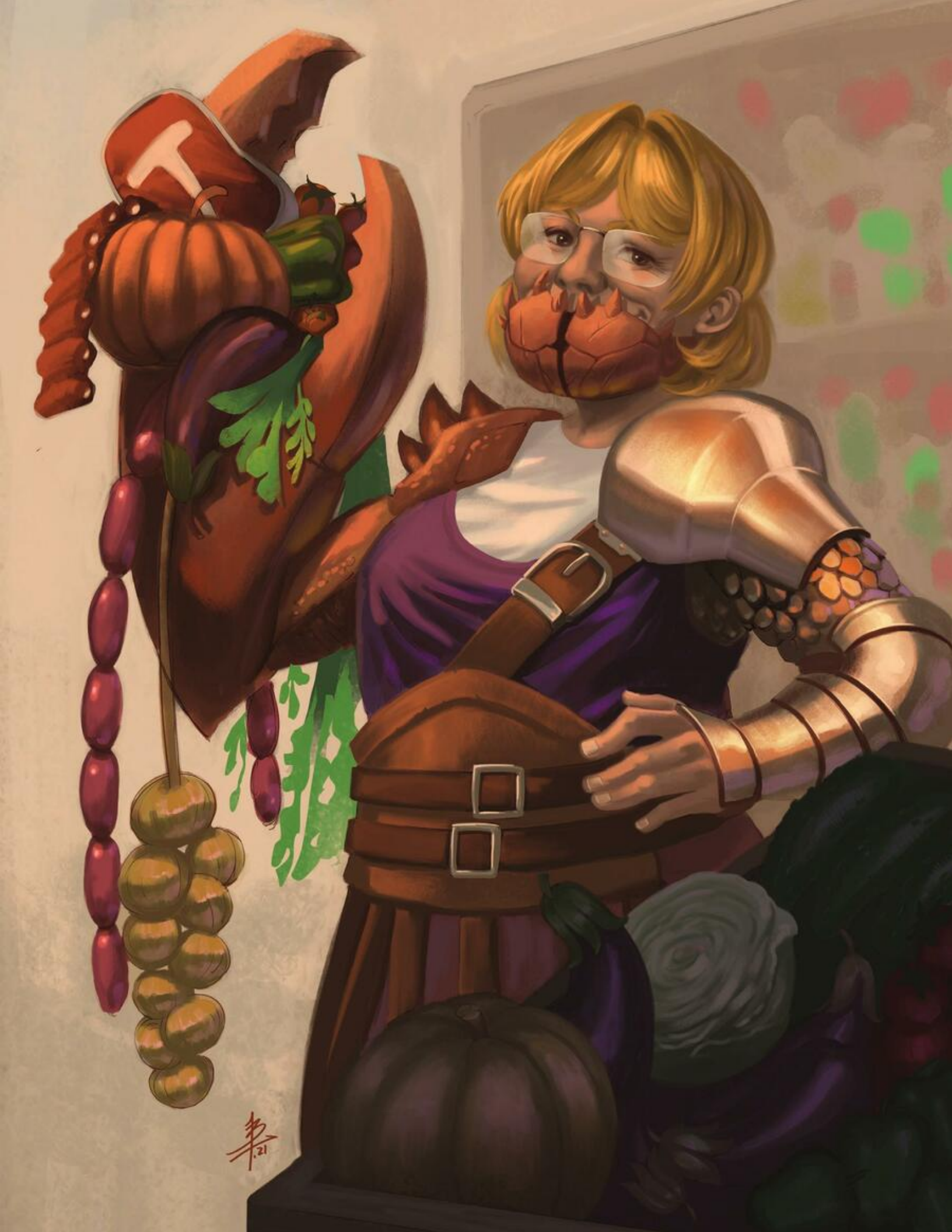
Here at Walmoria, we have thousands of items, ranging from the mundane to the magical. You want rope? We got rope. Our potions come individually or in twelve packs. We've got tires, toys, and swords. We've got pets that are plants, plants that are snacks, and snacks that are pets. We've got dedicated departments for frozen goods, shrubbery, guns, potions, and so much more! Honestly I'll run out of breath before I get halfway through our wares. Maybe you should just see for yourself.

Whatever you're looking for, we've got it. I'm not kidding! Whatever it is, it'll be here. Just don't get lost looking! My biggest piece of advice? Always ask for directions. Don't be prideful, ain't no shame in asking for help! Hell, some days you'll swear the shelves are moving around in this place—and that's because they are.

I'm sorry dearie, I'm not trying to give you the willies. Walmoria's a wonderful, magical place, full of wonderful, magical people—just like you. Some of them are a touch peculiar, and that ol' Walrog sure does have his fair share of conniptions, but that's just people being people I suppose! Nothing to worry your little head about. Enjoy your shopping now, and welcome to Walmoria!

It was made by those who master games, and the game masters keep it.

You may notice many mechanics baked into the lore and flavor of Walmoria—far more mechanics than any of the previous sections. Walmoria is designed as a complex, ever-living dungeon; it should feel like a dungeon, a self-contained adventure, from the Black Prairie to The Backreaches, and back again.



The Black Prairie

Walmoria.

A name known throughout the lands of Murkan consumers. A name trusted and adored by demanding (if not "picky") customers, just as it is loathed and despised by everyone else.

Walmoria, a place where one can buy anything that can be imagined, so long as they have the bucks to pay for it and the strength, skill and intelligence to wrestle it away from the grasping hands of other adventurers, customers, and the nightmarish denizens who dwell permanently within. All of that doesn't even account for what lies outside the store, in the Black Prairie.

> This is the Black Prairie. It's...well, it is what it is. Now if it's alright, I'll just wait for you inside. This place gives me the heebie jeebies. Nothing to worry about, it's just a bit too big for little ol' me.

The Black Prairie is an empty expanse that tends to grow around the various entrances of Walmoria. Sticky black pitch spreads for miles around, poisoning fauna and drying wells, solidifying everything under the baking sun into pavement. The only living things that roam the prairie are autobeasts, constructs of encumbrance for the wealthy elite. Occasionally, a draggin' wagon might wander its way out of Walmoria and be left to wander the wastes. The carts rarely bother passersby, though they are attracted by expensive items. As such, wagon wranglers are employed by Walmoria to tread the tar and round up wayward wagons.

The Black Prairie doesn't surround all Walmoria's doors, though. Entrances to Walmoria often pop up in large metropolises, and some appear hidden behind the nondescript veneer of a rundown warehouse in a small rural town, or even in a thicket of trees. More ancient store locations, however, tend to have a large expanse around them, perhaps as a result of sucking the very life force from their surroundings in true arcane-capitalism fashion.

The Front-of-the-Store

Each store's lobby area is always the same, no matter how one enters Walmoria, a wide-open, indoor space with a smooth stone flooring that stretches for hundreds of feet in every direction, abuzz with life and activity.

Despite Walmoria's terrifying reputation, it has not deterred a make-shift community of merchants, doom-sayers, quacks, con-men, palm-readers, or greedy trauma-profiteers from setting up a bazaar under the omnipresent light. Here, adventurers intending to explore the further depths of the cavernous store are met by all kinds of people, each with the same goal: to separate fools from their money before they take it into the darkness and it is lost forever. Occasionally, specialized teams of store employees– such as the Loss Prevention Ogres or lesser members of the Manageri – shoo these wanderers from store entrances, but they always return and ply their trades in some form or another.

In between mobs of hawking salesmen, pick-pocketing urchins and those fervent—or wise—enough to preach about the imminent end of days, it is possible to make out the occasional glimpse of a purple vest or a circular yellow name-tag worn on the breast of an employee, though rarely do they stray too far from their assigned departments for fear of being caught shirking their duties to Walmoria.

The Smile

Far above the shopping floor—but never quite far enough away—is the light of The Smile. Because Walmoria is effectively contained within a massive underground cavern, the light that fills it is artificial. High above the heads of customers and employees, a perfect gleaming sphere blazes like a miniature sun, illuminating the entire front of the store and even penetrating some distance into the nearest aisles.



The Smile—so named for its unceasingly joyous expression—lurches across the far off ceiling apparently to its own whims. Sometimes remaining at noon for days on end, sometimes drifting from one side to the other and giving the faint impression of early morning or late evening, sometimes slamming from dusk to dawn with an audible thump, the shadows whirling in spirals across the ground. Wherever it is, whatever else it's doing, the Smile never fades and the light never, ever goes out.

The Front Doors

No two branches of Walmoria are ever created in the same way. Sometimes they are built and opened to grand ceremony, shining beacons of majestic capitalism inviting all to come and experience the wonders within. Other times, they appear as if overnight, little more than a dingy, miserable sign hastily nailed in place over the doors to condemned warehouses and derelict slums.

Sometimes they're just there, unexpected behind an otherwise perfectly innocent doorway. Take a wrong turn in some places, and you can find yourself blinking owlishly in the brilliant light of an artificial sun hanging far too low overhead. They can even take root in the lowest reaches of the Hall of Murka itself, slithering in between shadows and congealing into existence in any place secluded enough to let it sprout over time. Specially trained Hall of Murka guardians routinely seek out and try to destroy such edifices before they can bear fruit, though they are not always successful.

However one makes their way into Walmoria, the scene before them is always the same; a cacophony of sound, a jumble of bodies heaving through and around each other, a kaleidoscope of floral scents and organic

stenches mingling in the air, and the harsh, burning light that never, ever goes away.

Grab-&-Go

Not every excursion into Walmoria ends in mortal death and spiritual obliteration. Adventurers and customers frequent Walmoria constantly and more often than not everything they need is within easy reach of the lobby, if not being sold in the make-shift bazaar by the doors.

Adventuring gear, food, weapons and armor can all be found within a few dimly lit aisles of the lobby, and party can quite easily pick up whatever they need for their next adventure at low, low prices—there's no need for every visit to Walmoria to turn into a life-or-death struggle against the forces of darkness. At its core, Walmoria is a shop—it wants to sell goods and take in money, which can only come from repeat business.

The Check-Out

Residing in between the Lobby and the Pharmacy is Walmoria's ultimate test of skill, fortitude, and intelligence. Here is where, having completed the epic journey through the Backreaches, the characters come to pay their gold and formally claim their new items as their own property.

The Check-Out is staffed constantly by a small army of humanoids clad in the traditional purple vest of Walmoria. The Check-Out employees' only other matching feature is their smile; permanent, fixed, and rictus, the expression does not fade for even a moment, under any circumstance. They are fast workers, always speaking in a chirpy tone. However, what they say is often meaningless arcane jargon about special offers, buy-back promises, saver's club memberships, and a variety of other unknowable things. This makes the Check-Out employees immune to any attempt to socialize or haggle, as they simply continue to titter over the customer in their pre-programmed script until the transaction is complete.

Further attempts to beguile these employees may attract the attention of nearby loss prevention ogres, who patrol the Check-Out area in force. These ogres are unsympathetic to any character who might offer offense or violence towards the employees.

Having finally separated themselves from their gold and claimed their items, customers then face the final hurdle before making their way back to freedom in Murka: the exit.

Populating the Crowd

The space between the Check-Out and the Exit Gates is a no man's land. The area technically belongs to Walmoria and is patrolled by employees, but the property carried there by the players belongs to them and is not the store's concern.

This is an opportunity to include an encounter using characters and events not specifically found in Walmoria. The nature of such encounters might be antagonistic, such as a band of bandits ambushing careless adventurers and robbing their new possessions, or a pick-pocket attempting to sneak up on them in the crowd. It's also a good place to introduce plot elements, such as NPCs begging the adventurers for aid, or to meet benefactors in order to confirm the completion of a quest.

The Gates of Exidor

At journey's end lie the Gates of Exidor, an enchanted structure with the power to discern falsehood and lies. Every facet of the gates is inscribed with powerful runes of warding and protection. Looking up, one can see the enormous vaulted columns that support massive arches of stone and ivory, with great glowing crystal orbs that crackle with power. Any attempt to pass through Exidor without having paid the correct price for an item is almost guaranteed to incur its wrath.

Should an item—stolen, misplaced, or otherwise colorfully described in any way other than "paid for in full"—cross over the threshold, the Gates of Exidor will react instantly. A mournful howl erupts from far overhead, which can be heard throughout the Check-Out and Lobby areas, drawing the attention of staff and

customers alike, and the enchanted crystals begin to glow in warning. Should a foolhardy would-be thief try to continue on their way, the magical counter-measures will react and begin to dispense Walmorian justice.

Defense Measures

A creature that attempts to take an item from Walmoria through dishonest means should suffer catastrophic punishment—Walmorian justice is nothing if not final. Whenever a creature attempts to steal from Walmoria through the Gates of Exidor, roll on the Defensive Measures table.

In addition to the defensive measures taken by the gates, activating a defensive measure may also draw the attention of nearby loss-prevention ogres, who will be more than happy to reclaim any stolen goods, by force if necessary.

1d6	Defensive Measure
1	Forcecage
2	The Walrog
3	Orb-ital Defense
4	Pit-trap
5	Magical Disjunction
6	Corporeal Relocation

Forcecage. A *forcecage* spell is immediately cast on the victim, encasing them in a 10-foot cube. This spell lasts until the item is paid for or surrendered.

The Walrog. The **Walrog** now knows who the thief is and what they look like, and gives chase. They can try to run, though very few have ever escaped the Walrog.

The chase begins immediately, and if the Walrog reaches the creature, it will engage in a frenzied fight to the death. It will use all of its cunning, brute strength, and magical power to detain and then kill the character, tearing the body limb from limb, scattering the pieces in a thousand distant, irretrievable places, and finally issuing a 14-day ban from reentering Walmoria.

Orb-ital Defense. The enchanted orbs atop the Gates of Exidor are not just for show—they are capable of detaching from their posts or firing magical beams at interlopers. These orbs are capable of casting the following spells (spell save DC 17):

1d8	Spell
1	*disintegrate* (cast at 8th level)
2	*prismatic spray*
3	*finger of death*
4	*imprisonment*
5	*unwrapping* (cast at 8th level)
6	*pepper spray***
7	*reverse gravity*
8	*BOOOOM** (cast at 8th level)

Pit-trap. The floor gives way and the transgressor drops down into a 100-foot pit. This pit is sometimes as simple as a prison, forcing them to try and escape through mundane means. Sometimes, however, something nasty might be waiting for them at the bottom.

- A 20-foot deep pit with a Pool of Acid at the bottom (inflicts 2d10 Acid damage per round spent submerged)
- A 50-foot deep pit with spikes (inflicts 3d10 piercing damage upon impact, after falling damage)
- Ravenous monsters (any number of creatures with a CR of 3 or less)

Naked and Afraid. Walmoria would rather see its property destroyed rather than stolen, knowing that a defeat will make the thieving customer all the more bitter and embarrassed.

Crackling white light engulfs the character and all of their belongings—worn, attuned, carried, unattuned, magic, mundane, paid-for, stolen, or otherwise—crumble to dust.

Corporeal Relocation. As the creature steps through the gates, their footfalls echo with the sound of tile, instead of the expected asphalt of the Black Prairie. They have been returned to the Backreaches, to wherever they found the item. Should they leave the item where they found it—and should they be particularly lucky—the Gates of Exidor may decide to bring them back to the front of Walmoria.





Beating the System

The Gates of Exidor can be beaten by those brave, quick, or cunning enough to try. Here are some suggestions on how they might go about it:

Sleight of Hand. Attempting to conceal an item from the Gates of Exidor is theoretically possible. This should start with a DC of 18, and increase sharply along with the value and size of the item being liberated.

Deception. A suitable display of bravado and outraged self-righteous innocence by a character can be attempted with a DC starting at 18. However, the Gates of Exidor are immune to mind-controlling spells and effects such as *charm*, *friends*, *cognitive dissonance*, and other similar spells.

Cheese it! More than one would-be thief has attempted to beat the Gates of Exidor through their need for speed. They can't disintegrate you if they can't catch you! An appropriate Acrobatics or Athletics skill check augmented by spells or abilities may allow a creature to outrun the Gates' wrath.

Teleportation/Plane Shift. Attempts to teleport out of Walmoria almost invariably result in spectacular failure. Local teleportation between aisles and departments seems to work without issue, but escaping Walmoria with magic requires expertise in the magical arts that few mortals possess. A DC 20 Arcana check when a spell is being cast should be the minimum to overcome this barrier. A failed roll results in the spell failing or misfiring, potentially sending the hapless caster to a completely random location.

Concealment. As far as the Gates are concerned, a *bag of holding* is just another bag and whatever is inside of it is patently obvious. Other magical means of concealment are unreliable—concealing an item with *nondetection* or *sequester* may work if cast with finesse and subtlety where the employees aren't looking (a successful DC 20 Arcana check will suffice for most items, or higher for more valuable and elaborate items).

Wish. Characters that cast *wish* to steal an item from Walmoria should be reminded that the spell can be used to conjure magical items all by itself, but hey—if they want to risk toying with fundamental arcane forces AND incur the wrath of the Manageri at the same time, that's on them.

Wild Shape. Transforming into another creature will allow a character to merge their equipment into themselves so that, for all appearances, it is gone from sight. Despite the potential philosophical debate about whether or not an object that cannot be seen, touched or heard even truly exists—The Gates of Exidor now believe that the character IS that item.

Divine Intervention. A Cleric who calls upon their patron deity in order to do something as trivial as smuggle a couple of healing potions out of the Pharmacy will probably have bigger problems coming their way in short order. Divine Intervention may be the key to beating Walmoria's formidable defenses, though not many members of the Murkan pantheon allow themselves to be pestered in such a tedious manner without recourse.

The Pharmacy

Located in the front of the store, not far from the Check-out, the Pharmacy serves as the last safe haven for adventurers who would brave the Backreaches. Constantly stocked with healing goods, remove curse items, and other helpful materials, the Pharmacy is here to help.

The Pharmacy was created with the vision of unifying health and adventuring. At the front, there are counters where the majority of work is done by the tired, but smiling staff. In the back, the Pharmacy has a private room for the application of sensitive healing products that need to be applied by official Walmoria Clerics. There is also a sitting area designed for older clients while they wait. The space is monitored by Loss Prevention Ogres to ensure the safety of The Pharmacy's clients, staff,and products.

The Pharmacy stocks all known healing items and blessings, as well as all healing and restorative spells cast at level 1 to level 5 from the Cleric and Druid spell list. These spells are distributed as one-time use enchanted items or spell scrolls. Though all healing items can be found in the Pharmacy, they are much more expensive than one might expect. The availability of certain items may vary, and it may take an extended period of time to arrive on-site.

Insurance is accepted at the Walmoria Pharmacy to assist in the breakdown of costs (but not the cost of a breakdown).

The Pharmacy has extreme safety measures in place, including high-level enchantment fields, powerful magical locks, and high-level guards that dissuade any possible break-ins or free clerical services within Walmoria. Their presence does not extend farther than the Pharmacy's immediate facilities, however.

Since the Pharmacy is important to all members of Walmoria, it is always accessible from the Front and will always lead back to the Front. If a Pharmacy is ever encountered in the Backreaches, rest assured that it will supply an unavoidable exit back to the Front.

No Insurance? ~~No~~ Problem!

If these goods are out of the price range of any traveler, they are welcome to take a gander at the Insured feat on page 12. This feat gives insurance to any one creature and is recognized by Walmoria and other fine establishments.

The Essentially, Oils Department

When it comes to clean living, there's no better place to look than the Essentially, Oils department in Walmoria. With dozens of items to choose from, this collection of products dots the walls of the small, sectioned-off area. These goods are covered in pictures of smiling women, flowers, and all things natural, promising healing benefits, topical solutions to infections and curses, and other such wondrous features at relatively affordable prices.

Self-help books with titles like "The Medieval Mommy" and "Radiant Healing: Is it worth it?" scatter the shelves. A few female humanoids with young, screaming children look at the products and add them to their baskets.

When entering the Essentially, Oils Department, browsing or otherwise, all creatures must make an Intelligence saving throw (DC 9). On a failed save, a creature will take the "promises" of the products at face value and inquire no further. On a successful save, a creature can scrutinize the product and see it for its true nature: a holistic lie.

This area of Walmoria is favored by the Kaerens and acts as a home terf—err...turf—for their activities. This is made obvious by their constant hovering near the section, unsolicited advice on health care items, and their suspicious glances towards any Weary that travels too closely to the department. Shop Lifters tend to avoid the area like the plague, unless it is absolutely necessary to infiltrate the dangerous department. No one is immune to the promises of the Essentially, Oils after all.

The Essentially, Oils department always leads to the Front of Walmoria and is well lit and maintained. This means that even if an Essentially, Oils department is encountered in the Backreaches, when exiting the aisles they will lead to the Front of Walmoria. The Essentially, Oils has somehow been decreed a safe zone, and suggests to many travelers and Shop Lifters that there is favoritism in the ranks.

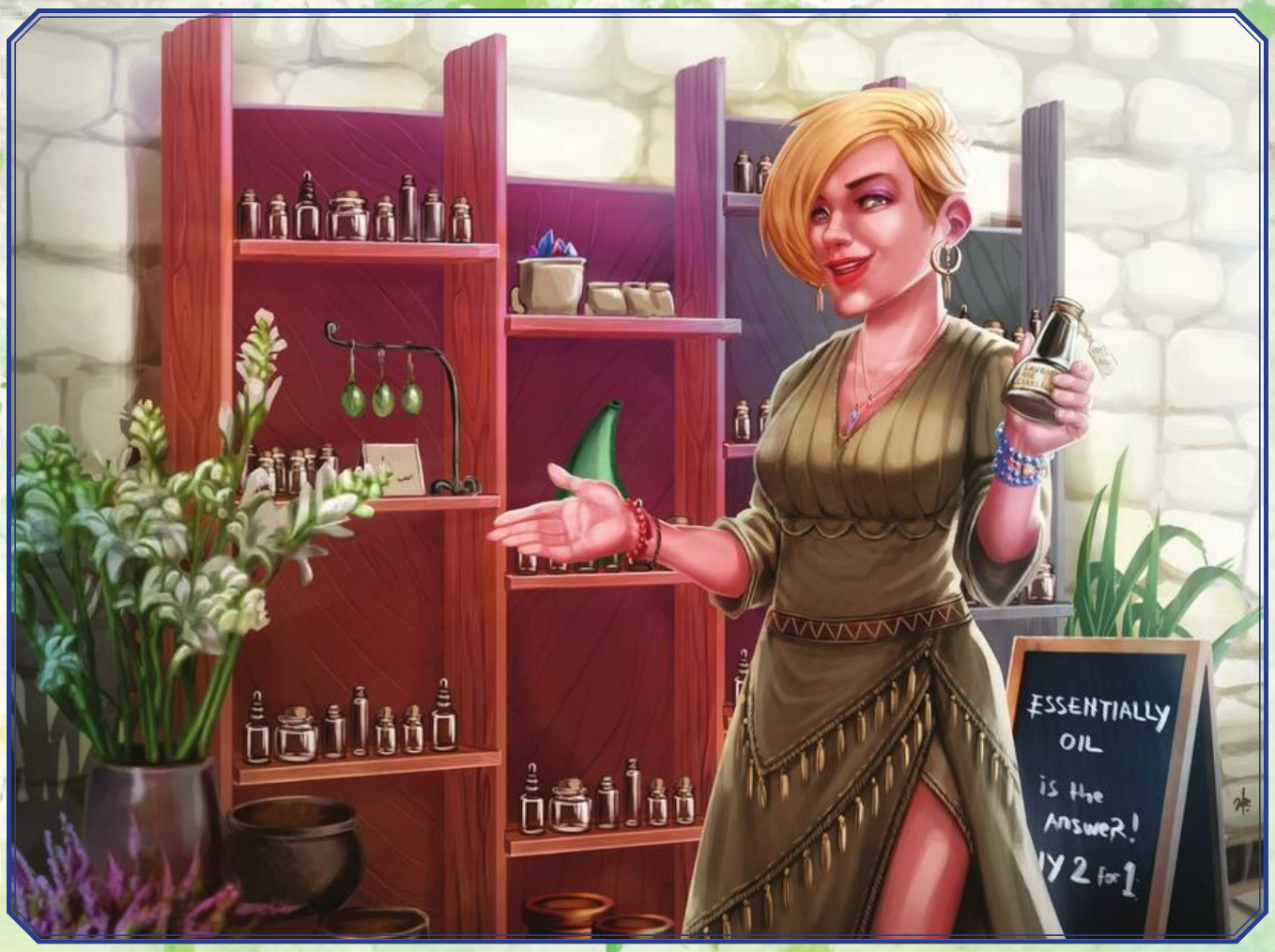
The Manageri keep a close eye on the department because of the Kaeren's constant presence and all the goods stay well stocked. Few travelers that find their way here leave unsatisfied and, miraculously, are frequently able to leave of their own accord.

> They've got a fine selection I suppose, but they never seem to have anything suitable for a combination carapace.

Item Generation

Roll on each of the following tables to generate an item in this department, combining the results from each table. If a character failed their saving throw, they are aware of the option rolled on the Type Table and Promise Table in this section, but they are unaware of the item's true effect listed on the Effect Table.

To generate the cost of the item, add cost amounts together from Type and Promise.



Type Table

d10	Cost	Description
1	20gp	A yellowing liquid in an eyedropper labeled Cru Water that must be consumed for the marvelous beneficial effects *(4 doses)*.
2	30gp	A sweet-smelling salve in a simple wooden container that can be applied directly to the skin *(6 doses)*.
3	42gp	A slightly purple crystal no larger than your palm that must be kept on your person for the positive vibe effect *(1 charge, replenished on short rest)*.
4	60gp	A salt rock; salty when tasted *(1/day, replenished on long rest)*.
5	15gp	A simple glass vial with lavender-scented skin oil *(4 doses)*.
6	24gp	A petrified potato. When sliced open can be applied directly to the skin *(4 uses)*.
7	35gp	A metal bracelet to be worn at all times *(1/day, replenished on long rest)*.
8	30gp	A vial that reads "Jade Egg Oil" which must be applied sparingly *(6 doses)*.
9	28gp	A footpad to be worn on the sole of a bare foot for 1 hour. The footpad turns black after use and reeks of detoxed chemicals *(4 uses)*.
10	10gp	A mantra on a simple scroll that must be repeated three times in a row at sun-up for effect to take place *(1/day, replenished on long rest)*.

Promise Table

d10	Cost	Description	Promise
1	12gp	*"Dragon hunting? Demon slaying? This item removes all toxic chemicals from your system, forcing them out of your pores harmlessly and creating a buffer from Fire and Heat."*	Grants resistance to fire damage for 1 hour
2	14gp	*"The world is a toxic place, and GMOs are ruining our bodies' ecosystem. All toxins will be removed from the system in the body's natural process, flushing any poisons and sugars."*	Cures the poisoned condition
3	24gp	*"A back-to-earth healing strategy that skips synthetic and chemical-based healing, keeping everything natural and healthy."*	Restores 2d8 hit points
4	10gp	*"One must have a tough skin to survive in this world. Strength comes from within, we can help bring that out."*	Casts the *remove curse* spell
5	51gp	*"By using the charge of positive and negative ions and forcing them to create friction all skin conditions can be cured with one easy application."*	Cures the petrified condition
6	15gp	*"Inner strength and beauty. Like yoga for the soul. Conquer all fears."*	User cannot be frightened while using item
7	28gp	*"Healthier than coffee, more effective than caffeine."*	Immediately gives the benefit of a long rest
8	15gp	*"You already have the dexterity, we simply bring it out. Aligning all the Chakras allows the body to react quicker than previously thought. Be a Warrior. You know no limits."*	User can ignore difficult terrain while using item
9	16gp	*"With our blessing, our Lady Reliant bestows strength through your will and ours."*	User deals an additional 1d6 radiant damage with weapon attacks for 1 minute
10	63gp	*"Conjure the day with our guarantee! Bring inner peace by relaxing your mind and becoming one with the Earth once again. Made right here in Murka."*	Item allows the user to gain psychic resistance and immunity to mind-altering effects for 1 hour

Effect Table

d10	Side Effects	Primary Effect
1	After the item is used your fingers tingle for an hour.	The item does nothing.
2	After using the item, your eyebrow hair falls out.	The item does nothing.
3	After the item is used, a sour taste fills your mouth until the next time you eat or drink. No positive effect; "Promise" on table 2 is ineffective.	It literally does nothing else.
4	Nothing happens.	Like, seriously, nothing happens.
5	After the item is used, your skin feels slimy despite no signs of slime on the skin's surface.	The promised effect on table 2 never happens.
6	After using the item, you feel tired and cranky until you finish a short or long rest.	Not a single good thing comes from this.
7	You fall prone, stricken with fits of laughter for no apparent reason for 8 straight hours.	Wow, shouldn't have taken that, huh?
8	After use, the creature has a permanent distaste for citrus fruits.	Do you feel detoxed? No.
9	After the item is used, old scars sting and burn uncomfortably for up to 24 hours.	This one, weirdly, has no other effect.
10	After the item is used, the item container or item itself dissolves in your hand.	Roll a d10. Roll that many d8s. If the number is 1 or higher, nothing happens. No refunds.

This can't be right. I started taking the Jade Egg Oil with lemonseed extract and my skin feels great

NOPE! It was all the extra baths this stuff just made my teeth filmy and my fingers numb

what even IS a 'detox'? what your liver does?

Sarah and her **harpies** tried to talk me into selling this snake oil — don't bother. Do not bother! It's all worthless

The Backreaches

There is some lore that suggests that Walmoria has always existed, in some capacity. Conspiracy theorists believe that the front of the store, even while promising rations at half cost or a BOGO sale on bongos, is just that—a front, a facade designed to hide the deeper, darker secret lying within Walmoria's product-lined shelves: The Backreaches.

The Backreaches is everything the light from the Smile does not touch. The mechanical sun that illuminates your way to the Check-out and yonder hardly penetrates down the aisles. What lies beyond the hempen safety rope is what many consider to be the true Walmoria.

> A new length of rope is all well and good, but some people are interested in some of the real treats we have on offer. Well now, I can see you've got a glint in your eye and I like your gumption young'un! Just follow the markings, double check your directions, don't split the party, don't turn your back on anything that growls, don't go mad, and don't eat the glowing purple flowers. Do all that, and you'll be just fine.

Not many travelers are brave enough to trek to the dark heart of Walmoria. Beyond the soothing glow of mushrooms, and over the craggy rocks that begin to grow once the aisles decay, the space only mildly resembles a store as one goes deeper. Aisles that are, at first, ceiling-high eventually stretch out of sight, pointing upward into the imperceptible and unknowable darkness as the cave roof grows higher and higher and higher.

Some say they have witnessed magma deep within the Backreaches–the smell of brimstone, spoiled milk and day-old salami permeating the air—though those that travel that deep hardly ever have the chance to tell of what they saw, as most are never seen or heard from again.

The Backreaches always seem to be changing, like a living mechanism controlled by a hundred-thousand unseen hands. The aisles shift places, sometimes completely disobeying the laws of physics, and the departments can move or duplicate even while creatures are inside.

Because of the ever-changing floor plan, the true nature of the Backreaches is unknown. Some say it's actually the heart of an impossibly-large beast which stretches beneath all of Murka, others say it's part of a portal that leads directly to the dreaded lands of Meshugghan, yet still others claim still that it was once a simple curio shop, whose magical expansion spells have gone impossibly awry. The most recent rumors suggest that it is a rot, tearing the country open from the inside.

The chance of encountering a hostile creature or beast within this area of Walmoria is extremely high. The variety of creatures here is enormous and almost any fiend, aberration, or undead can be found somewhere in the aisles. The deeper a traveler goes into the Backreaches, the more deadly the creatures become. But the reward is as high as the danger; the back is where they keep all the good stuff.

Life in the Backreaches

The Backreaches is home to many foes and friends alike. It houses the Tissue Palisade—the moving fortress the Shop Lifters call home—and it shadows the ever-creeping workforce of the Night Shifters. Every Walmoria is different, especially in the Backreaches. The only consistency you will find here is that the Warehouse is located somewhere amongst the dark shadows and oozing piles. *(Read more about the Warehouse on page 152)*

Since Walmoria is always open, there is little concept of time or chance for the staff to change shifts. It is permanently dark in the Backreaches, and what little light there is seems somehow dimmer than it should be. The deeper one treks, the more Night Shift workers one finds. These humanoid-like beings are relatively harmless, but any traveler that comes across them is thoroughly discomforted, and deeply unsettled.

"I'VE WITNESSED THESE... BEINGS. SHADOWY, SLIMY LOOKING SOMETIMES SQUEEZE BETWEEN SHELVES AND UNDER BOXES ONLY TO APPEAR HALF WAY DOWN THE AISLE LATER. THEY SEEM BENIGN, SIMPLY WORKING. BUT THE WAY THEY MOVE AND THEIR LACK OF CONCERN TOWARDS THE BEASTS THAT ROAM HERE IS... CONCERNING."

The other consistency in the Backreaches is the number of Shop Lifters moving through the shadows. They've escorted many a lost traveler out of the Backreaches, and gotten into more than a couple verbal altercations with the more confrontational forces inside Walmoria. Little is done about the Shop Lifters as a whole, simply because the Manageri believe the group is of no harm. Altogether, the two factions live in a consistent state of cold war.

How far does the Back Reach?

New entrances to Walmoria, and exits from the Backreaches, occasionally appear in the underground portions of The Hall of Murka and the Well-done District of Flavor City. Additional reports from seasoned scholars describe the Backreaches as an intricate network of tunnels that tie all Walmorias together. No one knows how it works, or how to tap into it. A traveler can potentially enter in Holly Woods, only to exit in Sea-Addled weeks later. This phenomenon seems to affect every city that has an entrance to Walmoria. No one has confirmed yet the effect Walmoria has had on other continents, or whether entering a Walmoria in Murka can send you across—or, more accurately, under—the seas. Regardless, Walmoria is growing.

Navigating The Backreaches

Recounted story of a Traveler

I am writing this letter in the hope of seeing my darling Lila again. It has been ten days, I think, since I entered Walmoria in our humble village outside of Washtown and found myself here in this abyss.

I hope I can find my way back through the catacombs of Walmoria to return to my love. I have lost all concept of time. Blessed be the Shop Lifters that assisted me, I pray that I find my way back to my darling Lila.

The Backreaches feel nearly alive, and its structures are anything but consistent. Departments can appear and disappear, shift five inches to the left, or repeat endlessly, tessellated across all three dimensions. Many have described the aisles of the Backreaches as a labyrinth, which makes it one of the biggest obstacles for the Shop Lifters to save the souls lost to Walmoria.

Since the departments found here can duplicate, disappear, and shift at any time, the Backreaches is impossible to map. Walmoria has even been known to spawn ancient temples, dragon lairs, and demonic summoning circles on rare occasions. These events are, of course, limited to the farthest reaches of the Backreaches, but they can happen with surprising consistency. It suggests that the planar ties Walmoria has here are not as solid as most like to believe.

One of the best things about a place like this is that it's got real heart. It's not just a store. Walmoria has moods and rhythms, it's got a soul. And like anything with a soul, you have to be nice to it, make sure you treat it right! If ever I feel like the aisles are being a bit grumpy I just take a moment, maybe give the wall a quick scritch, it likes that... and just listen. Trust me, sweetie, you'll have a much better time if you give it just a little attention. And, as a bonus, those scritch marks stop me getting lost later!

Greenhouse

Now this is one of my favorite places. Everything is just so lush here. Sometimes it's nice to have a change, and this is where I come for that. It's just so wild here, you never know what beautiful new greenery you'll find. Don't relax too much, though. Some of the plants are a little... enthusiastic. If anything tries to eat you, just give it a slap and a stern look, it works every time. And remember what I said don't eat the purple flowers. We had a greeter who did, once...poor Larry. Maybe we'll bump into him.

Deep in Walmoria, past countless aisles of myriad merchandise, there exists a verdant, thriving forest. Even amongst the permanent dusk and mind-numbing malaise, life has flourished. The Greenhouse is one of the few enclosed buildings in Walmoria, hidden from the yawning ceiling above. Thick, opaque glass and softly humming humidifiers offer a welcome respite from the outside world, and artificial light from mechanized sources leaves the space feeling almost uncomfortably warm. Inside is a series of twisted pathways winding aimlessly through the undergrowth. Leaves enclose hidden grottos with freshwater springs. Vines lead to bough bulwarks which offer both vantage points and protection from the action below—for the Greenhouse is not without its dangers.

Life in The Greenhouse is wild and untamable. Carnivorous flora lurk in the dense foliage. Awakened plants scream out for justice. While sentient bulk goods can be found fighting amongst themselves throughout Walmoria, the lively plants of the Greenhouse have turned their wrath on the true enemy: the system itself. Bands of freedom fronds ambush anyone they see supporting the rampant exploitation of the superstore's citizens. Walmoria has responded by sending in hordes of tenders to continuously cull the brush with their weapons of moss destruction. For now, the Greenhouse exists in a delicate balance, with the glass walls begging the inhabitants not to throw stones, and the photosynthetic revolution contained within. However, like all other things in The Greenhouse, the pressure is growing uncontrollably, and may soon blossom into a full-scale revolutionary conflict.

The Frozen Aisle

Make sure you wrap up nice and warm here, sweetie. Our freezers are top of the line and can ice a body solid in less than ten minutes. How do I know? Oh, you pick up all sorts of knowledge working here. Anyway, step lively and I'll show you the Benne Jerryzet aisle, my favourite!

When the artificial winds of Walmoria blow just right, they will sometimes carry with them a cutting cold. This bone-chilling gust is the first warning an adventurer gets that they are approaching the Frozen Aisle. Snow begins to fall from high up in the rafters, collecting in drifts at

the base of nearby aisles. The temperature drops off, and shoppers who did not visit the apparel section for new coats and boots might find the cold too intense to handle.

The aisle itself is difficult to look at in its entirety, as giant refrigerator-glaciers line the walkways, with pints of Benne Jerryzet ice cream and frozen pizzas suspended within the opaque expanse. The Manageri behave like the aisle does not exist, hoping that the things left in the glaciers will eventually be forgotten to time, never to feel the warmth of Walmoria's artificial sun again. While daunting, the sheer cliffs of the Frozen Aisle promise wealth, power, and secrets to anyone who is willing to scale them and carve through the centuries of layered ice.

The Frozen Aisle serves as a combination deep storage and vault, allowing the Manageri to place products deep within that either cannot exist in other environments or should not be used again. Despite that, the Manageri cannot resist the siren's song of the sale and still make it so that customers with enough drive and willpower can claim the treasures for themselves.

The Frozen Aisle is also home to food that has far surpassed its expiration date. While most of the food is one or two years out of date, finding a pie made during the Freedom War is not uncommon. Just as concerning are the troves of cardboard boxes that do not have an expiration date at all, whose contents look as fresh as the day they were laid to rest.

Items are not the only things frozen away in the depths of the Aisle; Rumor has it that there are a great many people preserved in these frigid halls, prisoners of the Manageri whose sentences have been forgotten.

Frozen Legends

The Frozen Aisle gives you and your players a chance to expand on the lore of Murka at your table. Musicians and artists sometimes garner rumors that they survived their passing, like Jim Morrison or Elvis. This section gives you the opportunity to play with that, allowing you to freeze any figure from US history as a source of wisdom or warning. It is important for you to have a conversation with your players before introducing legends to your game. It can be uncomfortable for players to talk about people who have passed, and you should make sure that your table is ok making references to them before inserting them into the game.

Frozen in the Middle

You can use this rule with food creatures found in the Frozen Aisle. Frozen in the Middle adds 1d6 Cold damage to any attack made by the creature, but that creature also has its movement speed halved. Frozen in the Middle fades if the creature spends 8 hours outside of the Frozen Aisle.

Snack Aisle

The Snack Aisle usually appears as one of the shortest aisles, often a connector between two larger sections. The creatures of Walmoria use it as a pitstop, never staying too long, for fear that another traveling group will discover them. Still, when given the choice, the Snack Aisle is often the safest route. There are no ancient struggles for dominance or faction wars, just enriched flour and high fructose corn syrup. If a group tires – physically, emotionally, or attention-wise – of one aisle, the entrance to the Snack section signifies a quick connector to a different, and hopefully more exciting adventure.

Within the Snack Aisle are many single-use items, filled with preservatives. These items last far longer, and taste far better, than they reasonably ought to. Lurking quietly through the Snack Aisle, however, are terrible tasting creatures known as Munchies who prey on anyone who tarries too long in the appetizing alleyway. These creatures emit an incredibly pleasant odor that soothes sniffers, manifesting an insatiable, but somehow slight, hunger in them. Not enough to warrant a meal, but enough to make them a meal for the Munchies.

The Aisle of Newfound Toys

Far brighter than the rest of the Backreaches, and far cleaner, the Aisle of Newfound Toys stands out amidst the darkness of Walmoria. Travelers and adventurers lost within the deep are drawn to these lights and the promise of safety. Though the Manageri might consider The Aisle a part of Walmoria, the truth is more complicated. Within the lost depths of the Backreaches, the Aisle stands as an independent kingdom, ruled over by a pair of artificer-kings known simply as the Haz Brothers.

Read Aloud

The Aisle of Newfound Toys can be heard long before it can be seen, assaulting the senses on all fronts when shoppers finally arrive. The Aisle is loud, with the sounds of bells, whistles, horns, and music boxes reverberating from every wall and seems to be caught in a perpetual glow of midday. Everything is garishly colored, and yet still a feeling of dread washes over those who enter. The multicolored Brix-it walls that guard the entrance are dozens of feet tall, and the eyes of small toys keep watch interlopers from all corners of the Aisle. The animated playthings here smile forcefully, praising their kings and commanders with every other word.

The brothers are never without one another, and if they ever had separate names, they don't go by them now. The brothers are a pair of Warforged, their bodies built from a mix of wood and plastik, resembling mannequins. Their faces are almost completely featureless, save for the simplified light blue smile which glints and whispers their sinister intent. The brothers worked tirelessly, pursuing and distilling fun into its most marketable form so as to cultivate a sterling reputation as both monarchs and funmongers, all in the name of their single goal: to become gods.

Haz Brothers believe that everything should be fun—but only their very specific flavor of fun. Shoppers who try to play with toys in unconventional or non-conforming ways are subject to the authority of the action figures. Armed with marble slings and plastik swords, these foot-tall warriors maintain order in the aisle. Other toys live in constant fear of the action figures, worried that any step outside of the norm could result in them being melted down and forged into a new, more compliant toy.

Plastik

The Haz Brothers built their kingdom using a mystical material wrought from the Plane of Oil: plastik. Most of the toys, including the action figures and Brix-it bricks, are forged in the fires of the plastik lumber forge which sits on the far side of the aisle. There, worker toys pull great chunks of plastik through a portal to the Plane of Oil, carving down the massive logs into workable ingots, then softening them in arcane fires and shaping them into toys. At one time, the Haz Brothers themselves worked this great forge, but now only their puppets run it day in, and day out.

The towering, brightly-colored brick walls of the Aisle of Newfound Toys are for more than just decoration. They are a message from the Haz Brothers to the rest of Walmoria that their aisle is completely off-limits. The Brix-it movement has swept across the Aisle, leading the toys to close their borders off even to the Manageri, and giving exclusive control over the aisle and its contents to the Haz Brothers. Only shoppers can enter The Aisle of Newfound Toys without permission from the Haz Brothers themselves.

The Toy Aisle is one of the few places in Walmoria that exists completely outside the control of Walmoria at large. The aisle is self-stocked by toys, and managed by the Haz Brothers themselves. If shoppers are looking for a reprieve from the hustle and bustle of big box store politics, and don't mind tiny jackboots and combat knives, there really is no safer place than the Aisle of Newfound Toys.

Shiny New Toys

The pantheon of Murka is shockingly fluid, with new gods coming and going every few years. The militant, merrymaking Haz Brothers are more than aware of that and are taking measures to prevent a fall in the future by creating a demand for their products. Each Haz Brothers toy is engraved with their holy symbol, a simple stylized open mouth smile, like the ones painted on their faces, and each toy sale puts a holy symbol of the would-be deities into the home of a Murkan citizen.

The magic infused into the toys seeps out once purchased, and slowly leeches joy from the person who bought it. Soon the toy becomes the only thing that brings the owner happiness, and when that eventually stops, they will have to buy more delightful Haz Brothers products to find that feeling again. If adventurers end up with a Haz Brothers toy in their possession, have them make a DC 14 Wisdom saving throw. On a failed save, the character becomes enamored by the toy and needs to look at it to feel happiness. Each day the character goes without looking at their toy, they suffer a level of exhaustion. This curse can only be broken by a *remove curse* spell or similar effect.

The Discount Gun Aisle

Guns! You point 'em and they go bang. Never really got the hang of them myself, they're rarely claw-friendly. Still, you have fun. Just don't point them at me or we'll be having a few stern words!

There is no place in all of Walmoria that captures the Murkan spirit quite like the Discount Gun Aisle. Here, freedom meets capitalism as the smell of gunpowder intermingles with the sounds of dragunborns haggling in hickory, bullets clattering on countertops, and cash registers flying open. The weapons in the Discount Gun Aisle are shockingly cheap and easily accessible—no alignment check required! If you need a weapon fast, with few questions and even fewer regulations, there is no place better on the material plane than the Discount Gun Aisle.

The Discount Gun Aisle looks like a never-ending gun rack, stretching into the horizon. The aisle always seems busy, with lawmongers and crimson hicks looking to up their arsenal with the best rifle they can afford. The dragunborns behind the massive, ever-expansive counter are more than happy to sell anyone a weapon—though the quality of those weapons might leave a little to be desired. The Discount Gun Aisle is a cross-section of pure Murkan ideals, but unfortunately for shoppers, the aisle focuses on quantity of sales, not quality of guns. Walmorian guns are shoddily made, with ill-fitting pieces and recycled parts. They are more likely to jam, as the firing mechanisms tend to not fit together quite right. Bullets will still fly in the right direction despite the shoddy craftsmanship, and at the end of the day, isn't that the only thing that matters?

An old Murkan proverb says, "The only thing that stops a bad guy with a gun is a good guy with a gun....or at least a true neutral guy with a gun. Or a badder guy with a bigger gun—those guys can stop almost anybody." While the Discount Gun Aisle ultimately wants to see a gun in the hands of every capable man, woman, and child, it still cannot shake the feeling that someone will think it a good idea to try to rob

an aisle full of high-powered weaponry by force. That is where the soldiers of fortune come in (Soldiers of Fortune and the subclass built to represent them can be found on page 30).

Walmorian Brand Firearms

Walmoria gives players an opportunity to get weapons that they would not normally be able to afford. Any firearm listed in the Monsters of Murka core book is available for sale here. These guns are all considered "Walmorian Brand" and are sold at half the price of their core book counterparts. The reduction in price is evident in the overall quality of the guns themselves. The guns bought in Walmoria are far more likely to jam than their standard Murkan counterparts. Any gun bought in Walmoria has its jam rating increased by 2. For example, a Walmorian Brand Tactical Assault Rifle would cost 1,500 Gold Pieces but would have a jam of 5, meaning that it would jam on a die roll of 1,2,3,4, or 5.

Crafting Supplies

Crafting Supplies is a popular aisle, holding every raw good imaginable, from ores to flax to little googly eyes. The section is often filled with craftspeople shepherding caravans of Draggin Wagons filled with bulk material. A second home to the Cult of Kaeren, who allow a few niche hobbyists in as long as those hobbyists listen to how they're doing it all wrong. These crafters can be found throughout the aisle, sewing up their own clothing, cooking survival rations, and fletching their arrows for far cheaper than even Walmoria could provide pre-made.

The Kaerenites are usually the first to descend upon Crafting Supplies whenever it is restocked and leave a complete mess of knocked over paint cans and sheaves of paper in their wake. However, the more likely to ruin their outfits or nails a substance is, the less likely Kaerenites are to have grabbed it in their initial stampede. While tar, grease, and ores are likely to be well stocked, an ambitious artificer looking for thread or crochet needles may need to be quick or willing to fight a Kaeren to get what they want, especially at Walmoria prices.

The Kaerenite's chaotic energy attracts many creatures from the Backreaches, the most predatory being the spindle spiders: large arachnids that prey on the lonesome. These creatures spin extensive traps using the materials on hand. Constant spills also attract Walmoria's janitorial staff, a collection of mechs whose wiring is barely held together. They are best left alone to do their mindless work.

Miscellany

Many of the aisles in Walmoria—and especially in the Backreaches—have no organizational rhyme or reason. To the untrained eye, these shelves are nothing more than miles long collections of random items, but to the veteran junker, there's gold in them hills. There are some dubious prophets who profess to see a pattern, and a few surly scavengers who claim they are full of treasure. However, few survive long enough in the moonless nights of the Backreaches to make use of such information. The Miscellany is filled with lost objects, trash, left socks, and out-of-date bulk items that have yet to be disposed of by the Night Shifters.

These aisles are rarely inhabited, as their random nature cannot support a stable community, but sometimes one can find the odd lumbering demon or aberration. Secluded, and with no marauding adventurers looking for treasure, the Miscellany aisles are a good place to rest. While not entirely safe, they are at least free from factional violence.

The Warehouse

Walmoria spreads under Murka like a tumor. It's a vast subterranean beast that waits for prey to wander into its ravenous, inexhaustible maw. This labyrinth, however, is only its physical manifestation and there are parts of Walmoria that exist outside of the normal constraints of the material plane. It has roots in other realms, occupies entire demi-planes, and lurks hungrily in the strange angles between all of them.

As boundless and immeasurable as the

Backreaches are, there is nonetheless a distinct edge that separates places where a brave adventure can explore from those where only arcane secrets will permit access. The Warehouse is such a place.

The Warehouse is the headquarters of the Night Shift, and many think it is genuinely infinite in size. Customer legend tells of a space where all stock is stored in limitless numbers, waiting for the employees to bring out small selections that can then be found and bought. They also suggest, in low whispers, that the employees hide away even greater treasures in the Warehouse, jealously guarding fabulous riches and immense magical items for their own use.

No one has been able to prove these legends, though. Nothing so mundane as a simple door into the Warehouse has ever been discovered by a customer or adventurer who then lived to tell the tale, though presumably the Night Shifters know the secret ways when they melt into the shadows and slip between shelves. Certainly they must go somewhere when they fade out of sight and become one with the darkness—the Warehouse may well be a concept describing this transformation.

To attempt to follow the Night Shifters back to their domain is plausible—in theory. One would need to observe the "soft" spaces where the employees appear in order to spot their patterns, identify the invisible markers and then find a way to penetrate the alien wards that keep the portals turned perpendicular to normal senses.

A particularly astute wizard, a sorcerer with darkness in their veins, a cleric whose deity rules the nighttime, or a warlock with a patron of unusual spaces may be able to find the way, and there within find the accumulated wealth of all Walmoria laid out before them. Of course, getting in is the easy part—dealing with the untold legions of the Night Shift, the fortified lair of It Which Clerks In The Darkness, and the abject horrors of the Backreaches on the way out, on the other hand...

Factions

The Cult of Kaeren

Headquarters: The Essentially Oils Department

The cult of Kaeren has made a home for itself within the Essentially Oils Department. Here among the collection of color-changing salt crystals and the smell of greenleaf drops, the Kaerenites can expand their control over the expanses of Walmoria. Kaerens are the primary customers and salespeople of the Essentially Oils department, and distrust of the pharmacy runs deep through the organization. Many years ago, D'borah the Voiced complained to the Manageri, claiming that it was censorship to hide the Essentially Oils Department in the Backreaches while the Pharmacy is near the front of Walmoria. Instead of unpacking that loaded complaint, the Manageri took the easy way out, placing the Department always directly across from the Pharmacy. The move lets the Essentially Oils Department seem more legitimate and allows the Kaerens to have the first pick of the shoppers on their never-ending crusade for more members to recruit, or more bystanders to belittle.

Leader: D'borah The Voiced

D'borah The Voiced lost her true form years ago, forgoing it to appear as an avatar of Kaeren herself. Her platinum blonde hair is layered and shoulder-length, encasing her face like a wreath. Hidden behind boxy shaded lenses, her facial features and form seem lost within her well-draped sweater-robe. Each of her steps brings a jingling, tinny ring as her bangles and jewelry clatter together. No one is sure how tall the Voice of Kaeren stands, but each person who speaks to her swears she towers above them, staring down with a cutting sneer.

D'borah is the Cult of Kaeren's current leader and is the living embodiment of the Complaint Mother's will. She is rage, hate, and privilege given shape, and the world around her must bend to match her views. Each Kaeren sees D'borah as the will of Kaeren herself, and as such hangs on her words with a manic fervor. Each follower strengthens D'borah's resolve, giving her the confidence and drive to push the Cult

deeper and deeper into Walmoria.

Despite her immense control over the Cult, D'borah knows that her position is a precarious one. The Goddess preaches self-importance and personal gain above all else, and all of her followers seek to rise above their station. D'borah snatched her power from the one that came before her, verbally belittling her predecessor until she rose to the top. She now sits, arrogant and paranoid, knowing that one of her ambitious followers may one day rip away her power as well.

NPCs

Soosan the Ostentatious. Soosan the Ostentatious is the second in command of the Cult of Kaeren. Much like D'borah, her true form is unknown, though she lacks the gravitas of her superior. She makes up for it in the obscene amount of gaudy jewelry she wears. Hundreds of bracelets clink together, complemented by oversized earrings and chunky necklaces. She is the Master of Coin of the Cult, collecting bucks from the members who buy into her Essentially Oils merchandise. She alone holds approval over every dollar spent, ensuring that the Cult is kept only in the thickest perfumes, gaudiest designer bags of holding, and a never-ending supply of hired help.

Dogolas the Hunter. Standing tall and all-too proud, Dogolas the Hunter is an elf with bronze skin and sandy blond hair. He's one of the few male followers of Kaeren. Bulky, brawny, and relatively brainless, Dogolas serves as the designated muscle of the Cult of Kaeren. He takes bounties from D'borah and hunts down his targets with his keen eyesight and deceptively dextrous digits, dispatching arrows with far more prejudice than caution. Dogolas sits comfortably in the lap of D'borah, poised to strike at her command.

Sarahmon The White. Long-haired and dangerous, Sarahmon the White was once an avid adventurer, and an industrious follower of Rose. Now, the pale one rarely leaves either of the two towers in which she resides. Sarahmon is the designated esthetician for the Walmorian Kaerenites, and members of the cult come from all corners of Murka to have their locks done in religiously appropriate ways and—for those who choose the way of pain—various body parts waxed. In return, they share their secrets with the ancient wizard, serving as a living network of eyes and ears.



Motivation

The Kaerenites know that they are the one true power throughout the depths of Walmoria, all they need is for everyone else to realize it as well. A need for recognition drives The Cult of Kaeren; Either you don the blonde wig and join them, or you are one of the weak and weary who exist only to serve them.

Stereotypes and Tropes

The Cult of Kaeren is privilege incarnate. Members believe that their goddess has given them the authority to rule over everyone they meet, and in their ever growing numbers they find the means to follow through on that. They are aggressive imperialists, spreading the word of Kaeren to anyone within range of their ear-splitting screeches, regardless of receptiveness.

Cult of Kaeren Faction Opinion

The Shoplifters. "Thugs! Criminals! Interlopers! Walmoria used to be such a nice store before they started coming around! If management is too spineless to remove the threat, then we will just have to show the shoplifters true control under Kaeren!" *- Dogolas the Hunter*

The Manageri. "If the Manageri would just listen to us, Walmoria's problems would all vanish. Instead they cower away in their boardrooms, unwilling to face the truth of Kaeren. So stay distant, Manageri, you will be hearing from us soon enough." *- Sarahmon the White*

The Night Shifters. "How do those shambling freaks function without a brain? I told those dead-eyed cretins that the Essential oils have to be color-coded and alphabetized from the center of the aisle radiating clockwise! HOW ARE THEY SUPPOSED TO WORK IF THEY AREN'T IN THE RIGHT ORDER? If you can't handle it then find a job that you can actually do, like staring at a wall for twenty four hours straight." *- Soosan the Ostentatious*

Faction Opinions of The Cult of Kaeren

The Shoplifters. "Far too loud for their own good. Someone needs to knock them off their high shelf." *- Westeff Weth'teros, Pathfinder for The Shoplifters*

The Manageri. "We here at Walmoria value our customers, and want to assure them that we are working hard to rootout any insurgencies that may inconvenience our patrons." *-Kai, Assistant TO The Regional Manager of the Sea-Addled Walmoria. -*

The Night Shifters. "Yeah, when they come around I usually make myself scarce. One time I stayed in the Warehouse for six months just to avoid D'borah, who was mad about... I dunno, fabric swatches or somethin'."
- Steev Drider, Night Shifter

Current Events

Ambition and self-importance have always been integral to the Kaerenite religion, and as such, to say that "the Kaerens are planning something" is a bit obvious. Recently, however, D'borah has been letting her followers know that something truly huge is in the works, and that can only mean one thing: They're going to take over Walmoria. Attacks on Night Shifters have increased dramatically lately, often involving the taking of prisoners who are later interrogated. Kaerenite emissaries and hunters are travelling into the Backreaches in large groups, venturing further and further than before. No one knows exactly how they plan to oust the Manageri. Whatever their plan is, it brings them into conflict with the Manageri and It Which Clerks in The Darkness. While the Manageri are willing to put up with some level of antagonism, It Which Clerks in The Darkness is far less merciful.

The Manageri

The Manageri are the ruling faction of Walmoria, as innumerable as the superstore is old. They manage the day-to-day operations while attempting to control the many adventurers and dungeon delvers that constantly enter the depths. When they're not micromanaging adventurers and handling Kaerenite complaints, they deal with the seemingly infinite number of would-be pickpockets, thieves, and I-29c forms as best they can.

The Manageri exist in a strict chain of command. From The Board, to the Walrog, and down to the subprime regional class-C manager,

someone is always both being reported to and being reported on. They work 9 to 3, but have time off on weekends, holidays, and their three weeks of vacation. Their mission to protect Walmoria puts them in constant conflict with the Cult of Kaeren, who think themselves above all codes of conduct, as well as those brave Communal Party members who delve into Walmoria to spread their collectivist message. Although, at the top of the Manageri's list of enemies are the rebellious Shop Lifters, who work from within to break down their ancient and arbitrarily complex system.

For those who become trapped in Walmoria—and eventually hired—joining the Manageri is a natural progression. Those charismatic few who accept their fate soon find themselves with control over a barony of shelves and employees. Just as Walmoria poisons the minds of its workers until they are mindless drones, the Manageri are cursed with a constant need for advancement up through the ranks – regardless of whether or not that authority holds any meaning.

Their customer-facing demeanor is usually all smiles and friendly handshakes, and they can accommodate those who are lost or looking for a particular item. However, anyone attempting to disrupt Walmoria's machinations can expect to be ruthlessly hunted down.

While terrifying, the Manageri are an integral part of Walmoria. They work tirelessly to clean up the messes that result from warring sentient foodstuffs, apocalyptic vacuums, dungeon-delving adventurers, and the rest of the deadly zaniness that lurks deep in the aisles.

Leader: The Board

The Manageri are led by the unseen entity known as The Board, an elite group that sits on top of the nearly endless chain of command of Walmoria. No manager or executive can say that they have ever had contact with them, yet new slogans, rollbacks, rules, seasonal apparel, and initiatives still percolate down the hierarchy. It is unknown if The Board is merely the victim of Walmoria's curse or its cause. Like the store itself, they are an ever-present shadow.

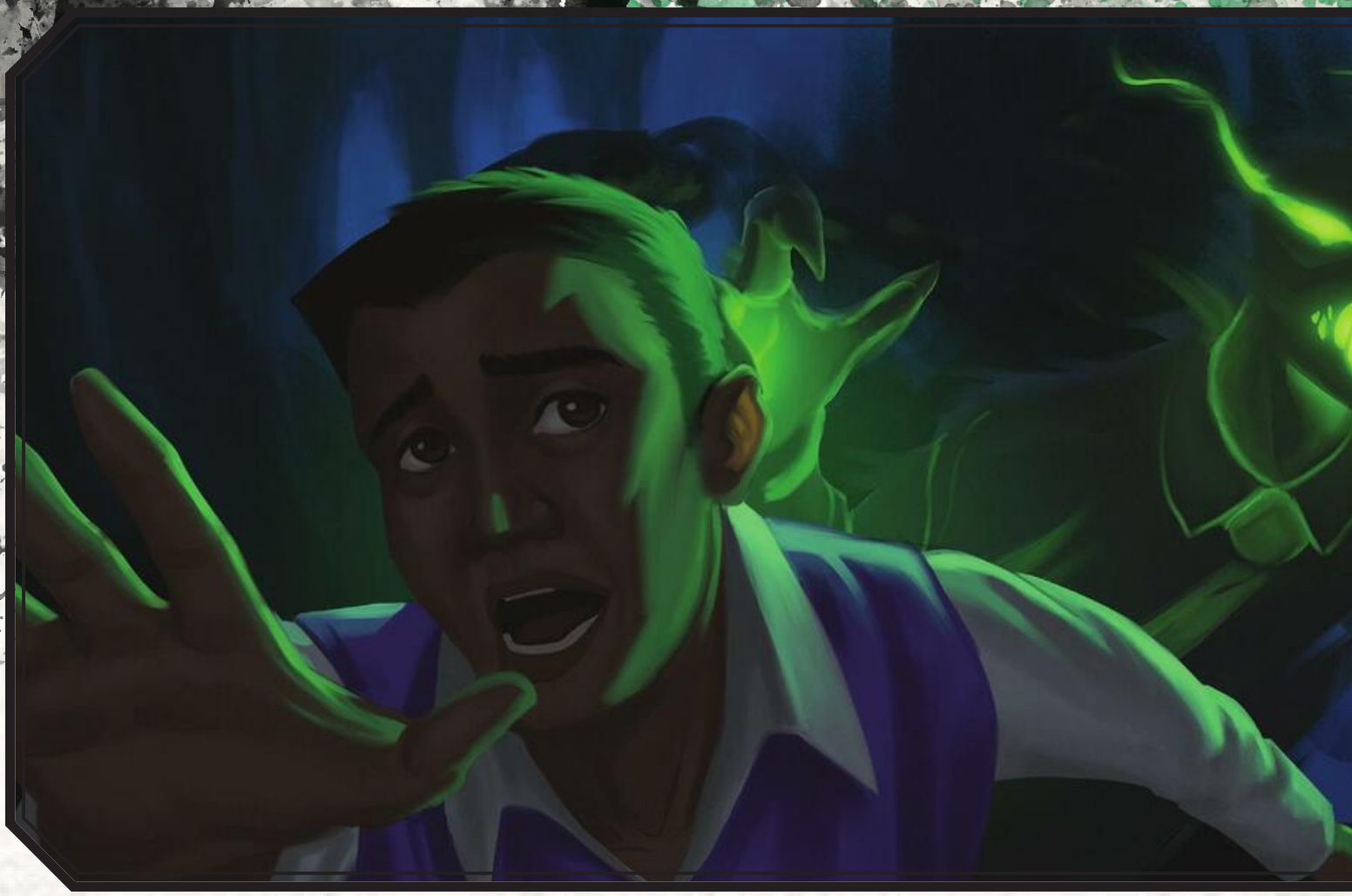
Like the mythical cult leaders that reside within, the Boardroom is mysterious and only spoken of in whispers by those that have spent lifetimes in Walmoria. Some say that the Boardroom exists behind the massive smiling face that constantly mocks those below, and it is by the Board's infinite whim that day turns to night. Others think that the Backreaches are not depthless, and if one can manage to race to the true 'back' of Walmoria with their wits still about them, they can enter the Boardroom, and face the untold horrors within.

NPCs

Sybil. An executive in the upper echelon of the Manageri, with vast knowledge of the eldritch powers of Walmoria, Sybil has been tasked with dealing with Interloper Disturbances. When a swashbuckling band gets too rowdy, they specialize in entrapping them in endless fetch quests, telling brave heroes to move gems from one area to another, or bring them a crate of magical eggs from Aisle 4. The mighty adventurers do not realize they are stocking shelves until it is too late and they are already on the payroll.

Lumbergh Ya'thanx. The iconic poster-child for middle management. A wry cynic, and a master of delegation, Lumbergh leads a platoon of managers who in turn lead platoons of lower managers who in turn ... Well, you get the idea. Lumbergh is skilled in social deception and misdirection, serving the board with his shirt well-tailored and his nose well-browned. Lumbergh and his army of cronies keep all of the Manageri's anti-adventurer records well-documented in Total Parties Slain—or TPS—reports.

Lancelost. A lowly shift manager, before getting lost in Walmoria and ultimately becoming part of the Manageri, Lancelost was a famous dragonslayer. These days the only dragons Lancelost sees are Draggin' Wagons, which he corals with such skill that many mockingly call him the "Knight of the Wagon." While they spend the endless days under the fluorescents counting beans with a clipboard, their muscle mass and combat prowess has not diminished. In fact, in their most private moments, they often wonder if management was really the best choice.



Motivation

The ultimate goal of the Manageri is the perfection of their order, and the eventual destruction of both the Shop Lifters, and the Cult of Kaeren—though how they plan to achieve this goal is anyone's guess. When the Manageri have meetings, they toss out a lot of buzzwords such as "driving the issue," or "roads to success," or even "it's just about finding the right balance." Naturally, none of these things is an actual plan, but it makes everyone feel good and productive. Individual manageri may strike out against the other factions using their minions, or perhaps using hired adventurers; However, it is rare to see more than one or two of the Manageri coordinating their efforts. Despite their boardroom bluster, the Manageri seem fairly content to dominate the competition the way they always have: in due time.

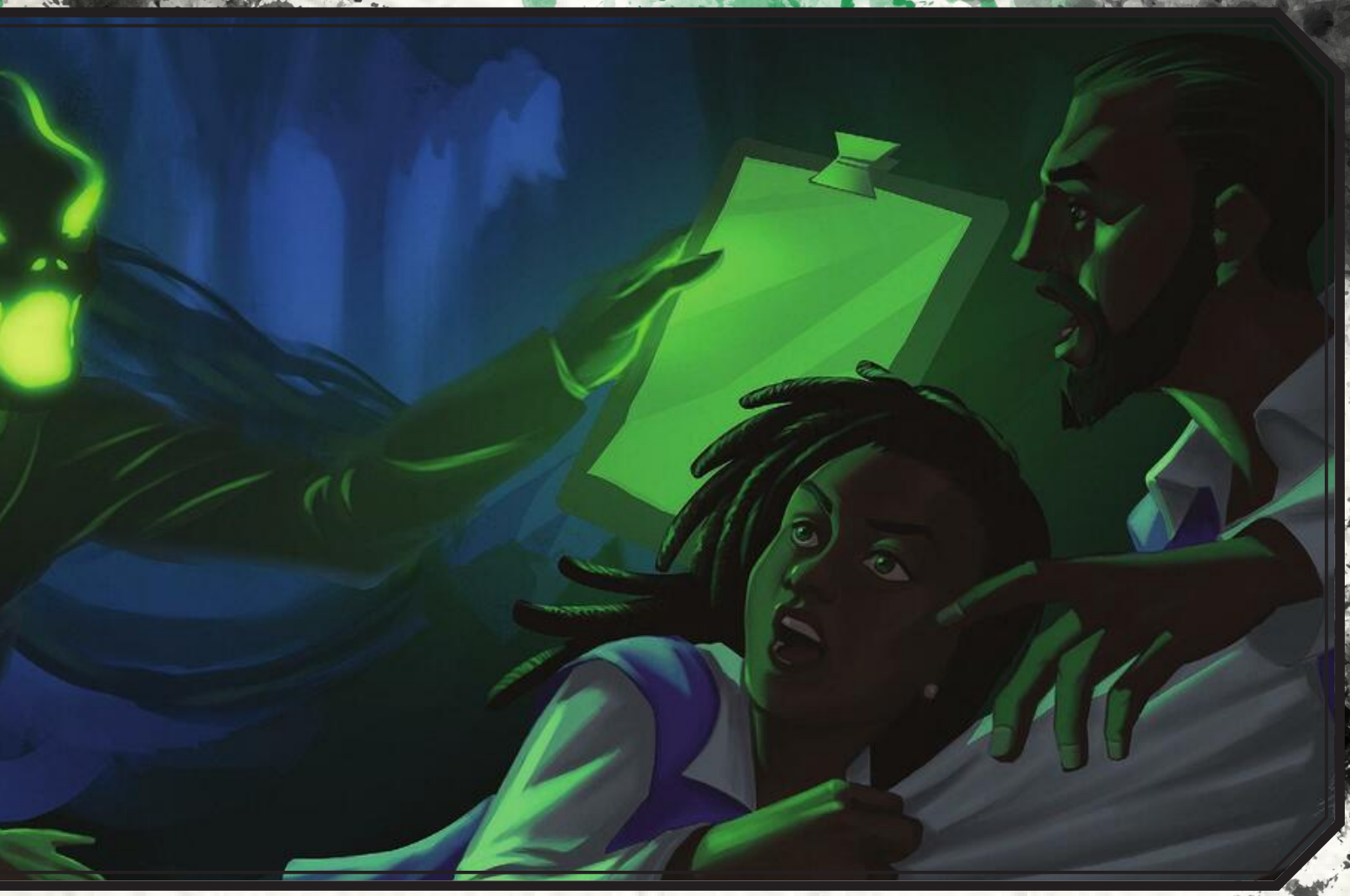
Stereotypes and Tropes

Walmorian employees who join the ranks of the Manageri have several traits in common. Many of them are charismatic, such that they rarely lift their own fingers, instead taking credit for the labor and accomplishments of those beneath them. Each member of the Manageri is obsessed with advancement, accomplishment, achievement, and promotions. They will micromanage those subservient to them, gathering vast quantities of meaningless data in the form of "metrics," which they use to justify their position on the dreaded quarterly review.

The Manageri Faction Opinion

Cult of Kaeren. "We of course value input from all our customers, and though we hold the right to refuse service to anyone being improperly disruptive, we have absolutely nothing negative to say on-record about the Kaerenites." *- Sybil*

Shop Lifters. "I know I'm not SUPPOSED to just let them go, cuz my boss isn't a super big fan of the Shop Lifters, but I dunno, they just seem so nice!" *- Lancelost*



Night Shifts. "I'm sorry. The Night Shifters are not under my purview. If you would like to speak to their manager, you can submit requisition form ID-GH2151675, and we'll get back to you within 10-12 business days. Thaaaanks."

- Lumbergh Ya'Thanx

Faction Opinions of The Manageri

Cult of Kaeren. "The only people who ever get anything done around here. At least they have a strict command chain, which means there's always someone else to yell at."
- Sindee the Rueful

Shop Lifters. "Pawns of the oppressors. There's nothing worse in Walmoria than the Manageri."
- Revo-Lou Shun.

Night Shifters. "Manager? Hey Brad, do we have a manager? I'm sure we do. Ask Damien, he's been here longer than I have."
- Not-Damien

Current Events

Two from the ranks of the Mangeri have recently become more active in their pursuit of the Manageri's goal. Lumbergh has taken to sowing discord between the members of the Cult of Kaeren. Often his main method of doing so is by fulfilling their requests with one or more purposefully made mistakes. The mass hysteria that follows is nothing short of magnificent. In the Backreaches, Sybil has been marshalling a force to attack the Tissue Palisade, a controversially high-effort move on her part. Meanwhile, whispers among the adventurers and Shop Lifter's network have recently turned to Lancelost, whose doubt in the righteousness of the cause is beginning to rise to the surface.

The Night Shifters

It is difficult to discern if the Night Shift members are fully conscious of their existence, as even the newest of new hires seem only vaguely aware of where they are. The deeper customers venture into the dark recesses of Walmoria, the more eldritch and alien the creatures they meet can become, straining one's concept of "reality" with every new aisle traversed.

The key feature of the Night Shift is that it is perpetual and unchanging. Despite whatever sales occur on the shop floor, whatever festivals drive hordes of feral customers in through the doors, whatever machinations the Manageri cook up, the Night Shifters know only "the job," and their constant, enduring vigil through the aisles.

As with many things presumed about the Night Shifters, where their lair is—if indeed it exists at all—is a matter of conjecture. Some rogue scholars who have studied them note that Night Shifters do not sleep or rest, and instead endlessly pace the aisles as they go about their repetitive patrols. They spawn directly from the darkness like shades emerging through an opaque web of black spider silk. One moment darkness, and then the gaunt face and purple vest of an employee with barely a heartbeat between the two.

"Can I help you find something?"

Leader: It Which Clerks In The Darkness

An amorphous, inky black stain whose will dominates the whole of The Backreaches, It Which Clerks in The Darkness sometimes appears as a pseudo-hive mind composed of the many twisted things that haunt the shelves: a rhythm to which The Backreaches moves. Other times, It reveals itself to be a distinct individual entity with its own maleficent designs. Enormous, tentacular, and hostile, it reigns with the spiteful aggression of the Manageri. Yet in form, it is something completely different, as though the taint of Walmoria evolved it – or possibly devolved it—into a striking force of evil in its own right.

Survivors of the Backreaches claim to have heard the creature speaking in whispers. Often, it delivers scathing insults from the next aisle over, or its aspects argue the merits of the Astra-Bellum series. Sometimes it whispers directly to the unaware shopper, telling them it shouldn't even be here, especially not today. Less-than-sensible adventurers have colloquially given it the title "It Which Clerks In The Darkness."

Headquarters: "The Backreaches"

Though the Night Shifters do not necessarily lay claim to one specific lair, they operate freely and openly throughout all of The Backreaches, a mysterious demi-plane somehow squatting in space between the darkness and the true soul of Walmoria. Here, an infinite number of employees tend an endless catalog of stock that the Shop Lifters and the Kaerenites would kill to get their hands on—if only they could find the entrance. It is here that It Which Clerks In The Darkness is said to lurk as well, attending the shop floor only under auspicious and secret circumstances.

Most presume that if Night Shifters can pass between the shop floor and The Backreaches, there must be a way that a daring adventurer could follow them—a hidden door between shelves or a secret cantrip to open a portal from thin air. Even if this were true, what would be found on the other side would undoubtedly make a person the richest alive – should they be able to remain that way.

NPC

Tim Bundydill. In his dissertation, Dr. Egil Finejar wrote, "Walmoria didn't need more mysteries and yet: Tim Bundydill still exists." Tim typically appears before travelers as a stylishly dressed and oddly disarming-looking shopper. He dazzles adventurers with his reality-bending powers, and on occasion he murders somebody. Tim's powers range from the simplistic lighting of hallways to the ability to pick up cursed objects to his ability to reshape Walmoria at will. Tim claims to have witnessed the rise of Walmoria, the awakening of Urth's races, and even the first rain. Some have theorized that Tim might be a member of The Board. In contrast, others believe that he might be the undying heart of Walmoria, or perhaps even the ageless center of all evil in the universe. Though here, within the confines of Walmoria, he's just Tim.



Theor Bearsbane Rose I. Once a beloved King of Murka, Theor Bearsbane Rose I was one of the only kings to ascend to power on the backs of neither The Communal party nor what became The Don's Party. Instead, Theor championed The Owlbear Party, and indeed many came to see the mighty animal as a sort of kindred spirit. Though famous for his negotiating tactic of carrying a greatclub but otherwise speaking quietly, the boisterous and fun 26th King of Murka goes silent when asked how he came to be in the employ of It Which Clerks In The Darkness. Sadly, the real Theor died many decades ago. The version of him that wanders Walmoria is a weirdness-warped Warforged, originally intended to stand guard as an animatronic display at a King's Day ceremony many years back, and accidentally left behind by the party coordinators. Left in The Backreaches, this version of Theor gained sapience, and a strange confirmation of identity that assures he is convinced that he is truly one of Murka's most beloved kings.

Arfur Foxache, Loss Prevention Ogre. The Loss Prevention Ogres seldom have much in the way of personality beyond the low-level crudeness required to enjoy punching people into bloody ruins and stapling the remains to the walls. Arfur, who generally roams the edges of the darkness near the Check-Out, is the exception. Whether he simply doesn't realize the brutality that he inflicts on his unfortunate victims, or through a quirk of nature is allowed to enjoy that violence wholesomely, Arfur is an unusually amiable and chirpy kind of guy. He's quite happy to stop for a chat and to point customers in the right direction if they ask nicely. If they ask rudely, he has been known to turn a fully grown Goliath inside-out via their mouth—but he always apologises afterwards.

Motivation

The Night Shift's motivations are vague to say the least. While their ultimate goals are seemingly unknowable, people do know what motivates the Night Shift in the short term. Scant details teased

out of new hires and the lucky few who have ever been rescued from that dark damnation can be summed up in two primary motivations:

The first is "Hiring." Though seemingly limitless, the Night Shifters always claim bodies after fights and drag them away into the shadows, only for the unlucky person to later be seen, dazed and squinting, as part of the employee "family." The need to expand is as instinctive to the Night Shift as breathing might be to the living.

Secondly, there is "the grind." Night Shifters are constantly distracted by getting back to "the grind" and little else can hold their attention for long. What specific tasks or profession "the grind" refers to remains a mystery.

The Night Shift Faction Opinion

The Cult of Kaeren. "She wants to see the Manageri, does she? Heh heh heh heh..." *- Tim Bundydill*

The Manageri. "They should try doing MY job for a bit, then they'll know what hard work is like!" *- Theor Bearsbane Rose I*

The Shop Lifters. "Smash!" *- Arfur Foxache*

Faction Opinions of The Night Shift

Kaerenites. "FINE! But I'll be back, and I'll make sure that the REAL Manageri knows what you've just said to me!" *- Tiffany of The Living Laugh-Love*

Manageri. "What do they even DO all night? It's just a bit of tidying up, nothing like having to deal with customers all day!" *- Bur Rogandy, District Manager of Walmoria #625Δ3*

Shop Lifters. "The Night Shifters are most in need of our help! If we can get to them early enough, we can still save them. If not... Run." *- Hoodie Roberts*

Stereotypes and Tropes

The Night Shift has been likened to a vast legion of the undead—pale skin due to lack of sunlight, haunted eyes, stunted conversation, and a tendency to degrade into abominable humanoids more monster than man. In truth, they're more like alien predators: perfectly alive, but strange, misshapen, and with an impenetrable culture all of their own. They are perfectly suited to their own environment and immensely deadly to those who catch their attention.

Current Events

The Night Shift is generally prevented from expanding its territory by the bright lights which are prevalent at the front of the store. Few of its employees will risk approaching the front except in truly dire situations. In the same vein, the mysterious environment of the deeper, darker aisles and their proximity to The Backreaches are anathema to all but the most hardened of customers, making invasion a costly and unpredictable ambition.

This is not to say that life in the darkness of Walmoria is stagnant or without event. Wherever the Night Shifters roam, the store itself changes around them. Adventurers camping for rest under a display of gaudy decorations might wake to find themselves amidst shelves of porcelain and eating utensils, and an intrepid hero exploring the deepest aisles may find entrances closing behind them as the labyrinth herds them deeper into the shadows. Perhaps one day, their efforts will meet a culmination, and "the grind" will come to a halt.

Shop Lifters

The Shop Lifters are a resistance movement who thrive in the in-between spaces of Walmoria. They are the brave adventurers who have delved into Walmoria's depths and stared into its heavily discounted abyss, unafraid. Many of its members were once simply shoppers or travelers who found their way into The Backreaches, and when confronted with the vile darkness which lay within, took it as their responsibility to right those wrongs.

They are especially focused on freeing Walmorian employees who were hired against their will, effectively liberating their souls from the grasp of It Which Clerks in the Darkness or the Manageri. They use whatever means they have to achieve this goal, taking food and shelter from and amongst the shelves, and making their home in a wandering treehouse that strides through the inhospitable labyrinth of The Backreaches.

Headquarters: The Tissue Palisade

The Shoplifters live in The Tissue Palisade, a giant tree house made of 720 ply toilet paper. The Tree House is enchanted to roam the aisles of Walmoria and keep the Shoplifters on the move, out of reach of their enemies. While it may have a somewhat child-like exterior, the interior is all business, complete with barracks, a war room, training rooms, a comics room, and a mess hall. The Shop Lifters work day and night to stop the forces of Walmoria from achieving its dastardly goal of total domination. As individuals, they each take special care not to let any of their members fall into the same well of despair that the outside world so readily provides. Thus, Friday nights are for dance parties on the roof.

Leader: Soo Chal Justicé

Soo Chal Justicé is a transfemme human, a punk barbarian, and most importantly, a beloved community leader. Soo Chal founded the Shoplifters when her girlfriend went to Walmoria to buy supplies for an anti-gang protest and never returned. After weeks of pleading with the staff in the front of the house, Soo Chal entered the depths of Walmoria and vowed to not leave until she saved her girlfriend—and she hasn't left since.

Through perseverance and self affirmation, Soo Chal found a way to permanently ward off Walmoria Weirdness. This, coupled with years of survival in The Backreaches, drew companions and followers to her side. Eventually, Soo Chal and these original few became the founding members of the Shop Lifters.

NPCs

Madame Snap. This grung bard's impeccable fashion-sense distracts only temporarily from her whip-like tongue and razor-sharp wit. At least, that's what outsiders see. In the Palisade, Madame Snap has an unending well of patience for her fellow shoplifters. In recent years she has become a mother to the group and, while not in an official position of leadership, she helps the group's youngest and newest members find their way forward in life. Her advice is valued highly by all. It's not



uncommon to see Madame Snap and Soo Chal in deep conversation, both relying upon the other's wisdom and experience to guide their actions and, by extension, the faction they love so much.

Diligence. A transmasc Firbolg with charcoal skin and fur, Diligence is the group's head wizard but doesn't let his arcane studies stop him from pursuing his love of dance or a quiet moment with his boyfriend. He is a studious but quiet man who exudes a silent strength that many members find reassuring. Diligence tends to prefer caution, and forethought, to blind action. While many in the Shop Lifters are frequently frustrated by his cautionary approach, Diligence's tactics have undeniably saved lives in past conflicts.

Radiance. A dark-skinned nonbinary aasimar, Radiance is second only to Soo Chal in the command structure of the Shoplifters and beloved by nearly all its members. Radiance, often referred to as "Rad" by their friends, always has an open ear and an open heart for those in need. Often considered the emotional core of the Shoplifters, Rad's priority has always been doing the right thing even if that means taking the jobs no one else wants to take. To Radiance, doing the right thing is, and always will be, more importantly than things like convenience, or even safety. Rad's convictions and their relentless pursuit of those convictions often brings them into conflict with Diligence and Madame Snap, but in the end they always find a way to do the right thing.

Motivation

The Shop Lifters' goal is to save every lost soul trapped in the depths of Walmoria, and they will lie, cheat, steal, and fight until they succeed against the system that is rigged to defeat them. Nearly every aspect of Walmoria works against the Shop Lifters, from the changing aisles, to the Kaerenites' violent tantrums, to the darkness growing in the ranks of the Night Shift, to the Manageri's insidious schemes. They fight these things zealously, for the sake of their friends and fellowship, and while there may be a day when the strength of those bonds break, the Shop Lifters like to remind both themselves and their enemies that it is not this day.



Theft and the Shop Lifters

Despite their name, the Shop Lifters do not necessarily steal. Rather, they liberate exclusively what they need from the heartless mega-entity that is Walmoria. When it comes to spending money, they instead use the labyrinthine tunnels of The Backreaches to travel to other locations in Murka to buy supplies from local vendors who are usually quite happy to see them.

Soo Chal sees this as another front to fight the war against Walmoria's ever growing presence. Shop Lifters can often be found in Flavor City and the Hall of Murka stocking up on necessities and the occasional disco ball. Rumor has it that Soo Chal collects MAG-X cards but refuses to take the ones she finds in Walmoria.

The Shoplifters Faction Opinion

The Cult of Kaeren. "They can be just as much of a problem as the Manageri, and should be taken just as seriously. Also it feels really good to take them down a peg."
- Radiance

The Manageri. "The big bad of Walmoria. We have to stop them at all costs. They are planning something big and it could mean the end for all of us."
- Madame Snap

The Night Shift. "The poor souls we have to save. Walmoria has taken everything from them. I only wish we could do more."
- Diligence

Faction Opinions of The Shoplifters.

Kaerenites. "They'd be useful members of society if they just stopped trying to be so... different. They'll become more conservative as they get older. I did."
- Jyll Smythe

Manageri. "Per our responsibility to the Board and our shareholders, we take all reasonable steps to permanently erase any who unlawfully use or damage Walmoria assets!"
- Press-statement released by the Manageri regarding "The Action Figure Incident"

Night Shift. "Who?"
- Nameless, a Forgetful Echo

Stereotypes and Tropes

You will not find a more eclectic group in Walmoria. The Shoplifters welcome people of all shapes, sizes, creeds, and colors that wish to strike back at the same fear that once took their own hearts. Their ranks feature former Night Shifters, Manageri, and even reformed Kaerens. At first, many thought joining would be an excellent way to infiltrate the organization, or find a weakness, but on the contrary, the traumatized Night Shifters, repentant Kaerens, and even the saved Manageri are protected with such a ferocity and shown such kindness that oftentimes would-be-infiltrators become defectors.

Current Events

Recently Soo Chal came within a hair's breadth of finding her girlfriend, the impetus for her arrival in Walmoria. Unfortunately, Soo Chal was so focused on her search that she ignored the dangers of venturing into the Warehouse, and her party was ambushed by the Night Shift. While Soo Chal made it out, her party was decimated. With Soo Chal bedridden and recovering from her wounds, the Shop Lifters find themselves in a crisis of leadership. Each of Soo Chal's lieutenants is struggling to find common ground with the others, and the faction is grinding to a halt as they can no longer determine the right direction to go in.

Meanwhile, word about the infighting and fractured nature of the Shop Lifters may already have gotten out, and should it reach the ears of the leaders of the other factions, they may try to take advantage of this momentary weakness. Worst of all, rumors abound that Soo Chal's girlfriend herself may be among the ranks of one of the Shop Lifter's enemy factions, and with her fate still unknown, they seem more and more true every day.


GOBLIN
SPAM
POISON
IZZA
Fishel Shimmy Cereal
DONNER DELIGHTS


SURPLUS
PICKLES
EYEBALL

Ads and Adventure Hooks

Raiders of the Lost Aisle

A new configuration of shelves and aisles has opened up an area of the store not seen in generations: an entire department of new stock, unexplored by anyone in living memory. The party must find and traverse the new path, compete with Shop Lifters and Night Shifters, and get what offers they can before the next configuration seals it—and them—off forever.

You Shouldn't Even Be Here

Distant howling and the shrieks of twisting metal indicate that the Night Shift Manager walks the aisles in a particularly hostile mood. It is up to the adventurers to evacuate as many other adventurers, shoppers, Shop Lifters, and allies as possible before It Which Clerks in the Dark comes, or if they dare, risk trying to drive it back into its lair in direct confrontation.

Saving Some Guy Named Ryan

Ryan, a member of the Night Shift, has heard tales of The Shop Lifters getting people out of Walmoria. Ryan offers to pay the adventurers to escort them to the Tissue Palisade, before it's too late and they lose what memories they have.

Justice For Soo Chal

Soo Chal has gone missing! The adventurers are promised a hefty reward to find her and to be discrete about it.

There's Something On The Shelf… Some… THING!

A shelf gremlin has taken some of the party's stuff while they were sleeping! They must follow the trail of mismatched shelf items deeper into Walmoria to reclaim their lost items.

A Tale of Two Toys

A toy from the Aisle of Lost Toys, one P.I. Moe Combat Detective Action Figure asks you to solve a mystery. Recently, Moe's partner went missing after being played with by a child made of shadow. Moe needs the party to track the shadow child beyond the borders of the Aisle.

Wigging Out

A Privilege of Kaeren watches as two of their priestesses have an insult contest. During the argument, one of them literally pulls their hair out and a magically enchanted Kaerenite wig flies through the air and attaches to one of the party members. For a favor, the Kaerenite will remove it, but it must be done quickly before the color sets and they lose their friend permanently.

A Quiet Spot

You stumble across a small glade filled with sweet smelling grass, flowers, and dappled trees. It is quiet, and calm, and there is not a sale in sight. What…is this place?

The Basics of Decency

You see two Kaerenites at the end of a deadly argument. One of them stalks away, victorious. As you watch, the defeated Kaerenite slowly removes her wig. She appears to be… feeling remorse. Do you approach her at such a moment? What could have caused this momentous event?

Neither Rain, nor Sleet, nor Clerk of Night

There are three sealed crates with a Walmoria-branded letter attached, addressed to you by name. It reads: You will deliver these crates to the Shop Lifters as a pre-negotiation goodwill gesture. Signed: The Manageri. Have a great day in Walmoria! Well. That's unnerving. Should you … deliver them? What's in them?

Disco Inferno

The party becomes lost within the depths of Walmoria, in the distance they hear the sound of music and a party?

Commercial Treasure 2: Shelf of Secrets

Legends around town are growing that a famous adventuring party barely escaped the depths of Walmoria, but in the process lost most of their magical equipment. Now, their legendary gear is

just sitting there waiting to be claimed by those brave enough to find it—but only if they can do it before it becomes stocked.

You Got Caught Up In The... CROSSFIRE!

A battle has broken out between the Manageri and the Shop Lifters in the front of the store, and the adventurers are caught in the middle!

Required Experience For A Dream

A Walmoria entrance has formed in the characters' hometown and at night the citizens have strange dreams urging them to sign on as employees. People start to go missing with no evidence to their whereabouts and each time someone disappears, the entrance to Walmoria grows bigger.

A Store Is Born

As the party exits towards the front of the store, they find a malformed, incomplete version of the checkouts, pharmacy, and Gates of Exidor. It seems they've stumbled upon an entrance to Walmoria that is still in the process of forming, emerging into a new town somewhere in Midwesteros.

DIY, Clothing Rack, Toy Aisle, Spy

The Manageri has approached you and your party, and is offering money if you can root out the Shop Lifter spy in their ranks. Soon after, the Shop Lifters also approach the party, asking them to instead help them bury the spy so deep that the Manageri will never find them.

A Crisis Story

Upon entering Walmoria, a mother is seen begging for help. She reluctantly decided to bring her daughter to Walmoria to get her favorite toy: an official Barbarian Bree, battle-action combiner set limited edition action figure, with a writwit tablet in her back and a sundial that tells time! Unfortunately, she, and the entire toy aisle, have disappeared further into The Backreaches.

Duelist Kingdom

A MAG-X tournament is coming! Duelists are buying booster packs in droves. An ongoing bounty for ultra rare cards and unopened packs is enough to make a quick trip into Walmoria a fortune—for those lucky enough to find them.

Everyone Must Stay

It's a massive close out and restock sale in Walmoria! Shoppers are promised 75% off anything in their carts! With a full week to find their items! The only catch is that there is a limited number of carts, and once everyone is in the doors lock behind you ...

Soy Enfermo!

Blocks of Killer Tofu have infected a local village that desperately needs a cure. Tales tell of a bottle of *pepto abyssmal* that the Pharmacy stocks that should do the trick. Townsfolk are in no shape to go in after it. Will you, brave adventurer, help them?

Wicked Wagons

A large, fearsome half-orc dressed like what can only be described as "a murder clown on fire" invites – threatens? – the party to participate in a no-holds-barred demolition derby on the Black Prairie. He claims that the winner gets a free use of the *wish* spell.

Cold Fusion

Rumors suggest that a Planes Cracker bomb was stored in the tundra of the Frozen Aisle after the fall of Rutha in the Frozen Wars. The Planes Cracker contains highly unstable magical energy, and Interfacing wizards who have studied the bombs over the decades worry that a rapid change in temperature might be enough to detonate it. The Manageri have offered your party a significant discount should you find the bomb and fix the failing icebox that may or may not hold it.

I.C. Winners.

Some legendary figures have been frozen here as well, taken by the Manageri as great prizes to hide away. Warrior Poets like Two-Paws and Enlarge Reduced are said to be suspended here in the Deep Freeze Vault, their knowledge and magics frozen with them. There are also rumors that the head of Diz Nay himself is frozen here as well, but the followers of Remus Rat vehemently deny that and will hunt down those that claim it to be true. Regardless, your mission is to hunt down a Flavor City delivery boy who never came back, a halfling named Frai.

JOURNEY ONE - TO THE GREENHOUSE

1 - Back in clothing... why can't I get to the greenhouse doors?

2 - Crafting supplies: encontered a party of smiths buying iron stock & gems and a group of grannies who've been looking for yarn for days.

3 - Found the yarn! All of it blocking the asile for yards. dug through to the 1st junction - of course, it only goes AWAY from the greenhouse.

4 - Snacks! A bit dim in here. sticky floor. reminds me of midnight raids on the pantry when I was a child for some reason.

5 - Here there is a big hole in the floor & a raised drawbridge! No way through & it smells like sulfer and brimstone fumes wafting up.

6 - I think I stumbled on one of the mythic warehouse entries! It's made of thick oak timber,with a real stone arch. like a castle gate. Locked.

7 - Somehow I am back at the drawbridge! And still on the wrong side, despite coming from the other direction... Am I never going to get to the Greenhouse. Must backtrack to the Oak door and try again.

8 - Hell pit. The edges seem to be crumbling in constsantly, yet the hole is not getting any larger... It felt like it was trying to pull me in - luckily I was in the Mountain climbing supplies aisle. Everyone should have a pair of ice-picks! Will buy them if I ever make it back to the foyer. Escaping took all of my strength. must find somewhere to rest.

9 - An ancient temple. Dusty cobwebs. Strangly peaceful. am going to baracade myself in the hollow under the alter for a nap... so tired.

10 - Woke up under the ladies summer dresses rack in the clothing department. Have I accidently found a new 'safe exit' from the backreaches? Baught the ice-picks. Now for food from the bazaar.

JOURNEY TWO - NOT TO THE GREENHOUSE

1 - Am setting off in the opposite direction this time... There is method to my madness, for perhaps, if I am trying NOT to find entry to the Greenhouse, I will accidently find my way there...

2 - Found Two Paws the poet. not a statue... the actual Two Paws... frozen and stashed inbetween the frozen peas & corn.

3 - Demonic circle in the middle of a maze of dead ends. I kept finding myself back at it & each time it was humming louder. The last time, the sound stopped suddenly just after I left. I ran. and ran. there was something following. dead ends and turn arounds everywhere.

4 - Found the way I got into this maze. the Aisle now ends suddenly & bends verticaly up into the space above. I have to get out of here.

5 - Eahausted. finaly found a way out and seem to be back in the snack aisle. definitly the same one - My footprints are still on the floor... Although the floor is now one of the walls.

6 - Tried to backtrack previous journey. This aisle has become a deep pool of tar & the accessable shelves are full of feather pillows... That might explain the angry mob of giant 'birds' I thought I saw an hour ago.

7 - The Giant Brix-it walls around the toy aisle are as impressive as I had heard. The bright lightsb make a welcome break from the normal gloom out here in the backreaches. very noisy, but chearful.

8 - Walrog - fiery deamon of nightmears. probably crawled up out of the magma pit, unless it escaped from that demonic circle. If you smell brimstone and hear breathing like a set of giant bellows... run fast.

9 - Never have I been so glad to smell the sweet clinging scent of 1000 different oils all mixed together... or to be greated by a Kaeren.

JOURNEY THREE - GREENHOUSE BOUND AGAIN

1 - Back at it, trying to find the Greenhouse enterance again. Thought I found a way through what had prevously been a dead-end. Unfortunetly it seems to have led me to the snow globes aisle I rushed through when I escaped he Walrog last time...

2 - For a moment I thought I had found the greenhouse, but I have stumbled across a dank little cavern with a small stream flowing through and giant glowing mushrooms everywhere instead. Looks like someone has been harvesting the mushrooms. There is an exit at the other end.

3 - After stumbling through a maze of twisty tunnels, I find myself in a another cavern, this one lit by glow worms. There is a sad lake with old swan shaped boats on it and an island covered in grubby broken toys.

4 - Leaving Swan-boat Lake, I find myself back in the toy Aisle!

5 - Snack Aisle again. This time it is stocked ony with gobstoppers.

6 - Snake pit! Last time this was a wide tidy aisle of miscellaneous cutlery.

7 - Made it to the Temple again. just in time, I was about to fall asleep on my feet & am very ready to get back to the safe areas.

7 - Next morning: Still here. The temple didn't transport me back.

8 - Ran accross a mobile tree fort run by the shoplifters crew! Tbhey kindly showed me a secret short-cut back to crafting supplies.

9 - Short cut was exactly where Glimra said it would be. Crafting Supplies seems to have it's yarn supply back today. Hopefully I can find my way back to the foyer from here.

10 - Back in the safe zone. The Back Reach gets weirder every trip!

JOURNEY FOUR - RAMBLING

1 - Thought I had found the way to Crafting Supplies again. But no, The way is now blocked by an ancient gryfen's nest.

2 - Found a delightful little grotto with an evil looking shrine in it that pulses red and electric blue ... gave that a wide berth on the way through.

3 - Found the Snow Globe Aisle again - except the 'snow' is all black this time, and gravity is a little random - nearly floated away in the middle.

4 - Somehow managed to find my way back to the Toy Aisle again ... it's like some places back here have loadstones in them that pull you towards them. Leaving the Toy Aisle was a challange! The stuffed toys all came to life and tried to keep me in the aisle. Eventualy escaped by accidently falling throgh a display of paint. Am going to be leaving a trail coloured footprints for a while....

5 - Dragons lair - didn't hang around as it lookd very unfriendly. It did have a very interesting looing hord - If I am ever in the area again while the dragon is away....

6 - Frozen foods again! I am skipping around all over the place today.

7 - And Snacks Aisle again - only I think this is a new one - there is a LOT of dust and no footprints on any surface. have left some rainbow paint on the walls.

8 - Found the Pharmacy and made it safe back to the foyer... but only after yet another near run-in with the Walrog. Am I ever going to find the Greenhouse?

JOURNEY FIVE - FINALY MADE IT!

1 - Here we go again. Another attempt. Almost imediatly had to cross a festering pond on an old wobbly log bridge. And then soon after that I found the Dragon's Lair again - via the same aisle that dumped me in Frozen foods last time!

2 - Pots & Pans - They were tucked away up a quiet dead end before - if it is even the same aisle? Now I can pass thrugh easily, though it sounds like a pack of invisible toddlers are haunting the area. Absolute bedlam.

3 - The new snacks Aisle again, the one I put paint on the walls of. Had to be careful walking through as the floor was covered in slippery patches of jello.... and some of them were very very deep... bottomless jello puddles!

4 - Pharmacy is still in the same place... but I am not ready to call it a day yet. Tripped over a bucket of golf balls and found myself back near where I found the Walking Tree Fort. It's like the Backreaches are trying to toss me out today by offering up easy ways out. Am going to explore some of these side passages instead.

5 - Came out on a high ledge overlooking Swan-Boat Lake. The boats were racing eachother around the lake and giggling... until I stepped into the light of the glow worms; Then they stopped moving and pretended to be dumb boats again.

6 - Found the Gun Aisle - there is a lot of very shiny gear in here. Some of it looks like it comes out of a history book, and some from a sience fiction story.

7 - Left the Gun Aisle and found myself back near Crafting Supplies again - Since the yarn avalanch has been cleard up, may as well explore that way now.

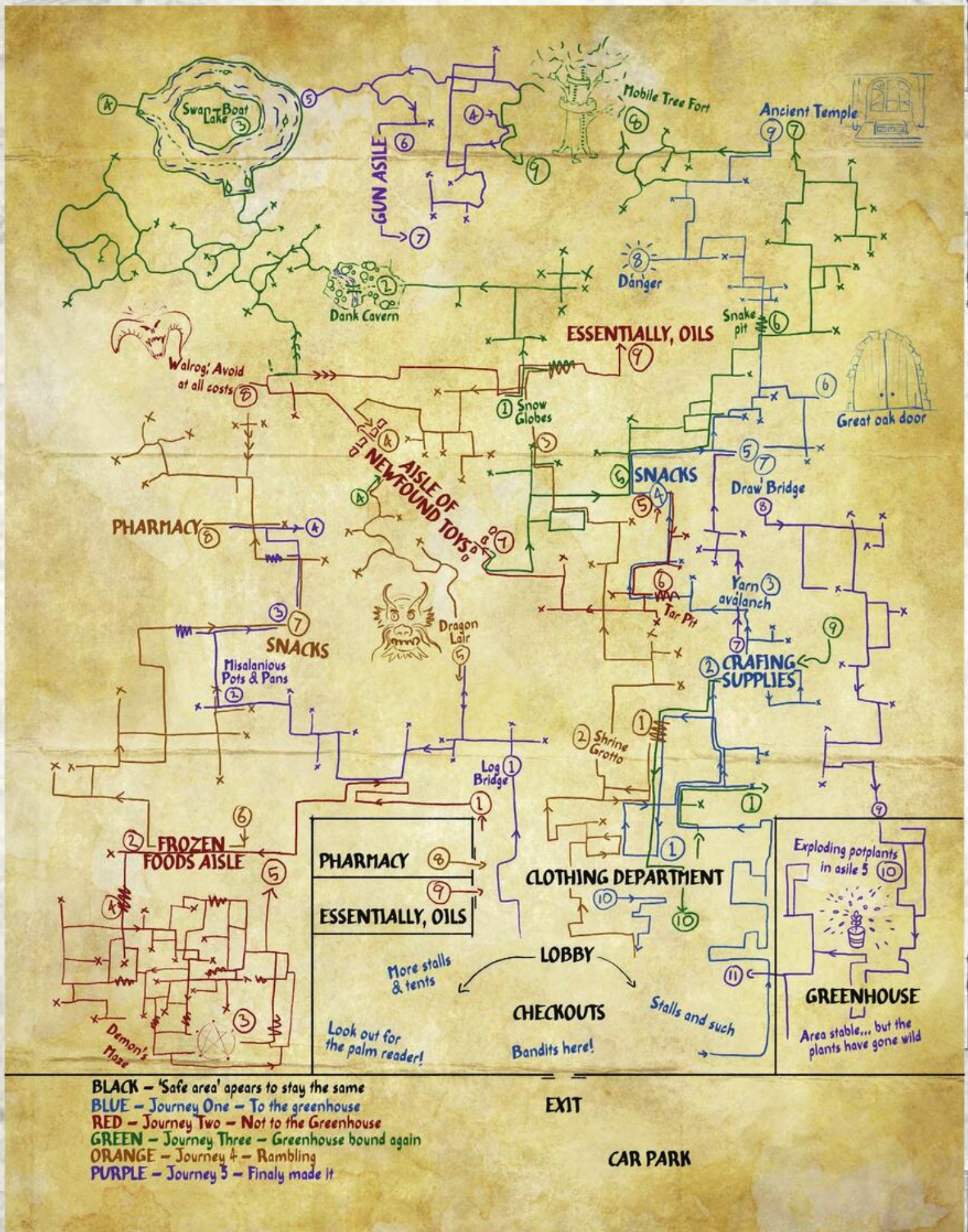
8 - Found the Drawbridge again... and this time it is down! Painted on the bridge is a big arrow and a sign saying "Greenhouse This Way". I suspect it is a trick, the backreaches is a mess. But I may as well see what is over this way.

9 - MADE IT! I actualy found the doors to the greenhouse! it looks rather steamy and humid in there and there iare strange scratching noises... but onward ho!

10 - The greenhouse may be a stable location... but the plants have gone wild. there were exploding potplants, vines that tried to trip me up and pick my pockets, cacti dragging themselves around and leaving spine traps all over the floor... not a place for the feint at heart. Found the Blue Sleep-Rose I wanted though.

11 - What do you know? there are doors into the foyer after all...

11B- One way exit doors. Sigh. They disapeard as soon as I was through.


Swan Boat Lake
GUN ASILE
Mobile Tree Fort
Ancient Temple
Danger
Dank Cavern
Snake pit
ESSENTIALLY, OILS
Walrog: Avoid at all costs
Snow Globes
Great oak door
AISLE OF NEWFOUND TOYS
SNACKS
Draw Bridge
PHARMACY
Yarn avalanch
Tar Pit
Dragon Lair
SNACKS
Misalanious Pots & Pans
CRAFING SUPPLIES
Shrine Grotto
Log Bridge
FROZEN FOODS AISLE
PHARMACY
ESSENTIALLY, OILS
CLOTHING DEPARTMENT
Exploding potplants in asile 5
More stalls & tents
LOBBY
CHECKOUTS
Stalls and such
Look out for the palm reader!
Bandits here!
GREENHOUSE
Area stable... but the plants have gone wild
Demon's Maze
BLACK – 'Safe area' apears to stay the same
BLUE – Journey One – To the greenhouse
RED – Journey Two – Not to the Greenhouse
GREEN – Journey Three – Greenhouse bound again
ORANGE – Journey 4 – Rambling
PURPLE – Journey 5 – Finaly made it
EXIT
CAR PARK


teen ROGUE

Equipment and Treasure

Mundane Equipment

Clean-up Kit

This case of soaps, grease, and brushes lets you free a surface from dirt, marks, stains, or signs of a creature's presence. Proficiency with Clean-up kits lets you add your Proficiency Bonus to any Ability Checks you make to clean or remove evidence from an area.

Murka Magic Prices

The following is a rough breakdown of costs for spell scrolls and magic items by type and rarity. These costs are the standard price, including sales tax, before inflation.

Cost of Spell Scrolls

Rarity	Cost
Common:	50-100 gp
Uncommon	101-500 gp
Rare	501-5000 gp
Very rare	5001-50000 gp
Legendary	50001+ gp

Scroll Rarity by Spell Level

Level	Rarity
Cantrip-1	Common
2nd-3rd	Uncommon
4th-5th	Rare
6th-8th	Very rare
9th	Legendary

Magic items are intrinsically difficult to price out. Feel free to use this guide as a possible breakdown of costs of magic items and how to apply costs to personally created magic items.

Major/Minor Tier Items

Because of the inconsistencies involving the inclusion of Major and Minor tiered items in 5e, we've elected to not include a delineation between the two - please use your best judgment if you feel that denoting Major Items vs Minor Items is important to your game.

Use	Common	Uncommon	Rare	Very Rare	Legendary
Consumable	50-70 GP	250-350 GP	2,500-3,500 GP	25,000-35,000 GP	125,00-175,000 GP
Limited-Use	60-80 GP	300-400 GP	3,000-4,000 GP	30,000-40,000 GP	150,000-200,000 GP
Charges	70-90 GP	350-450 GP	3,500-4,500 GP	35,000-45,000 GP	175,000-225,000 GP
Permanent	80-100 GP	400-500 GP	4,000-5,000 GP	40,000-50,000 GP	200,000-250,000 GP

Corporate Vouchers

Any retailer can tell you the importance of a good voucher. It can get new customers in the door, or bolster relations with existing customers. Of course, these are only the typical, common vouchers, geared towards strengthening the consumer-retailer relationship, and not some magical booklet or blessing bestowed by the universe. These simple pieces of paper, though occasionally enchanted, are usually nothing more than honored promises, provided the voucher isn't expired.

Vouchers, often given freely, can be gathered in a variety of ways: given by retailers, collected from quest boards or scribing papers, dropped by enterprising foes, or granted by mythical beasts or mythical beast affiliates.

Dropping the hint that there is a place called The Hall of Murka with a well-placed voucher while travelers shop for goods in Walmoria allows for organic world-building growth and promotes travel between cities and events. Creating your own Vouchers to fit your world is a fun way to lead the party in many different directions.

To create a voucher, roll on Table 1 for a location and again on Table 2 for a discount to show on the Voucher.

Table 1: Participating Voucher Location

d20	Participating Store	Location
1	Wilbur Wendelsey's Confection Emporium	Hall of Murka
2	Richard's Hunting Wares	Hall of Murka
3	Zephyra	Hall of Murka
4	Victor's Secrets	Hall of Murka
5	Seers	Hall of Murka
6	Forever 201	Hall of Murka
7	Theaplex	Hall of Murka
8	Make-a-Minion	Hall of Murka
9	Golden Arch HQ	Flavor City
10	Awe-Stand Trailhut	Flavor City
11	Peppie's	Flavor City
12	Amalgam: Pizza Hovel + Taquito Chime	Flavor City
13	Beakers	Flavor City
14	Charlotte E. Damms	Flavor City
15	The Pits of Food vs Man	Flavor City
16	Benne Jerryzet Grand Parlour	Flavor City
17	All Leaf Garden	Flavor City
18	Boughie Grille	Flavor City
19	Kale'fornia Pizza Titan	Flavor City
20	Walmoria	Walmoria

Table 2: Voucher Type

d8	Description
1	Get 25% off of your total purchase under 300 GP at participating stores.
2	Get 50% off one item of 500 GP or less at participating store locations.
3	One way trip. Use this coupon to teleport up to 7 willing creatures to the enclosed location. Participating stores only.
4	Spend 400GP at participating stores and receive your very own, limited edition sending stone set.
5	Present voucher to receive the "Date Night Special" (Results may vary)
6	Favor of the Gods. Present this coupon after purchase at participating store locations and get a good word put in for any one god of your choice. Can be redeemed with multiple vouchers.
7	Buy a 12-month membership and receive 3-months free at participating locations.
8	Speak to the guy in charge. Activate voucher and speak directly to management. Limited to 3 questions. One time use.

Meat* Items

Say what you want about whether or not Meat* counts as food, it really is a miracle product. In it's "fresh" form, it can be molded into almost any shape and, with some creative applications of cooking skills and spices, can taste like something that could be mistaken for meat or even a meat byproduct.

This template can only be applied to non-magical melee weapons, ammunition, and armor. The cost of the item is reduced by 50% and is subject to the following conditions:

Any critical hit made using a melee weapon made of Meat* immediately causes the item to crumble into unmendable chunks. When this happens, the wielder, the target, and all creatures within a 5 foot radius of either take 2d6 poison damage.

Any critical hit made on a creature wearing Meat* armor automatically causes the armor to burst, causing anyone in a 5 foot radius, including the armored creature, to take 2d6 poison damage. The armor is considered unusable after this occurs, and falls to the ground in hard, rancid, unmendable chunks.

All Charisma-based skill checks are made with disadvantage by those who are wearing, wielding, or carrying any Meat* weapons or armor.

20 Piece "Nuggets"

Food/Weapon, Common

> "I thought I would miss eating real meat, but it turns out Meat*. is even better! I love The Golden Arch; their food is the best in the world"
>
> - *The Nuggmeister* ★★★★★

These crispy Meat* nuggets are a great food alternative; and, according to some enterprising adventurers, they can function as darts, dealing bludgeoning damage instead of piercing. Incredibly useful, the not-nuggets can be used as ammunition for slings and guns. And to top it all off, when thrown on the floor, they function as caltrops.

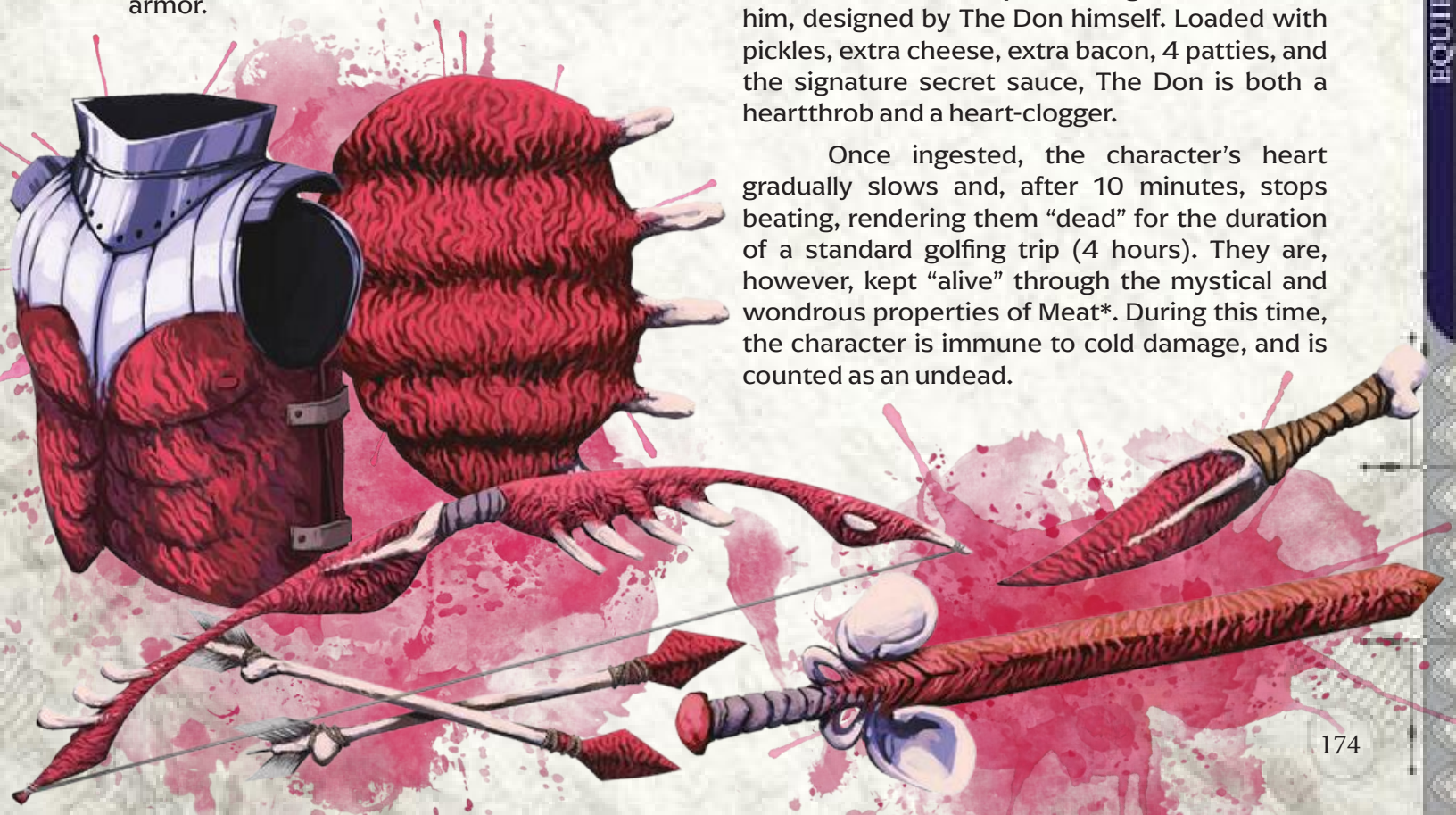
The Golden Don

Food/Weapon, Uncommon

> "Just the best. The greatest, smartest, bigliest burger in the whole of Murka. I say we need more of these things in the greatest country in the world!"
>
> - The Don ★★★★★

The Don, a lover and heavy endorser of The Golden Arch, had a special burger named after him, designed by The Don himself. Loaded with pickles, extra cheese, extra bacon, 4 patties, and the signature secret sauce, The Don is both a heartthrob and a heart-clogger.

Once ingested, the character's heart gradually slows and, after 10 minutes, stops beating, rendering them "dead" for the duration of a standard golfing trip (4 hours). They are, however, kept "alive" through the mystical and wondrous properties of Meat*. During this time, the character is immune to cold damage, and is counted as an undead.



Sorta® Sleep Services

Sorta® offers some of the very best in magically-enhanced beds and portable campsites meant to improve the experience of rest for adventurers and homeowners alike.

Sorta® Beds

Sorta® brand beds are heavy, non-portable objects meant to furnish and complete a home. They cannot be placed inside of the portable campsites, and the effects of the beds do not stack with the effects of portable campsites.

Pigeon Down Peasant Collection

Wondrous Item, Uncommon

Made with real down feathers from pigeons we "found," the Peasant collection allows the user to have extremely restful sleep. Whenever you finish a short or long rest in this comfortable bed, you gain a number of temporary hit points equal to your character level, which last for 48 hours.

Not-Quite-Noble Collection

Wondrous Item, Rare

A slight upgrade from the Peasant collection, this bed set features softer fabrics and plusher pillows, in addition to a robust enchantment. Whenever you finish a long rest in this incredibly comfortable bed, you feel well rested for the next 7 days. For the duration, you gain 5 temporary hit points each time you finish a short or long rest. In addition, you have advantage on saving throws against diseases and poisons while in the bed.

Griffon Down Tyrant Collection

Wondrous Item, Very Rare

Truly only the most illustrious of rulers could afford to have one of these marvelous sleep systems. Whenever you finish a long rest while nestled in the impossibly plush bedding, your hit point maximum is increased by 20 for the next 1d4 days, and each time you spend a Hit Die to regain hit points, you regain an additional +3 hit points per die spent.

Sorta® Portable Campsites

Setting up and tearing down a portable campsite takes 1 hour, and each campsite weighs 20 pounds. When collapsed, a portable campsite occupies an entire backpack.

Blubber-wrapped Tent

Wondrous Item, Rare

This tent is resistant to harsh climates, remaining insulated and protected from the weather. It has immunity to damage from nonmagical weapons and provides a perfect respite while sleeping. Sound does not pass into or out of the tent. When you roll a Hit Die to regain hit points inside the tent, you regain an additional 1 hit point per die spent. In addition, after finishing a long rest inside the tent, you gain a number of temporary hit points equal to your character level.

Lunaris Tent of Cloaking

Wondrous Item, Rare

The Lunaris tent of cloaking and those inside become completely invisible to creatures outside of the tent when it is struck by moonlight. When used indoors, roll 1d20. On a roll of 18-20, the tent and inhabitants becomes semitransparent instead. Creatures observing the tent must succeed on a DC 14 Wisdom (Perception) check in order to see it. When you finish a short rest inside the tent, you regain 1 expended hit die. After finishing a long rest inside, your hit point maximum is increased by 5 until you finish a short or long rest.

Impenetrable Cuddle Cave Deluxe

Wondrous Item, Legendary

This 10-foot-radius tent is magically anchored to the spot in which it is activated. Six creatures of Medium or smaller size can fit comfortably inside this lavishly ornate tent. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Spells and magical effects cannot pass into or out of the tent while it is set up. When you finish a short or long rest inside the tent, you regain a number of hit points equal to your Constitution score. In addition, when you finish a long rest inside the tent, you gain a number of temporary hit points equal to three times the number of creatures inside the tent (including you).

Tomes of Savings

Legend tells of many tomes bursting with deals, deals, deals! One such book is detailed here, but depending on your campaign and the narrative of your adventure, any number of such books may be hidden in Murka's service industry wastelands.

"Used a coupon to order a half-price broadsword; the package contained an angry bobcat. Postage costs very reasonable." - ★★★★★
Ra'an Dahl Moon'ro, Drow adventurer.

"I save up ALL of my coupons EVERY month and then do a BIG shopping spree!!! It saves me HUNDREDS of gold EVERY time, it's ALMOST like an OBSESSION!!!!!" - ★★★★★
Adrien the Beige, Bargain Hunter.

"AAAAAARRRRGGGGHHH MYFACEMYMYFACE-HELPHELPHEL-" ★★★★★
Unknown Customer (Presumed deceased)



Book of Many Coupons

Wondrous Item, Legendary

Appearing as an innocuous booklet of little paper tickets, the Book of Many Coupons is a magical construction of immense and notorious power, able to make or break entire kingdoms at the tug of a perforated page.

As an action, you can hold the book in your hand and declare out loud how many coupons (up to 21) you wish to activate, then flip open the cover. Once you have declared a number of coupons, you are magically compelled by the booklet to remove that number, one after the other, until you have removed the number you declared or are unable to physically draw additional coupons due to loss of life, limb, or faculties.

When a coupon is drawn, roll a d100 and consult the following table to determine the effect. Once a coupon has been used, it expires and turns to dust.

When you have finished drawing coupons up to their declared number, whether you survive or otherwise, the Book of Many Coupons immediately disappears in a burst of confetti.

Corporate Mandate

Read the following text aloud when the book is given or found, or print it and give it to the party:

The Book of Many Coupons is offered to customers exclusively under the auspice of Nihil Facere Nobiscum and subject to the legally binding terms of Culpa Est Tua. Any loss of belongings, money, possessions, limbs, lives, souls, bodily or mental functions or any other corporeal or ephemeral concept or construct that could be construed as being 'owned' by the customer is the sole responsibility of the customer. Use of this coupon book is strictly at the customer's own risk. Reading any part of this sentence confirms that the customer absolves Walmoria, its personnel, and any and all associated brands, partners, and assorted minions of any and all responsibility.

We now own a controlling interest in your soul.

A Note to GMs

If you're familiar with TTRPGs, both modern and historical, there is a chance there is a chance that you recognize this magical item as an in-universe ~~shameless counterfeit~~ **affectionate homage** to the notorious *Deck of Many Things*, an item that has gifted characters with their wildest dreams and vast riches... And also crippled characters and wiped out entire parties wholesale.

If you want to use the *Book of Many Coupons* in your game, PLEASE be prepared to face the consequences of an unlucky (or an extremely lucky) draw!

d100	Coupon Drawn	Effect
1-5	"VIP Customer!"	You gain one level. Determine your new hit point maximum, spell slots, and class abilities before drawing additional coupons.
6-10	"Two For The Price Of One!"	The coupon bursts into flames. A 1st level *BOOOOM* (DC 15) spell immediately goes off, centered on you. 30 seconds later, a second 1st level *BOOOOM* (DC 16) spell goes off, centred on you again. *The Book of Many Coupons* is immune to the damage of these spells.
11-15	"A New Outfit!"	Your form changes to that of a random party member or friendly creature within 120 feet of you. Your statistics including your species, class, and abilities become that of the selected creature, but you retain your memories and personality. The change lasts until a *remove curse* spell is cast on you
16-20	"Your Heart's Desire!"	For 1 minute, you gain the ability to cast the *wish* spell once without expending a spell slot.
21-25	"A FREE Day at the Spa!"	Any condition, disease, poison, spell, or spell-like ability affecting you ends without further penalty.
26-30	"Clearance Sale!"	Every magical item that you are currently holding, wearing, or carrying about your person immediately crumbles to dust. Artifacts and this book are unaffected.
31-35	"Shopping Cart Dash!"	With a heavy *cha-ching* sound, 1000 gp (20 pounds worth of coins) immediately appears in your pouches, pockets, bags, or elsewhere.
36-40	"One Of Everything!"	You suffer two levels of exhaustion and are turned invisible for one hour. In addition, you are blinded, burnt-out, deafened, paralyzed, poisoned, and stunned until you finish a long rest. After you finish your next long rest, you are knocked prone, for good measure.
41-45	"Sold Out!"	The *Book of Many Coupons* immediately disappears. You may not draw any more coupons.
46-50	"Holiday of a Lifetime!"	Congratulations on your all-expenses-paid plane ticket! Choose a plane of existence that you are not currently on or select one at random. You and any nearby allies are transported, along with anything you are holding or carrying, other than *The Book of Many Coupons*, to that plane. Your body serves as a planar anchor, and until you die, you and your allies are trapped there. Upon your death, this effect ends and your allies may leave that plane.

d100	Coupon Drawn	Effect
51-55	“Free Gift!”	Increase one of your ability scores by 2 or learn a new feat of your choice. The score can exceed 20 but can’t exceed 24.
56-60	“FIRE SALE!”	The coupon drifts away into ash. A 1st level *boom* spell (DC 15) is cast on each creature within 60 feet of you. A creature killed by this spell and everything it is carrying turns to ash.
61-65	“All Natural Cure!”	You regain hit points as though you expended three Hit Dice. Any additional healing is kept as temporary hit points, which last until you finish a short or long rest.
66-68	“Personal Shopper!”	Choose one item which exists on any plane of existence. That item is magically removed from wherever it currently is, and transported to a location of your choice within 100 feet of you. Attempts to magically locate this item by its previous owners, if it had any, will indicate it is now in your possession.
69	Nice!	Noice!
70	Personal Shopper, Again!	Choose one item which exists on any plane of existence. That item is magically removed from wherever it currently is and transported to a location of your choice within 100 feet of you. Attempts to magically locate this item by its previous owners, if it had any, will indicate it is now in your possession.
71-75	When It’s Gone, It’s Gone!	You and any number of friendly creatures near you immediately teleport to a new location of the GM’s choice.
76-80	“Five-Finger Discount!”	Every single coin, gemstone, jewel, piece of non-magical jewellery or other form of currency you are carrying immediately disappears.
81-85	“MAKE OVER!”	You change to another species of the same size. Randomly determine your new species by consulting the character creation rules and applying the result before drawing any more coupons. This effect is permanent until a *wish* spell is used to counteract it.
86-90	“Special Mystery Prize!”	A magical item or weapon with which you are proficient appears in the air before you and lands at your feet. You may request a specific type of item, however your GM has final say on the exact nature of what appears. Either way, it should be genuinely beneficial to you.
91-95	“Buy One, Get One Free!”	This coupon itself does nothing. However you MUST immediately draw two additional coupons whether you want to or not and apply both results.
95-100	“The Manageri Special!”	Infuriated by being teleported away from a crucial meeting about TPS reports and Agility Variables, a hostile walrog appears in an unoccupied space within 10 feet of you and attacks. It fights to the death.

Magic Items

Detailed here are many consumer-forward magic items and their most trustworthy reviews.

Magic Items A-Z

+1 Bacon

Wondrous Item, Very rare

"Mmmm Bacon"

- TobiasSaibot ★★★★★

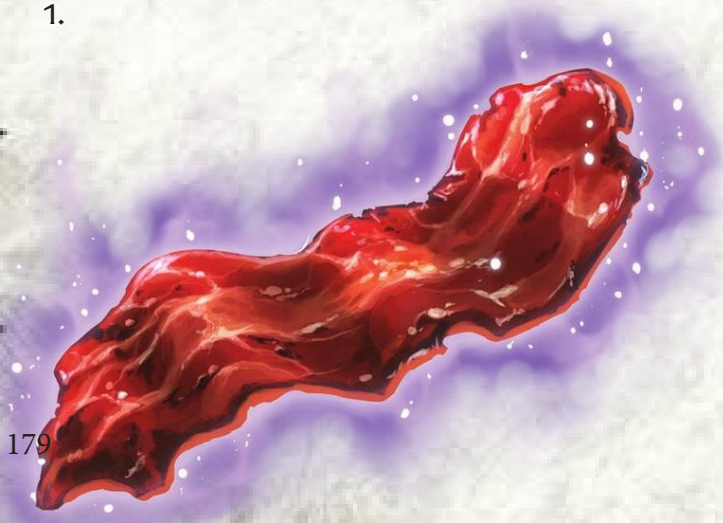
Bacon makes everything better. It's a fact proven by some of Murka's best (or top-paid) scientists. This bacon is enchanted with gourmomancy magic, and can be permanently combined once with any item over the course of a short rest. An item may only benefit from a single +1 bacon at a time. Additional bacon applied to the item slides off unaffixed. Otherwise, the magical bacon bonds with the object's base nature and cannot be removed by anything short of a *wish* spell.

Once combined, the item's name is appended with "topped with bacon" and magic or mundane items gain the following attributes:

Weapon. You gain an additional +1 bonus to attack and damage rolls made with a weapon topped with bacon, which deals radiant damage instead of bludgeoning, piercing, or slashing damage. In addition, the weapon becomes greasy and flammable. Once per day, you can ignite the weapon with a flame causing it to burn for 1 minute. While alight, the weapon deals an additional 1d4 fire damage.

Armor or Shield. You gain an additional +1 bonus to AC and can use the armor or shield topped with bacon to cast the *grease* spell once per day, centered on yourself.

Magic Items. Your Constitution score and one ability score of your GM's choice increase by 1.



A Murkan Pie

Wondrous Item, Legendary

"Every good murkan should have A Murkan Pie in their life at least once. It's as integral to the Murkan experience as Slamball... and war profiteering."

- TheDreadPieRat ★★★★★

This ancient recipe was created by the Braggish chef Tassa Moray. The recipe made its way into the hearts and minds of Murka's earliest colonists, and was reimagined on Murkan soil to be bigger and sweeter. Gourmomancers have adapted this specific recipe to infuse the pie with incredible magical boons.

This pastry can be split into 8 slices. Each slice can be consumed by one creature, and consuming a slice grants the following benefits for 24 hours:

- You gain 4d10 temporary hit points
- You have advantage on Wisdom saving throws
- Any poisons and diseases afflicting you end and you have immunity to all poisons and diseases
- Firearms wielded by you do not jam
- The DC to avoid explosives you use increases by 2
- You gain advantage on animal handling checks made against freedom dragons and disadvantage on Charisma checks against oil elementals

Additionally, the first time in your life you eat *A Murkan Pie*, your Constitution score and the maximum for this score permanently increase by 2, to a maximum of 30.

A Salt Rifle

Weapon (any two-handed firearm), Uncommon

"I bought myself an A Salt shotgun, and WHOO-WHEE, does it add a kick!"

- The_Sea_Jay ★★★★★

This weapon has been specially modified to fire clumps of hardened salt. The salt crystals break upon impact, hurling shrapnel and creating a small, localized cloud of salt that absorbs moisture from the target and the air.



"I cannot emphasize enough how much I love this jerkin! I even recognize some of the doujin on it. I hope I can get mine signed by Belle at some point! I also hope nobody ever reads this thought and transcribes it into a publicly-visible review!"
- Ricurso, The Interfacer ★★★★★

Delicious Detailing. When wielded by a Paladin of Deliciousness, the *a salt rifle* deals an additional weapon die of damage on each attack.

Just a Pinch. When you damage a creature with this weapon, it must succeed on a DC 14 Constitution saving throw or become unable to speak or form the verbal components to cast spells for 1 minute. This effect ends if the creature drinks a liquid. A creature that is unable to speak automatically succeeds on its saving throw against this effect.

Backfires. This firearm does not jam. When it would normally jam, it instead backfires, causing the wielder to take the damage and effects of the attack.

Ahegao Jerkin

Armor (leather), Rare (not rare enough)

After donning this NSFW black and white jacket, everyone around you has trouble looking in your direction, dissuaded by a mixture of secondhand shame and propriety. While wearing the jacket, you have advantage on Stealth checks as no one is willing to look at you for very long, and attack rolls against you are made at disadvantage.

Curse. This item is very, very cursed. While you wear it, you have disadvantage on Charisma checks, you cannot be the target of healing spells, and in combat allies cannot willingly move within 5 feet of you for fear of association. A *remove curse* spell targeting this jacket suppresses the curse for literally not even a second.





> Pretty sure this is for staff lol. This thing is so useful! I started using it when shopping for groceries and I saved so much time. Now I use it for all sorts of stuff: chores, climbing, hide and seek, whatever. Plus it's fun to zip around with. Only loses a star because it runs out of juice pretty fast. Walmoria should start selling this properly!
> - OhLookAThrowAwayAccount57952 ★★★★★

Aisle-Climber

Wondrous Item, Rare

This item has 4 charges. You cannot move and operate this item on the same turn. As an action, you can expend one charge to launch and attach a grappling claw to any solid terrain or heavy object within 30 feet of you. Then, as a bonus action, you may activate the Aisle-Climber to immediately be pulled to that location. The Aisle-Climber can only move a single creature this way, and the movement provokes attacks of opportunity. An Aisle-Climber regains 1d4 charges daily at dawn.

Due to the industrial nature of this claw, it lacks the finesse required to pick up small objects or attach to anything that is not a solid, inanimate object (e.g. creatures).

Archvanillachino-frappachego Milkshake

Consumable, Common

> "Malkshake? Coffee? Fondue? Nah, this is the real stuff - a mix of all three. The strangest part about this Melkshake is the consistency with which men show up on my lawn after I drain one!"
> - Julius Smythe ★★★★★

Got milk? This certainly does! This gigantic gallon jug of milk has all the main sources for calcium. Well, the three most popular: milk, vanilla ice cream, and manchego cheese. Blend those together with a pair of chino's, some frappe powder, and The Golden Arch's closely guarded secret sauce.

Due to the coldness of the drink, you become resistant to cold damage but vulnerable to fire damage for 10 minutes after you quaff this frozen slurry. Strangely, you also gain 'Milksense' which allows you to "sense" milk products within a 120-foot radius.

Bag of Chips

Wondrous Item, Common

> "Thank god there weren't very many chips in here."
> NoOneEver

You can breathe slightly greasy air from this bag for 10 minutes when you normally would not be able to. Once empty, the bag falls apart and is destroyed.

Be Gone! Fiend Repellent

Wondrous Item, Very Rare

> "I had a whole mess of fiends in my backyard... Landlord said there was nothing he could do except gimme a break on rent. I sprayed the little buggers with this stuff and just like that, they all went away. I ain't afraid of no godsderned ex-angels!"
> - FiendBustin ★★★★★

Are hordes of imps getting you down? Do you have a hezrou stinking up your attic that you don't know what to do with? Did the balor not listen when you told it not to pass? Then you need Be Gone! Fiend Repellant!

This spray can has 5 charges. As an action, you can expend 1 charge to release a 15-foot cone

of spearmint scented anti-fiend vapor. Fiends in the vapor must succeed on a DC 14 Charisma saving throw or be banished back to their own plane of existence.

When all of the repellent's charges are expended, the can becomes nonmagical and should be recycled for 1 cp.

Boomeringued Weapon

Weapon (Any thrown), Rare

> "It wasn't the getting hit with a greataxe over and over, it wasn't the wizard's fireball that really did me in, it was the Belle-damned boomeringue that really broke my spirit. I dunno, it just really helped me to see that my life wasn't going anywhere, ya know?"
>
> - MinionInRecovery69420 ★★★★★

This weapon cannot reduce a creature to below 1 hit point. When you hit a creature with this weapon, a thick, white cream appears, covering their face. The target must make a DC 13 Charisma saving throw or be blinded. The target can use its reaction to end the blinded condition at any time. The weapon appears back in your hand at the beginning of your next turn.

Bottle of Ranch Dressing

Potion, Common

> I love the taste! This thing is versatile as all hell. I put it in sandwiches, on potatoes, lasagna, chips, pizza, fruit, cereal, you name it! My waistline is suffering and my wife hates all the noisy dancing but I just don't care!
>
> - MidwestMommy ★★★★★

A thick white liquid swirling with flecks of green, the usefulness and relatively low cost of this potion has made it popular despite its less practical side effects. And it tastes great!

When you drink this potion, you become proficient in animal handling for 6 hours. Additionally, any clothing you are wearing transmutes to an outfit featuring a plaid shirt, tight denim trousers, and leather boots.

Roll 1d4. For 6 hours, the following effect also applies.

d4	Effect
1	A wide brimmed felt hat appears on your head and cannot be removed, except out of respect.
2	You speak with a strong suther'n drawl
3	You frequently feel the inconvenient urge to square dance, even by yourself
4	All of the above

Brain Bleach

Potion, Very Rare

> "...Wait, what was I doing? Something about stars? Is it night-time already...?"
>
> WaitWyattDontTellMe★★★★★

When you drink this unpleasant, clear potion, it blots out a recent memory and lets you relearn a more pleasant version of events. Choose one of the following effects:

You immediately forget one known spell and choose another from your normal spell list. Forgotten spells can be re-learned with another dose of the potion or when the character next levels up.

You have 1 minute to describe which of your own memories you would like to modify and how. You then fall unconscious for 1 minute. When you awaken, you are treated as if you had been the target of a *modify memory* spell.

Brix-It Building Blocks

Wondrous Item, Rare

> "Has anyone else's creation just, like... suddenly caught fire?"
>
> - LilBorisJ64

These multi-colored building blocks are only limited by your imagination! With 10 minutes of work, you can construct any inanimate object that you have seen before so long as it is no larger than a 10-foot cube, such as a ladder, briefcase, rowboat, or tent. The magical bricks can even replicate pliable goods such as cloth, rope, and wood.

Objects created with Brix-It building blocks unmistakably maintain the bright colors of the bricks. Brix-It objects have an AC of 15 and 27 hit points. Once the creation's hit points are reduced to 0, the object falls apart and the

bricks can be picked up to be used again later. If a creature steps into a square that contains Brix-It pieces, they must succeed on a DC 14 Dexterity saving throw or take 4d4 piercing damage from stepping on the blocks. The original builder of the creation can deconstruct it and collect all of the blocks as an action. After 24 hours the object's creator is magically compelled to smash what they made for the fun of it.

Broiler Plate

Armor (Plate), Very Rare (Requires Attunement)

> "I wore this armor for a night out on the town and everyone kept saying it was 'ugly,' 'outdated,' and 'inappropriate for a funeral.'"
>
> - WheresTheRamSauce ★★★★★

While wearing this armor, you have a +1 bonus to AC and the following benefits:

The Broiler Plate does not impose disadvantage on Dexterity (stealth) checks while being worn.

You gain resistance to fire and radiant damage and can cast the *commune with cuisine* spell from it once per long rest.

Paladins of the Oath of Flavor who attune to the armor gain the following additional properties:

Seek a Life Full of Zest. As an action, you provide yourself or a creature within 5 feet of you a moment of reprieve from the trials and tribulations of combat. The target has advantage on saving throws against charm, paralysis, petrification, and poison for 1 minute.

Burn the Distasteful. As an action, you can channel divine wrath for 1 minute, filling yourself with a desire to strike out against the wicked. While in this state, holy bacon wraps around your weapon, and your weapon attacks deal an additional 2d6 radiant damage.

Buyers Remorse Cursed Item

Wondrous Item (any equipment), Uncommon

> The one in the store looked amazing, but when I got mine home I swear it's just not the same. I've been trying to use it all week, but honestly it just feels like a hassle now. Absolute scam. DO NOT BUY.
>
> - CoterieCharcuterieCutlery ★★★★★

This item appears as an idealized version of any item it is made to emulate (mundane or magical). Though a buyers remorse item functions identically to its mundane or magical equivalent, it looks incredibly complex, ornate, and super cool.

Curse. When a creature touches the cursed item, it must succeed on a DC 20 Wisdom saving throw or become filled with regret about possessing the item and finds any excuse to put it to use. A cursed creature cannot discard or surrender a buyers remorse item, and whenever a cursed creature uses the item, it must succeed on a DC 15 Wisdom saving throw or take 1d6 psychic damage. Every 7 days a cursed creature may make a DC 20 Wisdom saving throw, breaking free of the curse on a successful save.



Caddy's Piece of Chit

Staff, Rare (Requires Attunement)

"Kids today have no endurance. When I was a caddy, if the golf flags got stolen, we'd have to walk 2 miles to just stand there at the hole, waiting to get hit, then walk the two miles back to carry our golfer to the ball on our backs and it'd be uphill in the snow both ways! Kids today can just pop in via conjuration and a dumb CHIT, and then pop out again! Never would have made it in my day!"

- WellAdjustedIndividual ★★★★★

The staff has 10 charges and regains 1d6+4 charges daily at dawn.

This staff has a particularly knotted protrusion at the end and can be wielded as a magic quarterstaff that deals force damage instead of bludgeoning. The staff may also be used as an arcane or druidic focus.

Drive. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage and push the target 5 feet away from you.

Hole in One. With the staff in hand, you can use an action to expend 1 or more charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Tee Up. As an action, you can summon a magical caddy who will alter your staff into a form suited to the situation for 1 hour. Choose one of the following forms:

- **Wood.** When you cast a spell that requires an attack roll with a range of 5 feet or greater, that spell's range is increased by 30 feet.
- **Wedge.** On a successful melee attack, your target must succeed on a Constitution saving throw equal to your spell DC or be thrown 15 feet into the air.
- **Iron.** Spells that you cast using the staff as a spellcasting focus ignore partial cover.
- **Putter.** Gain +5 to attack rolls made with this weapon.

Once used, a property cannot be used again until you finish a long rest.



Cake-Cutting Knife

Weapon (Dagger), Very Rare (Requires Attunement)

"Mmmm I wonder how strict this knife is with its definition of cake..."

- Ricurso, The Interfacer ★★★★★

This magic blade resembles an ordinary kitchen knife and can only be recognized by individuals that have attuned to it or who succeed on a DC 15 Intelligence (Arcana) check.

When the dagger is used to cut a nonmagical object no larger than a 5-foot cube that is not being worn or carried, roll a d6. On a roll of 1, the cake-cutting knife cannot be used in this way again until the next dawn. On a roll of 2-6, the object is transmuted into a perfectly disguised cake, complete with colored icing that is indistinguishable from the object before its transmutation.

Creatures that eat a slice of cake created by this knife regain 1d6 hit points. A creature can only be healed this way once per cake.

If damage from this knife reduces a creature to 0 hit points, their body turns to cake and cannot be restored or resurrected except by a *true resurrection* or *wish* spell.

Candied Weapons

Weapon, Rare (Requires Attunement)

"Seriously folks, if you want a weapon to last a long time, don't buy these! BUT if you just need something cheap that gets the job done until you can save up, these are a bargain. They taste pretty good as well! "

- Harlod Bessier ★★★★★

Candied weapons are special, potentially edible weapons available to purchase across the land in any Wilbur Wendelsley's Confectionary Consortium. Sharper than expected for blades, and much more dense than any would suspect for hammers, the mystical candy from the Feywild holds many properties not instantly noticeable. Despite these bonuses, the candied weapons wear down twice as fast as regular equipment and are prone to shattering after continued use. These shards can be eaten to provide sustenance, albeit with minimal nutritional value.

You gain a +2 bonus to attack and damage rolls while using Candied weapons.

Whenever damage is dealt to a creature that is not an ooze, the target must make a DC 12 Constitution saving throw. On a failed save, the target struggles against sticky candy residue until the end of its next turn, reducing their movement speed by 5 feet, and giving them disadvantage on their next attack roll.

On a third critical miss with a candied weapon, the weapon shatters into chunks of tasty sweet treats and is destroyed. On a third critical hit with a candied weapon, the weapon splinters into dangerous shards of candy, and is destroyed. The shards impale themselves into the target, dealing an additional 2 weapon die of damage.

Creatures can use an action to take a bite from the weapon for one day's worth of calorific sustenance as with the *goodberry* spell. Once a bite is taken from the weapon, the weapon's damage die is reduced by one step. For example, 2d6 would become a 1d8 and 1d8 would become a d6. From there damage becomes 1d4, 1d2, then 1 damage. After that, the weapon crumbles and is destroyed.

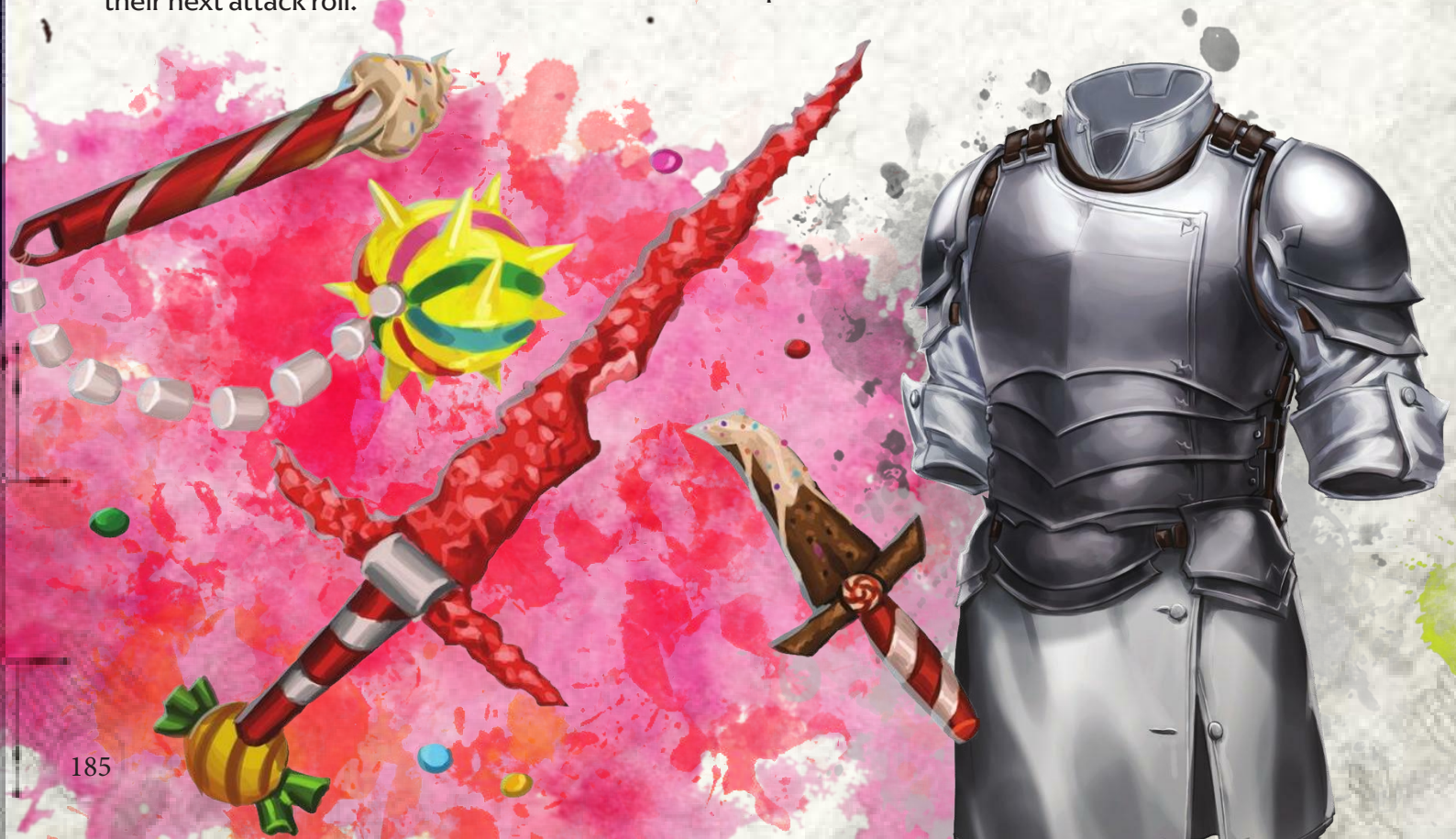
Chef's Jacket

Wondrous Item, Rare

"Great for the adventuring cook on the go! No need to worry about those pesky travel stains, hellish rebukes, or the totally foreseeable side effects of your warlock's eldritch risotto!"

- RaRayChe1 ★★★★★

This white overcoat buttons up the side in a very stylish way and is somewhat more common among professional gourmands. It's completely impervious to stains and "schmutz."



While you wear the overcoat and aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier. In addition, you are immune to poison damage and the poisoned condition, as well as damage from attacks and spells made using reactions.

Chik-N-Fella Sandwich

Consumable, Common

"Blegghh"

- Literally Everyone ★★★★★

This sandwich looks, smells, and tastes like an otherwise unremarkable chicken sandwich. However, it is actually a fried, greasy, pressed and formed poultry-patty, over-seasoned and lazily placed between two stale buns, then masked by illusion magic to look palatable. An *identify* spell reveals its true horror.

You regain 1d4+4 hit points when you consume the not-quite-food and must succeed on a DC 13 Constitution saving throw or become poisoned. At the start of each of your turns while poisoned in this way, you take 3d6 poison damage and cannot maintain concentration on spells or spell-like abilities. At the end of each of your turns, you can repeat the saving throw. On a successful save, the recurring poison damage is reduced by 1d6.

When the damage is reduced to 0 or when cured through lesser restoration or similar magic, the poison condition ends. Repeat customers claim to have built up a tolerance to the sandwich.



Chortles

Consumable, Uncommon

"Because you're not you when you're polymorphed"

- GreetingsFellowNonSocialMediaDirectors1234 ★★★★★

These small chocolate-and-caramel nuggets are infused with peanuts, nougat, and abjuration magic, and look like... a questionable lump of chocolate when unbroken. When you eat this nugget, any effect that has altered your shape such as enlarge/reduce or polymorph ends.

Chronicles of Ya'Elp

Wondrous Item, Rare (Requires Attunement)

"Hmm, truly a remarkable item! Capable of storing so much information in so few pages, it even seems to be transcribing what I'm saying and thinking as I speak! I wonder what it's providing its rating to... Oh, oh no... Undo! UNDO!"

- Ricurso, The Interfacer ★★★★★

The *Chronicles of Ya'Elp* is a small leather-bound tome. Its cover reads "The Chronicles of Ya'Elp" (usually in common), and a design of a pentagon with 5 arrows pointing inward is engraved under the title. Though the tome appears to have approximately 370 pages, opening it reveals it to be functionally infinite as you are able to flip through pages far beyond its physical limit. The Chronicles of Ya'Elp has the following properties:

Detect Deliciousness & Flavor. By spending 1 hour researching the passages of The *Chronicles of Ya'Elp*, you can discern the alignment of a creature, dish, or location. To discern the alignment of a creature, you must first have seen the creature's face and know its name. You are informed of a creature's alignment (Lawful to Chaotic and Good to Evil), its "Rating" (1-5 stars), and if the creature's ideals are in-line with The Flavor or The Deliciousness. Using this ability on a dish or location only reveals the "Rating," and if the dish/location would best align with The Flavor or The Deliciousness.

This ability is ineffective against creatures and locations that are warded against divination magic.

Rating. When a creature attuned to The *Chronicles of Ya'Elp* witnesses an attack or spell being cast within 30 feet, it can use its reaction

to verbally speak aloud a review of the attack. Doing so, they provide either a Good Rating or a Bad Rating.

- **Good Rating.** You expound on the excellent accuracy or profound potency of a spell or attack. The attacking creature gains advantage on the attack roll, or one creature targeted by its spell has disadvantage on its saving throw. A creature rated in this way cannot be affected by this property again until it finishes a long rest.
- **Bad Rating:** You let loose a deluge of criticisms on the spell or attack. You may either become resistant to the damage dealt from the attacking creature for 1 round or deal 4d10 psychic damage to the attacker. A creature rated in this way cannot be affected by this property again for 24 hours.

Ya'Elpian Lore. Certain bardic colleges have gleaned incredible knowledge from this wondrous tome, and bards of those colleges have learned how to harness additional power from it to empower their own abilities. When a College of Ya'Elp bard is attuned to this item, they gain these additional benefits:

- Creatures have disadvantage on saving throws against your *oh snap!* and *vicious mockery spells.*
- You can expend a spell slot of 4th level or higher to use Detect Deliciousness & Flavor as an action.
- You have advantage on Wisdom (Insight) checks against creatures you have targeted with Detect Flavor & Deliciousness.

Cuckoo-Cola

Potion, Common

"Super tasty, and useful for cleaning rust off my armor! Is it supposed to leave this weird film on my teeth?"

- ConfusedGuy240 ★★★★★

Named for its effects on the young, *Cuckoo-Cola* is typically found inside red and white, long-necked, glass bottles. With mild chocolaty hints, strong caramel flavor, and a long-denied rumor of amphetamines; this potion creates a sense of refreshment and vitality. The potion's caramel liquid regularly bubbles and fizzes, calling to mind a boiling cauldron. *Cuckoo-Cola* can be found or sold in single units or in bulk units containing 6, 12, 24, or 36 bottles.

When you drink this potion, your exhaustion level is reduced by one. For the next hour, when you spend a Hit Die, you regain the maximum number of hit points. This potion may cause bloating, mild to severe headaches, and dehydration.



At your GMs discretion, when you acquire a *Cuckoo-Cola*, you may roll 1d20. On a 20 you have acquired a rare *Cuckoo-Cola Classic*, and it gives the following additional effects when imbibed, which last for 30 minutes:

- **WOOO.** Your speed increases by 15 feet.
- **I CAN DO WHATEVER I WANT.** You gain an additional bonus action on each of your turns.
- **Masterful Marketing.** You immediately desire another Cuckoo-Cola, for reasons you can't explain...

After the effects of a *Cuckoo-Cola Classic* wear off, you suffer three levels of exhaustion. Better crack open another *Cuckoo-Cola*!

Curried Favor

Potion (Food), Rare

"My wife told me to do whatever I could to curry favor with my boss to get a promotion. I later learned this wasn't what she meant, but I got the promotion anyway!"

- SousChef+Banshees ★★★★★

This is a physical manifestation of the concept of goodwill, carefully boiled into a curry masala, and served over rice. Upon consuming this dish, for the next hour, you gain advantage on Charisma (Persuasion) checks.

Discount Yogurt

Wondrous? Item, Very Rare

> Walmoria is bringing us the low-low-lowest prices imaginable with their new Walmoria-brand yogurt! Their new brand of yogurt is guaranteed to be at least 95% cheaper than their competitors and comes in 12 unique and refreshing flavors! You can find Walmoria-brand yogurt in the meat department next to the discount cow cuts! Their yogurt is bursting at the seams with probiotic nutrition and excitement to meat you!
>
> - Sh'illthe100%honest ★★★★★
>
> So like, don't buy this? The flavors are a lie; they all taste like meat. And I'm positive they move around in my fridge at night, and I swear to Belle I hear them singing when I sleep. My friend ate one and grew back an eye he lost years ago. Like we should be grateful but it was a seriously gross process and now I can't eat meat OR yogurt without seeing that eye. It all seems a bit weird for some yogurt. I think I'm going to try a vegetarian diet for a while.
>
> - Fox-Fox ★★★★★

This single serving container of yogurt can almost exclusively be found in the refrigerated section of Walmoria's meat department. When opened, these brightly-colored yogurts pulsate with a strange heartbeat, as though alive.

You may eat the clumpy yogurt as an action. You regain 15 hit points immediately and 3 hit points at the start of each of your turns for the next 5 minutes. Any severed body parts (fingers, hands, legs, etc), regrow by the end of the duration. If the severed part is held to the stump, the yogurt causes the stump to knit instantly to the limb.

Roll on the following table to determine the flavor of yogurt.

Random Flavor table

d12	Flavor
1	Retried Beans
2	Colossal Calzone
3	Soggy Chips
4	Petulant Potato
5	Offensive Orange Creme
6	Furry Apple Affinity
7	Bunny Bonanza
8	Sidewalk Chalk
9	Mutton Chops
10	Actual Dog Food
11	Moldy Mango
12	Plain

Donkey Sauce

Wondrous Item, Common

> "WOOOOWEEEEE, You ever tried this stuff, man I know it's supposed to be for mules but it tastes like gotdamn dandy"
>
> - YerBudRandyFrumTheCrimsonHickBackground

This bottle, which contains 4 servings, comes emblazoned with Lord Fierre's face and the hindquarters of a mule. If fed to a mount or another beast of burden, that beast is considered one size larger for the sake of determining its carrying capacity for 1 hour per serving used. It also gains a Strength-based kick attack that does 1d4 bludgeoning damage.



Ducktape

Wondrous Item,Rare

> Cannot recommend. Used it it to fix my stove and it worked totally fine. Used it to fix my umbrella and nearly got eaten by a duck. Luckily I had some bread on me.
>
> - C.J.J.W.S.L. ★★★★★

This roll contains 120 feet of adhesive tape. The tape can easily be torn or cut from the roll in any length needed. Once applied to a surface, the tape cannot be removed without a DC 20 Strength check, and each layer of tape applied to join two surfaces can hold 1,000 pounds. The tape maintains its adhesive for one month after application or until it becomes wet.

If a piece of the tape becomes wet, it is consumed and turns into a rubber duck, which is hostile to any creature it sees. You can find the statistics of this monster on pg 313.

If the roll itself becomes wet, it is consumed and transforms into an oxidized rubber duck. This horned, black-feathered behemoth will attack anything it sees and attempt to devour the nearest source of bread.

Flarefly Hair Tonic

Wondrous item, common

> "You would not believe your eyes, my hair literally looks like ten million flareflies."
>
> - JaronRMJohnson ★★★★

This clear jar is full of glowing liquid distilled from flareflies and has 5 uses. As an action, you can expend one use and apply this liquid to your hair. For 24 hours, your hair sheds dim light in a 5-foot radius.

Fish Flops

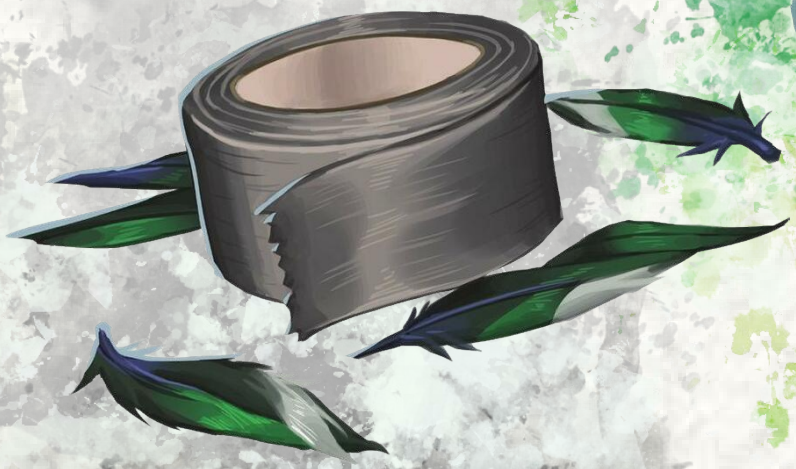
Wondrous Item, Uncommon

> "I'm not usually one to make a review but I just had to... Fish Flops work great! But watch out cus they stink a whole bunch. No mention of that on the box, so I can't give it higher than a 3."
>
> -Sandy_Happins ★★★★★

A luxury item for some, but practically necessary for fishers and those that scour lake beds for treasure. These shoes are made from enchanted fish skins and scales and are shaped like them to keep their "aquadynamic" form. When worn and submerged in water, the enchanted shoe re-hydrates and the large fins on the side inflate, aiding in swimming.

While wearing these shoes, your swimming speed is increased by 10 feet. In addition, while hydrated, the shoes can be feasted upon, enough to feed 2 people for one meal. Creatures who ingest the shoes in this way can breathe underwater and their swim speed increases by 10 feet for one hour.







Fix-A-♭

Wondrous Item, uncommon

"For when your fans, your ego, and your manager want you to go on and do that seventh encore, but your vocal chords are being a diva!"
- Baroness Goo-Goo ★★★★★

"Fixed me right up! I love it, my husband loves it, our cat has somewhat mixed feelings on it."
- Shirley-N-Jeff. ★★★★★

This canister of throat spray has 4 charges. As a bonus action, you can spray this into your mouth, consuming a charge. For the next hour, you may reroll the result of any one of your bardic inspiration dice. You must accept the new result even if it is lower. This also applies to abilities that use inspiration dice, such as cutting words and combat inspiration.

Roll on the below table to determine the flavor of spray.

Random Flavor Table

d6	Flavor
1	Chocolate dairy
2	Chimichanga taco
3	Day old cheeseburger
4	Lukewarm milk
5	Very hairy cherry berry blast X-treme
6	Deep fried butter

Flavor Glaive

Weapon (Glaive), Legendary (Requires attunement by a creature with at least one inspiration die)

"I owned this glaive for a half a year, and in that time I started two successful restaurants, published a book, and released an award-winning album. The whispers it comes with are super helpful and informative, but also a little creepy?"
- ABardWithNoName ★★★★★

"Really only got this thing for the extra help with writing ballads. Working on one called Defy the Establishment that's basically writing itself."
- PrivateAlly ★★★★★

The Flavor Glaive, sometimes known simply as "The Flaive," is a sentient glaive which bards of the College of Warrior Poetry can use as a tuning blade. While the hempen rope is conjured, the reach properties stack, adding a total of 10 feet to your reach when you attack with it.

You gain a +3 bonus to attack and damage rolls made with this weapon.

While attuned to this weapon, you gain the following benefits:

- **Hype Up.** The Flaive will vibrate musically to aid its wielder whenever it can while they are performing. You have advantage on Performance checks.
- **We Got Game.** An attuned wielder of The Flaive may remove the golden sundial from the weapon as an action, and use it to bless a humanoid within 5 feet of them. Upon doing so, both the attuned wielder of The Flaive and the creature who was blessed receive a +1 bonus to AC while they are within 30 feet of each other. This effect lasts for 8 hours after which the sundial disintegrates. The Flaive generates a new sundial at the next dawn.
- **Yeah Boyeeee.** When you spend a Bardic Inspiration die, one creature that can hear you must make a DC 15 Constitution saving throw or take 2d6 thunder damage and be deafened until the end of its next turn.

Additionally, Bards of the College of Warrior Poetry attuned to this weapon gain the following effects:



- **Bigger Sexier Hook.** When you move creatures with your Big Sexy Hook feature, you may move them an additional 5 feet.
- **Hyper Activity.** When you use your Hyperman feature, you may target 2 additional targets instead of 1.
- **Now We're Here.** When you use your On The Come-Up feature, you may increase the area of that spell by an additional 20 feet.
- **Pump Up The Jams.** When you use your Dissonant Track or Chilling features, you may increase the die one size further (from a d4 to a d6 as an example).

Sentience. The chaotic good glaive has an Intelligence of 13, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to a range of 60 feet.

The weapon can read and understand Common, Dwarvish, and Halfling and can communicate using a series of tones and dings by vibrating its blade.

Personality. The Flaive appre-ciates music and prose but takes a special interest in the content of Warrior Poet Bards. The Flaive seeks to elevate the work of any artist attuned to it, and receives great pleasure in seeing them succeed.

The Flaive believes that it was, at one time, a human minstrel born in Magnamalus in the Eastern Coastal Region. It is knowledgeable about a myriad of songs and claims to have been involved in the crafting of said tunes, but is not credited in any records.

Glitter Bomb

Explosive, Rare

"IT NEVER COMES OFF AAAAAAHHHH"
- Anonymous ★★★★★

This patchwork orb of cloth and metal is filled with flakes of colorful glass. You can use an action to throw it up to 20 feet. When it lands, it explodes. Each creature within 5 feet of the explosion must make a DC 18 Dexterity saving throw or be blinded for 1d4 rounds. A creature in the area is covered in shiny glitter and automatically fails Stealth checks until they bathe 3 times. Additionally, the creature has advantage on Deception checks made to pass as a vampire.

Glue Bomb

Explosive, Rare

"It's time to get hot and sticky... but with glue!"
- ConcerningCitizen ★★★★★

This sticky ball of explosives smells... interesting? You can use an action to throw it up to 20 feet. When it lands, it explodes. Each creature within 10 feet of the explosion must make a DC 14 Strength saving throw or be mired in hot ichor. On a failed save, a creature takes 1d6 fire damage and is restrained. A creature can use its action on subsequent turns to attempt to break free with a successful DC 14 Strength (Athletics) check, ending the effect on a success.

Gummy Beast Powder

Consumable (Construct), Rarity Varies

"I thought it was just some crazy gimmick to sell to the kids, but nope! A splash of water, read the inscription on the packet, and you're sorted. Word of warning, keep your creature away from grime. It sticks to them and is quite honestly disgusting."
- Surprised Parent ★★★★★

Gummy beast powder is a magical dust sold in packages of various sizes that include simple instructions on successfully creating a gummy beast. You can use an action to pour a splash of water into the package and set it on the ground. 1 minute later, a fully formed gummy beast bursts free of the packaging, ready to serve.

Use the table below to determine how rare a particular package of gummy beast powder should be based on the size of the creature

it summons. Gummy beast powder can only summon beasts.

Rarity	Maximum size of Beast
Common	Small or smaller
Uncommon	Medium or Large
Rare	Huge
Very Rare	Gargantuan

Gummy beasts are identical to their bestial counterparts, but with the following changes:

- The creature's challenge rating increases by 1.
- Gummy beasts are considered constructs.
- A gummy beast has an AC of 13 + Constitution modifier when unarmored.
- The gummy beast loses all of its normal damage resistances and immunities and gains resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. The gummy creature also gains immunity to one damage type according to its color/flavor:

Color/Flavor	Immunity
Red/Strawberry	Fire Immunity
Orange/Mango	Lightning Immunity
Yellow/Lemon	Acid Immunity
Green/Lime	Poison Immunity
Purple/Grape	Thunder Immunity
Blue/Blue Raspberry	Cold Immunity

It also gains the following features:

- **Gummy Jump.** Due to its bouncy nature, a gummy beast can leap or jump an additional 10 feet.
- **Gummy Strikes.** A gummy creature's natural melee weapon attacks only deal bludgeoning damage and push the target 5 feet directly away on a hit.

The creator of the gummy beast can communicate telepathically with it. The gummy is friendly to you and your companions, understands all languages you speak, and obeys your spoken commands. If you issue no commands, the gummy defends itself but takes no other actions. When the gummy is reduced to 0 hit points, it discorporates into a flavorful paste.

Horsey Sauce

Wondrous Item, Uncommon

"My word. I absolutely adore this sauce, evuh since my vassal Jeeverington gave it to Old Major, our Hohrse, after it nearly broke down, I nevuh leave home without it."

-LordrdBoringBearingtonXXIIS

This bottle, which contains 4 servings, comes emblazoned with a red top hat and the hindquarters of a barded warhorse. If fed to a mount or another beast of burden, that beast is considered two sizes larger for the sake of determining its carrying capacity for 1 hour per serving used. It also gains a Strength-based kick attack that does 2d6 bludgeoning damage.

Additionally, for the duration, if the mount moves at least 20 feet straight toward a creature and then hits it with its kick attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the mount can make a single melee attack against it as a bonus action.





Hot Dog Water

Potion, Common

"My brother is in the hospital."
- Robert Robbin' ★★★★★

If you drink this potion while poisoned, you throw up and are cured of poison. Otherwise, drinking this potion makes you throw up and gives you the poisoned condition for 1 hour.

Here are some alternative rules we think are fun to use for the *Hot Dog Water* potion. If you use these effects, increase its rarity to rare or even very rare.

Anathema to Dignity. Creatures with a sense of dignity and etiquette who see you drink this potion must succeed on a DC 18 Wisdom saving throw to not be wildly disgusted. On a failed save, they are frightened of you for 1 minute.

UGH. You gain advantage on your next Intimidation check made against a creature who saw you drink this disgusting potion.

Hot Keeto

Potion, Legendary

"I screamed louder and harder than I ever have, drank an entire barrel of Mountain Mist, and managed to set my own house on fire."
- ProblemNumber100 ★★★★★

This odd, silvery bottle contains a thick, partly-translucent sludge. Suspended in the middle is a single object, resembling an orange peapod. When opened, a meaty aroma fills the air, and when consumed, the thick liquid is incredibly spicy, though it distinctly lacks any sugar. For 1 minute after ingesting the potion and the object inside, you gain the benefits of the *haste* spell and may use a bonus action to exhale a 30-foot cone of fire. Creatures caught in the area must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save or half as much on a successful one.

Humby Bumby's Bubble Gum of Resistances

Wondrous Item, Rare

"Mmmm, super tasty and scrumptious! Just don't let it get stuck in your hair. Good thing I look great with a shaved head!"
- Kyran Valence ★★★★★

Everyone loves bubble gum, be it for the longevity of the treat, the variety of flavors, or the wondrous boons one acquires from chewing it. Each pack of Humby Bumby's Bubble Gum of Resistances comes with six sugar-coated orbs of chewing gum, one of each flavor. As an action, you can pop a piece of gum into your mouth and gain resistance to that flavor's damage type, as listed on the Flavor Chart. The resistance lasts for 10 minutes, after which time the gum dissolves and is destroyed.

Color/Flavor	Resistance
Red/Strawberry	Fire Resistance
Orange/Mango	Lightning Resistance
Yellow/Lemon	Acid Resistance
Green/Lime	Poison Resistance
Purple/Grape	Thunder Resistance
Blue/Watermelon	Cold Resistance





Insta-ration!

Consumable, Uncommon

Out of the packet, they do the job when you just need something to chew on. Some flavors are a bit bland, definitely go for the spicy one if you can.
- JerkyJudgmental ★★★★★

"When the bard goes too hard and you need to recharge - When you just need a meal but the campfire's far - When the flavours are dull and you want to live large!

- Insta-ration!"

Insta-rations are incredible meal replacement bars whose experimental, and infamous, flavors bring excitement to what would otherwise be a bland meal replacement. The recipes have been improved and iterated upon since their humble origins in the Kingdoms Period, when wars were fought over the production of survival rations. Many songs have been written about the Insta-ration: almost exclusively by travellers whose harrowing adventures relied entirely on their supply of Insta-rations. Honestly, those folk are sort of concerning.

This ration bar provides enough nourishment to sustain a creature for one day, but does not satisfy feelings of hunger. It also grants the effects of a bardic inspiration as if inspired by a bard of the consuming creature's level.

J&J's Beauty Extraordinaire Set

Wonderous Item, Legendary

So I'll be upfront and say this is definitely a special occasion present, cause it is not cheap! But it's well worth the money, especially if it's on sale. Bought this for my hubby's 200th birthday and he's been raving about it since! His hair has never looked (or felt) so radiant, and he's half-celestial!
- HappyHolyHubbyisHairy ★★★★★

Experience true luxury with the Jaren & Jaran Extraordinaire Set, a range of products that let you feel your very best, and look as good as you feel! Each of these products is made with all-un-natural magic.
- Independent Sponsorship Review ★★★★★

Each *J&J's Beauty Extraordinaire Set* contains one bottle of each of the following items. Using any of these items takes 1 minute and can affect only one creature.

When the effect of a J&J product ends, you suffer three levels of exhaustion, are poisoned for 1 hour, and must make a DC 20 Constitution saving throw. On a successful save, you are stunned for 1 minute. On a failed save, you immediately drop to 0 hit points and fail 1 death saving throw.

J&J's Locks of Lush Luxury Tonic. Scented with complex botanicals, any creature that applies this tonic can immediately grow hair up to 10 feet long on the area applied. The length, colour, and type of hair is chosen by the user. Each use can grow multiple lengths, colours and types of hair if desired. Hair grown this way will be beautiful and pleasing to the touch. Contains 7 uses.

J&J's Fresh and Full Fruit Exfoliant. With extracts of rare fruits and natural sugars, any creature that uses this exfoliant while bathing gains a +10 bonus to all Charisma checks for the next three days. Alternatively, this item can be used to cure a creature of petrification. Contains 3 uses.

J&J's Sublime Sunrise Shower Jelly*. Using time-stopped sunlight, any creature that uses this jelly* during a short rest can instead gain the effects of a long rest. Contains 3 uses. ***This jelly is not edible.**

J&J's Baby Soft Body Butter. Made with ancient dragon butter, any creature that applies this body butter to itself will rapidly de-age until they are a 1-year-old baby. This effect lasts for 6 hours. While in this state, the creature is level 0 and has 5 HP. When the effect ends, the creature has lovely soft skin devoid of any scars or unsightly blemishes. Contains 6 uses.

J&J's Hail & Hearty Heel Footbalm. Containing over 300 types of reverse-engineered weather, any creature that uses this balm immediately loses one level of exhaustion and can ignore all difficult terrain for seven days. Contains 5 uses.

J&J's Bijou 'Be You' Bath Salts. These colorful salts can be dissolved in any quantity of liquid in a 10-foot cube. For one hour, the affected liquid will become hot-but-not-too-hot in temperature, and will not cause damage to any creatures who touch it. This container holds 8 doses of powder.

As an action, you can ignore the clearly visible warning label that reads "Not For Nasal Ingestion" and ingest all remaining uses of the bath salts nasally. For one round per dose consumed, you become immune to damage, your hit point maximum cannot be reduced, you ignore difficult terrain, your speed cannot be reduced, you are immune to all conditions, and spells and effects that would kill you instead reduce you to 1 hit point. During this time, you cannot make weapon attacks, and you gain a bite attack that deals 1d8 + your Strength modifier piercing damage. Each time you damage a creature with your bite attack, you gain advantage on your next attack roll.

Jerk Werk

Wondrous Item, Rare

"I don't know what it is about it - but the motion needed to get swole came to me like second nature! I feel like I've been doing this my whole life, all I needed was to grasp the right tool!"

- Brosef Jabroni ★★★★★

When held, this strangely-shaped magical object convulses compulsively. If you hold the Jerk Werk for 8 hours a day over the course of 7 days, your Strength score increases by 1, as does your maximum for that score. Afterward, the jerk werk has been over-jerked and is destroyed.



Kitchen Helper

Wondrous Item, Very Rare (requires attunement)

"It slices! It dices! It shines my shoes! It signs my cheques! It does my taxes! I'm in jail now though, so probably best stick with the slicing and dicing thing...."

- Convict #8471256 ★★★★★

The Kitchen Helper is a gadget that, against all odds, usually does what it's told. As an action, you can speak this six-inch diameter brass orb's command word, causing it to uncurl like a beetle. The helper sprouts four wiry legs and a tiny pair of arms. Though it has no face, a round blue crystal in its head serves as its brain and power source.

When active, the Kitchen Helper will intelligently obey your commands and perform menial tasks as best it is able, such as retrieving small objects, preparing food, working simple machinery, and so on. It will continue to follow the last instruction it was given until it is ordered to stop or six hours pass, at which point it snaps back into an orb and becomes inactive for 1 hour to recharge.

The Kitchen Helper will never take part in combat, instead curling back into its orb form when threatened. Though it cannot speak, it does communicate in adorable little clicking and buzzing sounds!

The Kitchen Helper

Construct (Dimunitive), Lawful Neutral

Armour Class 10 (Natural Armour)
Hit Points 3 (1d4+1)
Speed 10ft.; Climb 10ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	3 (-4)	12 (+1)	3 (-4)	3 (-4)	10 (0)

Damage Resistances Lightning
Damage Immunities Poison
Condition Immunities Exhaustion; Charmed; Poisoned; Blind, Deafened, Frightened, Paralyzed; Petrified; Burnt-Out
Senses Blindsight 10ft
Languages All those known by its owner
Challenge 0 (0xp)

Warranty Voided. If it is reduced to 0 hit points, The Kitchen Helper ceases to function until repaired.

Actions

Pacifist. The Kitchen Helper does not participate in combat.



Liquorice Whip

Consumable Weapon (Whip), Very Rare

> "NOT FOR CHILDREN!!! I bought this for my son Jimmy and he actually ended up hurting his friend quite badly. I can't believe this is sold in a candy store for kids, it's evil!!! I'll be writing to the manager to get it removed!"
> - XxDisgruntledMotherxX ★★★★★

This length of literal liquorice feels rubbery to the touch. You gain a +1 bonus to attack and damage rolls made with this magic whip.

As an action, you can cause the braided whip to unfurl and make two attacks against targets within range. Each attack has a -2 penalty to the attack roll. Creatures hit with this attack must succeed on a DC 14 Strength saving throw or be restrained by the whip. While the whip is restraining a creature, it cannot be used. You can release one or both restrained targets at any time.



Maize's Lock-Chop

Wondrous item, Rare

"Lose the keys to your cupboard? BAM! Your prize ingredients are locked up in a neighbor's house? BAM! A buddy owes you protection money? BAM!"
- Prisoner 875287-1 ★★★★★

Though not subtle in its application, this round, palm-sized device can unlock doors and grant any sticky-fingered thief access to the wonders inside. It's also able to cut food into perfectly sized cubes for dinner on the road.

When you apply the lock-chop to a non-magical lock and speak its command word, "BAM," it will dismantle any non-magical lock instantly. The lock-chop completely destroys locks but does not disarm traps, affect spells, or have any effect on magical locks. If the lock-chop is used on a magical lock or any object that is not a lock or edible material, roll a d20. On a roll of 5 or lower, the lock-chop breaks apart and is destroyed.

Max's Miraculous Growth

Wondrous Item, Rare

"This saved my entire colony!"
- LiterallyAnAnt ★★★★★

If you are starting a garden, tending a house plant, or growing an army of carnivorous plants, there is no better way to take care of them than Max's Miraculous Growth. This 5-pound hemp bag looks like a mundane sack of fertilizer. The only distinguishing feature is the smiling picture of Miraculous Max on the bag. Max's Miraculous Growth has 10 uses, and is destroyed when empty. As an action you can grab one use of fertilizer and spread it on the ground centered on you. The ground in that area is affected as with the *plant growth* spell.

Maul of Murka

Weapon (Maul), Legendary

"I swung this gotdang mash'n mallet at a one o' em li'l tofoozies and it squirshed that sucker flat, I tell ya. Took out the floor, Buster's ceiling, and dropped my dinin' room down into his basement. I'd give it ten stars if I could!"
- Xx_goodOlBoy_xX8888 ★★★★★

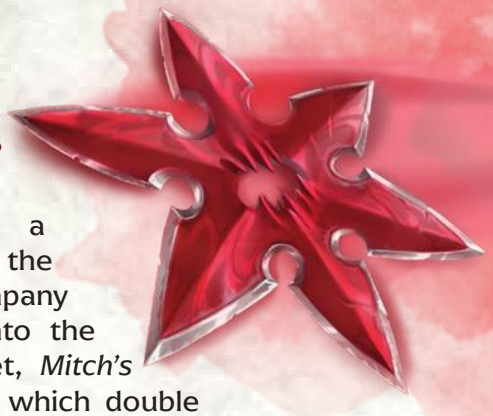
This red-iron hammer is capped in vicious tenderizing spikes. Equal parts weapon and utensil, it is the perfect companion for chefs and hammer-wielding maniacs alike.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. On a critical hit, the target takes additional piercing damage equal to your Strength score.

Aggressive Tenderization. A creature that is killed by this weapon is overly tenderized, often to calamitous effect. When you reduce a creature to 0 hit points, each other creature, including you, within 15 feet of it must make a DC 16 Constitution saving throw, taking 4d8 thunder damage on a failed save or half as much on a successful one. Objects and surfaces in the area take twice as much thunder damage and constructs in the area have disadvantage on saving throws against the effect.

Curse. If you roll a 1 on an attack roll with this weapon, it takes a cumulative and permanent -1 to damage rolls. If the penalty reaches -7, the hammer detonates in a Murkan-size explosion and is destroyed. Creatures and objects within 60 feet of it must make a DC 16 Constitution saving throw, taking 20d8 thunder damage on failed save or half as much damage on a successful one.





Mitch's Yelling Stars

Weapon (Dart), Very Rare

Originally contrived as a promotional gimmick by the Mitch's Wagon Wheel Company as a way of breaking into the Murkan restaurant market, *Mitch's Yelling Stars* are trophies which double as thrown weapons, typically awarded to restaurants of exceptional quality. Restaurant owners can be presented with as many as three stars, but these awards come with dangerous side effects.

You gain +x to attack and damage rolls made with this weapon, where x is the number of stars in your possession. You can only ever carry a maximum of 3 *Mitch's Yelling Stars* at any time.

Curse. *Mitch's Yelling Stars* can often bring undue attention onto those that carry them, or those that they are attached to, making it commonplace for more seasoned restaurateurs to palm them off on passing adventurers. Whenever a ranged weapon attack is made against a target within 5 feet of you, the curse causes you to become the target instead. This is increased to a range of 10 feet with two stars and 15 feet if three stars are in your possession.

On a critical hit, a *Mitch's Yelling Star* becomes embedded in the target, transferring the curse to the target creature until the creature spends an action to remove the star. If the star is not embedded, it returns to the possession of the creature that threw it at the start of their next turn.





Non-Executionary Repeating Firearm

Weapon (any firearm), Very Rare (requires attunement)

"Don't git this weapon - you'll shoot yer eye out!!!"
- OldManMcGavin ★★★★★

This gun grants a +2 to attack and damage rolls made with it, but it cannot reduce a creature to 0 hit points or below, as it transmutes whatever ammunition you are using into a large, foam version of itself that strikes with the same speed, but lacks the lethality of normal ammunition.

In addition, when you successfully hit a target with an attack roll made using this gun, the target must make a DC 15 Charisma saving throw. On a failed save, the target deals half damage on one of the following types of action (your choice) for one minute:

- Spells
- Weapon Attacks
- Unarmed Strikes
- Natural abilities such as a dragon's breath weapon

A creature can only have two sources of damage affected in this way at a time, and the same option cannot be chosen twice.

Curse: Non-Executionary Repeating Firearm Or Nothing. When you become attuned to this weapon, you refuse to use any other ranged weapon. You may still use melee weapons and unarmed strikes, but you cannot operate any other type of firearm. A greater restoration, remove curse, or *wish* spell will end this effect.

Oldbucks Coffee

Wondrous Item, Rarity Varies

Old Buck's brand of powerful and refreshing drinks come in a variety of flavors - each with a small but invigorating effect. Additionally, some drinks are sold in different sizes, increasing the duration or potency of the brew's effects when you drink them.

Magiatto (Rare). When you drink this brew, you gain an additional 1st level spell slot for 24 hours.

Chai Dei-Tea (Uncommon). When you drink this refreshing tea, you gain a point of inspiration if you do not already have one.

Draga-Juice (Common). When you drink this tart concoction, you regain 2 sorcery points.

Murkakano (Uncommon). When you drink this robust brew, the total number of superiority dice you can have to fuel your Battle Master maneuvers increases by 2. The total resets when you finish a long rest.

Caffe Mysto (Uncommon). When you imbibe this smooth brew, you regain 2 expended Ki points.

Nox Roastus (Rare). When you drink this bitter beverage, you regain 2 expended Hit Die.

Roast of Blond (Uncommon). When you quaff this mild brew, you regain 2 expended uses of your bardic inspiration.

Espresso Yo Selfo (Uncommon). When you guzzle this potent drink, you regain 1 use of your barbarian rage.

Carppecino, Smol (Rare). When you drink this revitalizing brew, you regain 20 hit points.

Carppecino, Lorge (Very Rare). When you drink this comically large revitalizing brew, you regain 50 hit points.

Oldbucks Refreshies

Wondrous Item, Rarity Varies

A newer addition to Oldbucks' historic menu, these concoctions are packed with superfoods, fruit, vegetables, and "local ingredients." Where coffee is meant to push you beyond your limits, the Refreshies brand beverages are meant to enhance your body, mind, or both.

Oldbucks Refreshies come in three sizes which affect the duration of their benefits as listed in the size chart. The DM chooses the type or determines it randomly from the following options.

d10	Size	Duration	Rarity
1-4	Litil	5 minutes	Uncommon
5-8	Orchal	1 hour	Rare
9-10	Biggun	8 hours	Very Rare

Think Drink. When you drink this bitter juice, your Intelligence score increases by 1 for the duration.

Steamed Milk. When you drink this foamy cream, your Wisdom score increases by 1 for the duration.

Iced Hazelnut Mocha-frappachino-latte: two shots of 'expresso,' and three pumps of caramel. When you drink this expensive liquid dessert, your Charisma score increases by 1 for the duration.

Lasagna. When you drink this liquified pasta delicacy, your Strength score increases by 1 for the duration.

Just Expresso Shots. When you drink this unhealthy amount of espresso-like caffeinated beverage, your Dexterity score increases by 1 for the duration.

Unsteamed Milk. When you drink this extremely expensive glass of plain milk, your Constitution score increases by 1 for the duration.

Pepperbox

Weapon (any one-handed firearm), Uncommon

> "Really adds spice to my weapon, makes me sneeze though"
>
> - Achu ★★★★★

Any small Murkan firearm can be magically enhanced to have the following properties:

Flavorful Finish. Paladins of Flavor that wield this weapon roll an additional weapon damage die when on a hit.

Just Say When. When you damage a creature with this weapon, the target must make a DC 14 Constitution saving throw. On a failed save, they sneeze uncontrollably and suffer the following ill effects:

- All creatures that can hear within 100 feet of the target become aware of its location.
- The target must make an additional concentration check at disadvantage to maintain concentration on spells or abilities.
- The target, if it possesses a breath weapon or similar ability, immediately releases it in a random direction.

Backfire. This gun doesn't jam. When it would normally jam, it instead backfires, causing the wielder to suffer its effects and damage.

PeptoAbyssmal

Potion, Legendary

"This stuff might taste like a stick of chalk that was once used to draw a picture of a strawberry, but it really works."

- NotSicNoMoore ★★★★★

When you drink this powdery potion, all effects currently affecting you end, including:

- All conditions
- Curses (including undoing attunement to cursed items. This allows the character enough time to remove the item and throw it away, but will not make them immune to being cursed again if they attempt to use the item in the future)
- Reductions to Ability Scores
- *Polymorph* or other unwanted spells
- Any reductions to your hit point maximum
- Any diseases, poisons, or natural sicknesses

Curse. The effect of the potion is instantaneous. However, when consumed, you must roll 1d6. On a roll of 1, the miraculous curative power of the potion is revealed to be the result of an infernal bargain, and a small swarm of miniature demons pop into existence. The demons orbit around the character's head for the next 1d8+2 hours, biting, scratching and mercilessly chiding you. The demons cause no damage, but as long as they exist, you have disadvantage on concentration checks and Perception checks.



Phil the Swift's Flexible Seal

Wondrous item, Legendary

"Mother wouldn't stop chastising me for what I was wearing. Casting silence didn't help. This did the trick, though."

- WitchyDaughter ★★★★★

"Drank some kind of monster potion and got too hype, punched a hole in the wall (it was a lot of damage). Lucky my dad had one of these handy."

- KyleTotally ★★★★★

This magical roll of adhesive cloth can permanently close a hole or puncture, bridge a gap, or hold an object in place. The roll contains 1d12 strips, which can be torn free and used. A single strip unfolds into a 5-foot square of tacky fabric, and it can be adhered to any non-organic surface it touches. Multiple strips can be combined in order to cover larger gaps, holes, or surfaces. When you speak the seal's command word, the fabric dries and becomes indestructible. Once hardened, a flexible seal can be removed only by universal solvent, oil of etherealness, or a *wish* spell.



Piece O'Reez

Consumable, Rare

"Absolutely delicious! If you get the chance to try one you absolutely must - the sweetness, the nuttiness, the creaminess - just everything about it is perfect"

- Gabby Maureau ★★★★★

These mystical, edible artifacts are treasured among culinary experts for their healing properties and a long-standing legend that several pieces can be combined to form an edible construct. As a bonus action, you can eat a single Piece O'Reez to restore 5d6 hit points, gain 3d4 temporary hit points, and gain resistance to poison damage for 1 hour.

You can place 6 Pieces O'Reez inside a preheated arcane oven for 1 hour. If you recite the appropriate incantation for the duration, the pieces fuse into molten chocolaty slag that rapidly expands into the humanoid form of Reez himself. The Sentinel of Reez can only be commanded by the creature who summoned it. If the incantation is incorrect or interrupted, the summoning fails and the Pieces O'Reez are destroyed.



Sentinel of Reez

Medium construct, unaligned

Armour Class 14 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Resistances fire, bludgeoning, piercing, and slashing from non-magical attacks
Damage Vulnerabilities acid, poison, force
Senses darkvision 30 ft., passive Perception 9
Languages: understands the language of its creator but can't speak
Challenge 5 (1,800 XP)

Tactile Tastiness. Sentinel of Reez regenerates all hit points and Fragments of Reez once per day.

Fragments of Reez. Sentinel of Reez can give out, at the command of its creator, up to 4 Fragments of Reez per day. Each Fragment of Reez restores 5d4 hit points and the consumer is resistant to poison for 4 hours.

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

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

Innate Spellcasting. The sentinel's innate spellcasting ability is Wisdom (save DC 12). It can innately cast the following spell, requiring no material components:

2/day: *haste* (self only)

Actions

Multiattack. The sentinel makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Peanut Paralysis (Recharge 3-6). The sentinel smothers a target within 5 feet in a sludgy peanut discharge. The creature takes 2d6 bludgeoning damage and must succeed a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.



Pint of Benne Jerryzet's Ice Cream

Wondrous Item, Rarity Varies.

"Buy this?! I THINK NOT!"
- xXDescarteB4DaHorseXx,
Chaotic Goodberryflavor ★★★★★

This mass-produced pint container contains 1d4+4 scoops of ice cream, each of which take an action to scoop and a bonus action to consume. If you consume the entire pint in less than 2 hours, make a DC 13 Constitution saving throw. On a failed save, parts of your brain freeze and you cannot dash or disengage until you finish a long rest. If the ice cream is not kept in cold temperatures for at least 8 hours a day, it melts, destroying the item. The following flavors grant the following effects:

Action Frozen (Uncommon). This special "sponsored combination" of chocolate and popping candy fills anyone who tastes it with a feeling of robust loyalty to their families, homes, and everything they hold dear. Upon consuming a scoop of this ice cream, you are immune to being frightened for one minute. In addition, at the start of each of your turns for the duration, you gain temporary hit points equal to the number of scoops of this flavor you have ever eaten.

Chaotic Goodberry (Common). A favored flavor of rangers all over Murka, this tantalizingly tasty treat is full of natural fruity goodness. Upon consuming a scoop of this ice cream, you regain 1 hit point, and feel pleasantly full and satiated for the rest of the day.

My Feyvorite (Uncommon). This sweet, earthy ice cream is laced with fairy dust, sprinkling just a bit of feywild in every bite. Upon consuming a scoop of this ice cream, you gain a fly speed of 15 feet and can hover for 10 minutes. If you are aloft when the effect ends, you fall to the ground.

Rootin' Tootin' (Uncommon). Feel like a true bovine youth with this sweet sassafras root flavored frozen treat, now laced with baked beans! After consuming a scoop of this ice cream, you have advantage on attack rolls made with one-handed weapons for 1 minute.

Sugarflumph Visions (Rare). This delectable holiday flavor sends your mind spinning! Upon consuming a scoop of this ice cream, you get a clear picture in your head of another place. For 1 minute, you gain the benefits of the *clairvoyance* spell.

Fudge-it Facade (Common). This unassuming rich chocolate flavor blends in with other flavors seamlessly, and so can you! Upon consuming a scoop of this ice cream, you gain the effects of the *disguise self* spell for 10 minutes.



Price Checker .38 Special

Weapon (crude revolver), Very Rare

Company employee products are not available for purchase. Please deliver your Price Checker X-40 to the nearest Walmoria returns desk. Walmoria is not responsible for any injury caused by a Price Checker X-40 used by a non-Walmoria employee.
- CompanyManDan ★★★★★

This +2 clunky plastik device fires dense labels at an inadvisably high velocity.

Mostly Harmless. Any bullet fired by this gun at inanimate objects cause no damage. Instead, it will stick a price label on the object equal to its value in Murkan bucks.

Fire Sale! As a bonus action, you can set the *Price Checker .38 Special* to fire all remaining bullets on the next attack. Make one attack roll. If it hits, roll your weapon damage a number of times equal to the number of bullets fired. Then roll a d20. On a roll of 1-19, the gun jams.

Price Slasher

Weapon (Any melee weapon that deals slashing damage), Rare (requires attunement)

"SAVINGS!? DID SOMEONE MENTION SAVINGS!?!"
- BigBadBargainBinbarian ★★★★★

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Slash Prices. When you hit an inanimate object that is not being worn or carried with this weapon, you may choose to deal damage normally or you may instead roll damage and lower the perceived value of that item based on the damage inflicted and its total value. For instance, a 10gp set of leather armor slashed for 8 price damage would be valued at 2gp! What a steal! Objects cannot be reduced below 0 copper in value. This effect can be used once per object per day.

Value of the price-slashed item	Type of coin subtracted
1cp - 9sp	Copper
10sp - 9gp	Silver
10gp -9pp	Gold
10pp - 9 bucks	Platinum
10+ bucks	Bucks



Purple Vest

Wondrous Item (Vest), Rare (requires attunement)

"Seriously slip on one of these things and you can do whatever you want and no-one bats an eye! Just don't let them see you taking it off..."
- Unnamed shoplifter ★★★★★

Appearing identical to the uniform of the typical Walmorian employee, the Purple Vest is subtly enchanted to allow outsiders to blend in and go unbothered while wearing it. It even includes a little round name-tag displaying the legend: "Hello! My name is..." that changes to include the name of the attuned user.

Social Engineering. You have advantage on Charisma checks against Walmoria employees while wearing the vest.

The Price of Things. Cultists of Kaeren are hostile toward you, and you have disadvantage on Charisma checks against such cultists while wearing the vest. Doffing the *Purple Vest* while in sight of such cultists does not end this effect.

Curse. When donning this item for the first time, you gain 1 Getting Hired counter (see the Getting Hired rules on page 59) or Getting Hired counters if you don this item for the first time inside of Walmoria.

Reef Ridgerator

Wondrous Item, Rare

"As a purveyor of fine aqua-centric ornaments, I was glad to add this to my collection! BEWARE - not suitable to house elementals!!!!!"
- Gabriella Borknock ★★★★★

This small metal box contains an assortment of magical and mystical items that can be used to create your own spot of luxury. The Reef Ridgerator allows you to use your action to create a fully self-sufficient micro-biome for a coral reef to sustain itself in. The reef becomes an immovable feature of the landscape in which it is created, and interacts with the environment as appropriate.

The reef can take up to a 10-foot radius from the origin point, but can be arranged in any shape. The total mass that can be created using the Reef Ridgerator must fit inside a 10-foot cube. Included in the basic box is: 75 gallons of seawater, a variety of coral colonies, seaweed, micro-

nutrients, and some dehydrated enchanted fish. The deluxe box can create a 15-foot cube of coral reef. In addition to the basic box, it includes an additional 37 gallons of seawater, extra fish, a micro-island, and a 1 year warranty. It also includes a wider variety of coral, crustaceans, and anemones for a more diverse ecosystem. For an additional fee, a glass tank can be included so the coral reef can be displayed inside.

Scent of Zeffyra

Wondrous item, uncommon

> "I found this in my Aunt's bathing room, put some on, and went straight to Wal-Moria. I have never been treated better. Got some great deals. I'd give it 5 stars, but it's almost too good."
>
> - Bailey Easton ★★★★★

This tiny tincture has 1d6+1 drops of perfume that create a subtle scent that enamors any who smell it. When you apply the scent on your skin, you have advantage on Charisma (Persuasion) checks made against creatures within 5 feet of you for 1 hour. Creatures that cannot smell such as oozes are unaffected.

Scrying Spectacles

Wondrous item, Rare (requires attunement)

> "Snuck a pair out of the Theaplex to check out the backroom performances. Mom caught me and now I'm grounded for a whole month. Wouldn't recommend."
>
> - _=_FurryFury_=_ ★★★★★

These brightly colored glasses are built out of relatively cheap materials: stiff parchment and red and blue synthetic crystal lenses. The spectacles have 1d4 charges, and regain 1d4 expended charges daily at dawn. While wearing the glasses, you can expend a charge to cast the *scrying* spell (save DC 13) with it.

The *scrying spectacles* automatically succeed on any attempts to scry on a performance that the Theaplex originally programmed the spectacles for. Any attempt to use the spectacles to scry on a different location requires a successful DC 13 Intelligence (Arcana) check.

Sharpening File

Wondrous item, Common

> "Made my nails gorge af but don't last long."
>
> - Beka P. ★★★★★

A creature with natural weapons can spend 10 minutes using this layered parchment file to sharpen their claws or teeth. For 1 hour, attacks made with these natural weapons to gain a +1 bonus to attack and damage rolls. After the sharpening file is used, roll a d10. On a 1, the sharpening file peels apart and is destroyed.





Sniffer Rifle

Weapon, (Any Two-Handed Firearm), Common (requires attunement)

> "I bought my kid this for their birthday...do not do this..."
> - SmellsLikeTheNeighbours1234 ★★★★★

The end of this long gun has a rubber nose affixed to it and cannot fire ammunition.

As a bonus action, you can point the firearm at any creature within the item's range and fire, releasing a puff of magical smoke from the firearm's chamber that smells exactly like the target. Creatures within 5 feet of you when you fire can see and smell the smoke.

Soylent Beans

Consumable, Common

> Honestly, they're fine. They taste okay. Bit rubbery, bit bland. They don't really fill you up, but at least they give you a boost. Best thing about them is the color, more bright green foods please! There's some wild rumors about these things, but I think it's all just viral marketing trying to make them 'cool'. There's no way Soylent Beans is made of people. No way.
> - 1Hornd1idFlyingPurple ★★★★★

Soylent Beans come in a sealed pack. A package contains 1d12+5 *Soylent Beans*. A creature who eats one of these slightly rubbery beans increases their hit point maximum by 1 for the next 24 hours. This effect is cumulative. Eating any number of *Soylent Beans* takes an action. *Soylent Beans* do not have an expiry date.

Stuffed Companion

Mundane item, Common

This small, cuddly companion can only be found at the Make-A-Minion workshop in the Hall of Murka. Make-A-Minion offers pre-built companions, as well as custom builds using pieces and items from all kinds of animals and creatures. This item may bring joy or comfort to someone holding it, soothing sadness and waving away worries. A *Stuffed Companion* can be infused with a *Stuffed Companion* Rune.

Stuffed Companion Heartstones

Wondrous item, Rarity Varies

When a Stuffed Companion is created at a Make-A-Minion workshop, it can be infused with a magical power. This magical stone imbues the companion with arcane energy, granting it the ability to cast a given spell once per day without using a spell slot.

Spell	Rarity
light	Common
alarm	Common
magic mouth	Uncommon
phantom steed	Uncommon
faithful hound	Rare

A creature conjured by *phantom steed* or *faithful hound* appears as a size-appropriate stuffed companion, though it functions normally.

Suh'mores

Wondrous item, Rare

"Now this is a tasty treat! I know you're supposed to share with your friends, but you don't have to. And it's spelled the way it sounds!"

Will Burr ★★★★★

Made with a combination of unleavened bread, swampmallow treats, and Wilbur Wendelseys magically infused chocolate, suh'mores are a favorite snack when setting up camp in the woods. When the tiny treat is heated for 1 minute over a fire, it melts and then quickly expands into enough ooey-gooey sustenance to feed 6 creatures for 1 day.

If a creature eats the treat before it fully expands, the creature must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute.

As part of an attack action, the *suh'mores* can be thrown up to 30 feet at a creature that you can see. The creature must succeed on a DC 14 Dexterity saving throw or be restrained for 1 minute.



The target or a creature within 5 feet of it can use its action to make a DC 14 Strength check. On a success, the creature is no longer restrained.

Super Shooter Fun Guns™

Weapon (rifle), Rarity Varies

"I bought this entire product line, thinking it would be a good holiday present for my 4 boys...I mean, I guess I wasn't wrong, but now I only have 1 boy."

- RIP_DickJason+Tim

"Fun for the whole family!"

- BestBrotherDamien

Patented by the great artificer Lonjonson, the *Super Shooter family of Fun Guns™* specializes in fantastical firearms for all ages! No matter who you are, or who has wronged you, the Super Shooter family has just the weapon for you! We use patented Volatile Substance Storage Tanks™ to pull material from various elemental planes so you can shoot them at people for fun! Just give your Super Shooter a few pumps and watch those who stand before you flee in terror.

Warning

Do not over-pump your Super Shooter product. Pumping the "toy" past a certain point could be dangerous, and will most likely result in major harm to your target and anything that gets in your way.

Each *Super Shooter Fun Gun* has 6 charges stored in its VSST (Volatile Substance Storage Tank™) and regains 1d4+2 charges daily at dawn. If you expend 6 charges at once, roll a d20. On a roll of 1, the VSST explodes, destroying the gun. Each creature within 10 feet of the blast takes 2d6 force damage.

The Super Seltzer (Uncommon). Every kid needs a Super Seltzer! As an action, you can expend one or more of the charges to unleash a powerful blast of seltzer water in a line that is 60 feet long and 1 foot wide.. Each creature in that line must make a DC 13 Dexterity saving throw taking 3d6 bludgeoning damage on a failed save, or half as much on a successful one. The user can choose to spend a number of additional charges to pump up the blast further before releasing it. For every additional charge spent, you can

increase the damage done by the Super Seltzer by 1d6 and its width by 1 foot.

The Super Solvent (Rare). Every teenager needs a Super Solvent! As an action, you can expend one or more of the charges to unleash a stream of sizzling acid in a line that is 5 feet wide and 60 feet long. Each creature in that line must make a DC 15 Dexterity saving throw, taking 3d8 acid damage on a failed save or half as much on a successful one. For each expended charge beyond the first, the damage increases by 1d8.

The Super Scorcher (Very Rare). Every disgruntled adult needs a Super Scorcher! As an action, you can expend one or more of its charges to unleash a gout of flame in line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failed save, for each charge you spent, the target takes 2d10 fire damage and is lit on fire. On a successful save, the target takes half as much damage and is not lit on fire.

Teen Rogue

Wonderous Item, Rare

"Trash. Don't let your kids read this nonsense."
- YoungAndNotGrayAtALLiPromise ★★★★★

"Ignore these haters, Teen Rogue has the best tips and stories!"
- DarkRavenOfTheAfterlifeWithChainsaws ★★★★★

For every 10 minutes spent reading this magazine's articles, roll a d12 to determine the topic and gain the effect listed. Effects gained from *Teen Rogue* last for 6 hours and can stack. Creatures who cannot read common cannot use this item.

This magazine can be read aloud to provide its effect to additional creatures within earshot with a successful Charisma (Performance) check. The DC of the check equals 10 + 5 for every creature you're orating to. On a failed check, only you gain the benefits.

Once an article has been read, it remains full of interesting tidbits, but does not grant any additional effects.

1d12	Article	Effect
1	Why do cats purr?	+2 to Animal Handling checks
2	Interview with a former vampire	+2 to Insight checks
3	How to spot a real fashion disaster.	+2 to Investigation checks
4	Top 20 pranks (read 'til the end)	+2 to Sleight of Hand checks
5	How to save a life 101	+2 to Medicine checks
6	This article is true, and you won't believe it.	+2 to Deception checks
7	Key steps to a real apology.	+2 to Persuasion checks
8	Basic stretches to start your day.	+2 to Acrobatics checks
9	Why you should never speak to the Police	+2 to History checks
10	Can you really hex the moon?	+2 to Arcana checks
11	Beauty is all around you, How you missed it	+2 to Perception checks
12	Turns out horti-culture is fun!	+2 to Nature checks

Tezzla Bat-tery

Wondrous Item, Uncommon

"My brother convinced me to get one of these doodads after MONTHS of complaining. I just didn't see the appeal, but when I was in his carriage and it activated, that sold me. I've never had such a smooth ride before, even when we did a road trip through Midwesteros."
-Bobert Calcanis, ★★★★★

The *Tezzla Bat-tery** is a simple metal box that is attached to the underside of a land vehicle. The box contains a flock of bats, whose purpose is to keep your vehicle level at all times, even when riding through difficult terrain, or over large gaps and potholes.

This eco-friendly and sustainable Bat-tery houses a perfect environment for the bats to live

in, a pocket-biome in layman's terms. When the Bat-tery is agitated slightly the bats begin their flight. The power in the wind caused by the bats' fluttering is channeled directly below the vehicle, making it hover 5 feet off the ground. This effect lasts for 30 minutes, after which the vehicle harmlessly lowers back to the ground. The *Tezzla Bat-tery* must recharge for a minimum of 2 hours before it can be used again.

*We are legally obligated to tell you that no bats are harmed in the making or use of this product.

A rare variant of the *Tezzla Bat-tery* includes an experimental auto-pilot mode that takes advantage of the bats' natural echolocation abilities. Results may vary.

To-fu

Wondrous Item, Uncommon

"Has fast food made you feel chewed? Sugary cereal leaving your teeth bacterial? If you're feeling like a turd, this is the bean curd for you!"
- PodCastBoi ★★★★★
Sponsored Review

"I tried to eat it and it ate me instead. These are my last words. Tell my brother to delete my browser history."
- Potato Bunz ★★★★★

This block of soy product is submerged in a clear brine and sealed in a clear packaging. Each package of *To-fu* contains two servings. As an action, you can open and consume one serving of the tofu. For 1 minute, each time you take the attack action, you can make an additional attack. This bonus stacks with the extra attack feature.

If both servings of tofu are not consumed within 1 minute of opening, each remaining serving swells in size and transforms into a **killer to-fooze**.



Tum Chums

Consumable, Common

"Thank the gods for these, I pretty much include these as an essential ingredient to all of my burgers."
- Dad-bod Dan ★★★★★

These small, chalky tablets come in a small bottle with a childproof stopper. Removing the stopper requires a DC 12 Dexterity check or a DC 14 Strength check. A tablet smells mildly of grass and earth, and tastes like chalk with a hint of sugar and cherries.

When you consume one of these pills, you regain 1d4 hit points. In addition, roll on the following table for any additional effects.

1d6	Effect
1	Gain one point of exhaustion
2	Halt the effects of any ingested poisons for 1d4 hours
3	Halt the effects of any ingested poisons for 1d4 hours and restores 1 additional hit point
4	Halt the effects of any ingested poisons for 1d10 hours
5	Cure the player of any ingested poisons
6	Cure the player of any ingested poisons and restore an additional 1d4 hit points.

Tuppa's Chest of Wares

Wondrous Item, Common

"It's not easy raising a pack of lil monsters, but boy howdy are these handy for keeping their mess out of sight."
- Tez Florense ★★★★★

Hardy, wooden chests that, when empty, can be stacked and stored as if they were a single chest. Up to ten empty *Tuppa's Chest of Wares* can be stacked tightly together in a 3-foot cube that weighs 25 pounds. When unstacked, each chest is the same size and weighs 25 pounds on its own. A chest containing items cannot be stacked in this way.

Tuppa's Compact Furnishings

Wondrous Item, Common

> "To be clear, this is not dollhouse furniture. Do not put the pieces inside your scale-model dollhouse that you've been working on for 12 years to make realistic to a certain iconic vampire's iconic raven-themed loft and then say the command word. Couch works fine, though."
>
> TracyNLauraHickman ★★★★★

Magitronic crystals inside this series of couches, tables, and chairs lets them be enlarged and reduced on a whim for unparalleled portability. As an action, you can speak a *Tuppa's Compact Furnishings* command word and cause any one of these magitech items to enlarge or reduce itself in an empty space within 5 feet of you. When reduced, no matter how large the furnishing, it becomes able to fit into the palm of your hand.

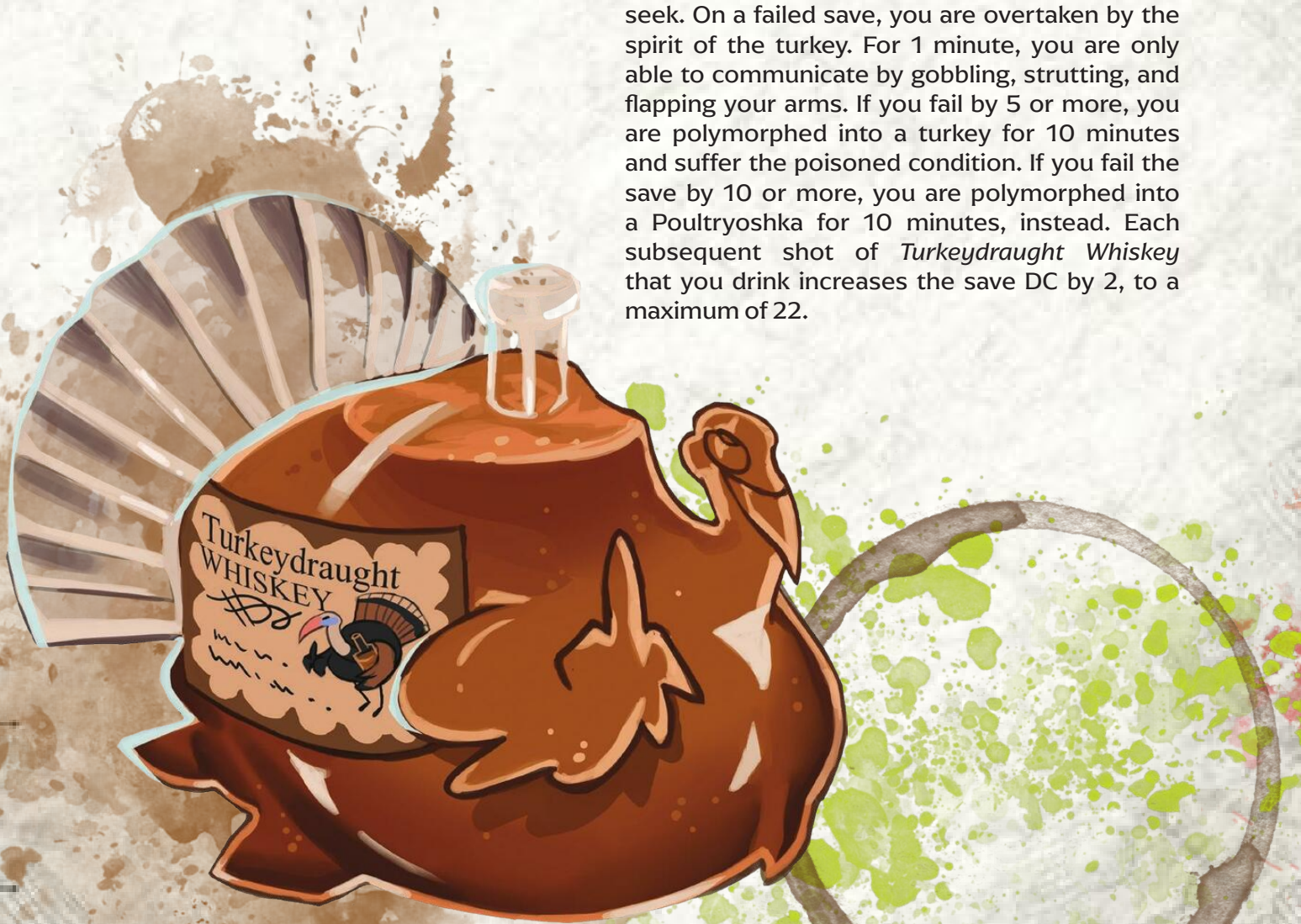
Turkeydraught Whiskey

Potion, Uncommon

> "Smooth, with smoky motes of hickory, and a clean finish, the aftertaste can only be described as horrendous."
>
> Wh1sk3ySn0b

A favorite drink of S. Thompson the Hunter, *Turkeydraught Whiskey* has been produced deep in the heartland of Murka since just after the Freedom War. You can find it on the middle shelf of most self-respecting taverns or the top shelf of the more interesting dive bars. The bottle, with its logo of a turkey "flipping the bird," is unmistakable.

This bottle contains 12 shots. Anyone who drinks a shot of Turkeydraught must make a DC 14 Constitution saving throw. On a success, you immediately cast the *commune with nature* spell for free. When you do so, the spirit of a turkey appears to convey the information you seek. On a failed save, you are overtaken by the spirit of the turkey. For 1 minute, you are only able to communicate by gobbling, strutting, and flapping your arms. If you fail by 5 or more, you are polymorphed into a turkey for 10 minutes and suffer the poisoned condition. If you fail the save by 10 or more, you are polymorphed into a Poultryoshka for 10 minutes, instead. Each subsequent shot of *Turkeydraught Whiskey* that you drink increases the save DC by 2, to a maximum of 22.



Vermincelli's Memento

Wondrous Item, Uncommon

"This little guy saved my life! I could barely boil water before, but now I'm a head chef! Anyone can cook with this!"
Alfred O. ★★★★★

This grey stone statuette of a rodent with a friendly smile and oversized front feet is the symbol of the renowned gourmomancer, Romulus Vermincelli. If you place this statuette under your hat so that the front paws touch your head or hair, the guiding presence of Vermincelli will work through the memento, helping you to know what utensils and ingredients to use while cooking. While the statuette remains on your head or under your hat, you become proficient in cook's utensils. If you are already proficient in cook's utensils, you instead double your proficiency bonus for any check made to cook while using them.

Wand of the Confection Chef

Wand, Rare, (Requires Attunement by a Spellcaster)

"This thing saved my life at Gourmomancy School - so many nights not sleeping and needing to cast high level spells the next morning. Just don't mix it up with your other fancy wooden spoons..."
- GourmoTheElf ★★★★★

At first glance, this wand appears to be a well-used and slightly charred wooden spoon. Upon closer inspection, the dark bits of char are actually runic formulae. When used as a spellcasting focus for gourmomancy spells, you may cast the spell without edible material components. Any material components that are inedible must be provided or expended as normal.

This wand has 3 charges and regains 1 charge daily at dawn. While using it as a focus to cast a gourmomancy spell, you can expend 1 charge to treat the spell as though it were cast using a slot 1 level higher. If you expend the wand's last charge, roll a d20. On a 1, the runes on the wand fade away and it becomes an ordinary fucking shit wooden spoon.



Can You Count To Ten?

This wand allows you to increase the level of gourmomancy spells, but does it allow you to cast 9th level spells at 10th level? I asked this question to an ancient and wise gourmomancer, and his head exploded. So, it's probably a good idea to consult with your GM before attempting this.


Objection!



MAG-X Cards

MAG-X is a new, highly popular, ridiculously franchised, and ludicrously profitable trading card game that blurs the line between fiction and reality even further! These magical trading cards don't just function together as a playable game, they also enact their functions in the real world - whether that means casting a powerful spell, or summoning a creature from another plane. While there are versions of the game that do not require you to risk life and limb, not all versions of these rare and magical trading cards are harmless. Many ardent adventurers and professional duelists will often hold hardcore dueling matches in wide fields, or massive stadiums where the damage to the environment can be minimized.

MAG-X Card: Disaster Casters

Wondrous item, Very Rare

This card shows art of three spellcasters wearing strange brightly-colored robes in the process of weaving spells.

Play this card as an action and select a point within 60 feet, then roll 1d10.

1d10	Effect
1-2	A *fireball* spell (DC 17) is cast at 3rd level, centered on you.
3-9	The disaster caster appears and casts a *fireball* spell (DC 17) at the target location using a spell slot equal to the number rolled on the die.
10	The disaster caster appears and casts a 9th-level *fireball* spell (DC 18) at the target location. The fireball deals damage as though it rolled maximum (84 fire damage).

Once used, this card cannot be used again until the next dawn.

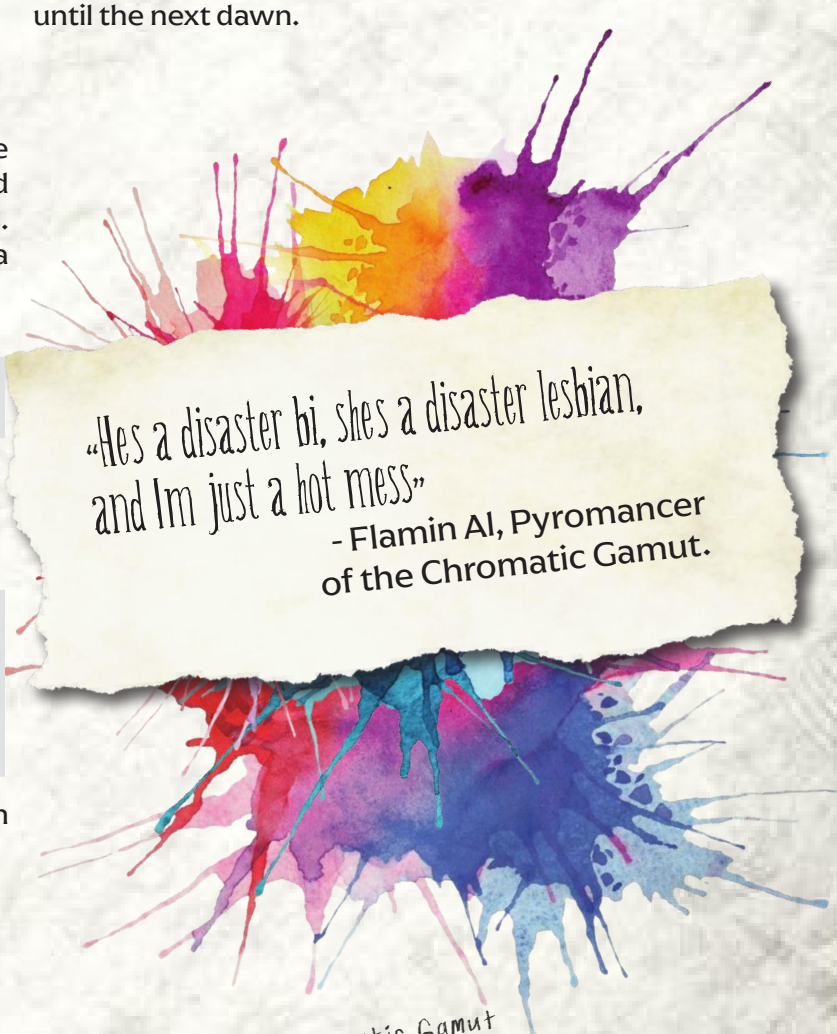
MAG-X Card: Murkan Revolutionaries

Wondrous item, Very rare

This card depicts revolutionary soldiers from the Murkan war for independence. While King Wash himself does not appear on the card art, legends speak of an ultra-rare print that does include him.

Play this card as an action to summon revolutionaries to charge all enemies within 60 feet of you. Each target of your choice within range must make a DC 15 Dexterity saving throw, taking 6d10 force damage on a failed save or half as much damage on a successful one. The charging soldiers disappear after the attack has been made.

Once used, this card cannot be used again until the next dawn.



I just can't find a copy of the Chromatic Gamut but Sasha's brother's fiance's boss has one and she says: totally worth it.

MAG-X Card: Rules Lawyer

Wondrous item, Uncommon

The art on this card is of a stack of gaming books on a table with piles of many faceted dice strewn across an endless mess of papers and notes with labels such as "the GM is wrong and here's 99 theses on why."

As a bonus action, you may play this card to summon a rules lawyer from another world. Select one creature you can see, and the rules lawyer will tell you its armor class and total remaining hit points before disappearing in an irritating puff of smoke.

Once used, this card cannot used again until the next dawn.

MAG-X Card: Rules Lawyer, Holographic

Wondrous item, Rare

The art on this card is that of a red tiefling dressed in business attire at a wooden desk. It stands with a single finger outstretched pointing out of frame. Above it, the word "NUH-UH" is written in large, red letters

As a bonus action, you may play this card to summon a rules lawyer from another world. Select one creature you can see, and the rules lawyer will tell you its armor class, total remaining hit points, and any immunities, resistances, or vulnerabilities before disappearing in a flash of light.

Once used, this card cannot be used again until the next dawn.

MAG-X Card: Spell Card

Wondrous item, Uncommon

The art printed on this card reflects the spell granted by it. Nobody is impressed by this card.

Each version of the spell card has a different cantrip or 1st level spell printed on it. You may use this card to cast that spell at its lowest level. Any card requiring a saving throw has a spell save DC of 11. Any spell attack made using this card has a spell attack modifier of +3.

Once used, this card cannot be used again until the next dawn.

MAG-X Card: Spell Card, Holographic

Wondrous item, Rare

The art printed on this card reflects the spell granted by this card, but with a shiny, holographic foil coloring, reflecting the card's increased rarity.

Each version of this card has a different 2nd or 3rd level spell printed on it. You may use this card to cast the card's spell at its lowest level. Any card requiring a saving throw as an effective spell save DC of 12. Any spell attack made using this card has a spell attack modifier of +5.

Once used, this card cannot be used again until the next dawn.

MAG-X Card: Trap Card

Wondrous item, Rare

"YOU'VE ACTIVATED MY TRAP CARD...."

The art of this card depicts a humanoid stepping over a large pitfall and directly into a bear trap.

You may play this card as a reaction to seeing a creature within 60 feet of you cast a spell. You cast *counterspell* at 5th level, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability modifier.

Once used, this card cannot be used again until the next dawn.

MAG-X Card: Trap Card, Holographic

Wondrous item, Very Rare

"YOUR TRAP CARD ACTIVATED MY TRAP CARD..."

The art of this card depicts a duelist, holding up a trap card which similarly depicts a duelist holding up a trap card - ad infinitum.

You may play this card as a reaction to seeing a creature within 60 feet of you cast a spell or use a Trap Card. You cast the *counterspell* spell at 8th level, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability modifier.

Once used, this card cannot be used again until the next dawn.

MAG-X: The Pieces of Orthos

The six most powerful cards of the MAG-X game are The Aspects of Orthos, said to be imbued with the power and spirit of Orthos; the god and personification of the planet Orth. According to MAG-X lore, each piece was spread out into the cosmos following the death of Orthos at the end of The Great Dueling War. Combining all six of these cards will allow the user to become the avatar of Orthos himself, granting the user ultimate power, everlasting life, and the ability to defeat the mysterious, all-consuming entity known as The Ink once and for all.

Destroying the Pieces of Orthos. If the Mind, Mouth, Heart, Hands, Stomach, and Butt of Orthos are all brought together, a creature may cast them into any amount of saltwater, destroying them for 1d100 years before they reappear, once more scattered across the multiverse.

The Mind of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' mind for 10 minute. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Acceptance.** You are immune to the blinded, deafened, and stunned conditions.
- **Resistances.** You are immune to psychic and radiant damage.
- **Magnificent Mind.** Your Intelligence score increases by 2, as does your maximum for that score.
- **Knowledge is Power.** You gain advantage on all Intelligence ability checks and saving throws

The duration of these effects increases by 10 minutes for each other aspect of Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

The Mouth of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' mouth for 10 minutes. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Cunning.** You are immune to the charmed condition.
- **Resistances.** You are immune to force and thunder damage.
- **Planetary Presence.** Your Charisma score increases by 2, as does your maximum for that score.
- **Socially Skilled.** You gain advantage on all Charisma ability checks and saving throws

The duration of these effects increases by 10 minutes for each other aspect of Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

The Heart of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' heart for 10 minutes. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Stout Hearted.** You are immune to the frightened, paralyzed, and petrified conditions.
- **Resistances.** You are immune to cold and lightning damage.
- **Terrestrial Toughness.** Your Constitution score increases by 2, as does your maximum for that score.
- **Rooted Resistance.** You gain advantage on all Constitution saving throws

The duration of these effects increases by 10 minutes for each other aspect of

Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

The Hands of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' hands. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Slippery.** You are immune to the grappled, restrained, and exhausted conditions.
- **Resistances.** You are immune to bludgeoning, piercing, and slashing damage.
- **Agile.** Your Dexterity score increases by 2, as does your maximum for that score.
- **Adroit.** You gain advantage on all Dexterity ability checks and saving throws

The duration of these effects increases by 10 minutes for each other aspect of Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

The Stomach of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' stomach. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Adamantine Stomach.** You are immune to the poisoned and fatigued conditions.
- **Resistances.** You are immune to acid and poison damage.
- **Centered.** Your Strength score increases by 2, as does your maximum for that score.
- **Corporeal Core.** You gain advantage on all Strength ability checks and saving throws.

The duration of these effects increases by 10 minutes for each other aspect of Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

The Butt of Orthos

Wondrous Item, Artifact

As an action, you can play this card to take on the aspect of Orthos' butt. For the duration, you gain the following effects:

- **Growth.** If you are not already, your size becomes Large. If you have played all the other Pieces of Orthos, your size becomes Huge instead.
- **Bounce Back.** You are immune to the prone, unconscious, and incapacitated conditions.
- **Resistances.** You are immune to fire and necrotic damage.
- **Shapely.** Your Wisdom score increases by 2, as does your maximum for that score.
- **Environmental Attunement.** You gain advantage on all Wisdom ability checks and saving throws.

The duration of these effects increases by 10 minutes for each other aspect of Orthos you have played. If all 6 aspects are played, this effect lasts until the next dawn.

Once used, this card cannot be used again until the next dawn.

Artifacts

Frost-Tipped Spear

Weapon (Spear), Artifact (Requires attunement by a creature proficient with cooking utensils)

The legendary and iconic weapon of Lord Fierre, the *Frost-Tipped Spear* never leaves its wielder's side. When powered up, the spear appears as a strong haft of smooth wood with a massive shard of ice affixed to one end, wreathed in a frosty mist. While its wielder engages in mundane or diplomatic pursuits, the artifact takes the form of a more traditional spear or simple lance, save for the tip, which is always shrouded in glowing mist of ice.

The spear is rumored to have a bevy of magical powers, though verifying them has proven difficult since Lord Fierre rarely lets it out of his sight. The spear serves as not just a tool to defend the people of Flavor City and cooks of good-will all around Murka, but also as The Lord of Flavor City's symbol of office. So much so, that many enemies of The Flavor Savior mockingly call him 'The Spear' rather than give his name and his own power any credence.

Rumors abound about the true nature of the spear, however. Some say that when or if Lord Fierre ever retires, or is somehow slain, the spear will lodge itself in a hunk of roasted beast, where it shall remain. In such a case, only the rightful ruler of Flavor City would be able to pull it out again. Others say that, before he passes, Lord Fierre must throw the spear back into the sea of custard from whence it came, where it will be caught by the fish-netted arm of the magical creature that long-ago bestowed it upon him. Yet still others say that since the spear makes him nearly undefeatable, its holster grants him immunity to being cut, and the two together prevent him from aging, such speculation doesn't *really* matter.

The truth is like the perfect brisket: its origin is shrouded in secrecy, and it's far more juicy than anyone could ever imagine. Lord Fierre is secretly a Flavor Dragon, and the icy fang on the tip of the spear is a tooth of his that fell out. Not wanting any ingredient to go to waste, the tooth was filed down, enchanted, and made to fit his human persona.

Magic Weapon. The *Frost-Tipped Spear* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it and deals an additional 1d8 cold damage on a hit. If you score a critical hit with it against an undead or construct, the target is petrified until the end of its next turn.

In addition, you can use a bonus action to cast *misty step* from the weapon, leaving a frigid mist from where you vanish.

Random Properties. The spear has the following randomly determined properties:

- 1 Major Beneficial Property
- 1 Minor Beneficial Property

Spells. The *Frost-Tipped Spear* has 9 charges and regains 2d4+1 charges daily at dawn. While holding the spear, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *bless* (2nd level version, 1 charge), *protection from poison* (1 charge), *purify food and drink* (1 charge), *aura of vitality* (3 charges), *ice storm* (5th-level version, 4 charges), *wall of fries* (5 charges), *all Murkan bullion buffet* (7 charges), and *meatier storm* (9 charges).

You can also use a bonus action to cast *misty step* from the spear without using any charges. Additionally, you can spend 1 minute focused on the spear to cast the *ceremony* spell without using any charges.

In additon, you can use a bonus action and expend 1 charge and speak aloud one of the following Oaths of Flavor to use these additional properties:

Preserve that which is Tasty. You exude a soothing wave around you that heals the wounded and casts out fear. Up to 6 creatures within 30 feet of you regain 5 hit points. A creature healed in this way has advantage on saving throws against being frightened until the end of your next turn.

Savor that which is Rad. You bolster the fighting spirit of one willing creature other than yourself within 30 feet of you who can hear or see you. That creature gains 2d6 temporary hit points. These hit points fade after 1 hour. As long as these temporary hit points last, the target is shrouded in holy flames. A creature that starts its turn within 5 feet of the shrouded target, or enters the area for the first time on a turn, takes 1d8 radiant damage.

Timeless Style. If you are attuned to both the *Frost-Tipped Spear* and *Broiler Plate*, you can use an action to cast the *alter self* spell on yourself to perform the Change Appearance function of the spell. No matter what your new appearance is, you will always have short, spiky hair and the ends of the spikes will always be significantly lighter than their natural hair color. Creatures without hair are not immune to this effect.

Destroying the Spear. The only way to destroy the *Frost-Tipped Spear* is to bring it within one mile of Sweet Murder, where cavities and anti-enamel film form upon the toothed blade. The weapon gradually becomes brittle and, if it reamains in the area for 72 hours, eventually shatters at the slightest touch. When the spear shatters, all creatures within 30 feet are frozen solid for 1d100 years. Additionally, Flavor City is trapped in whatever location it is currently in, frozen in an eternal winter until a new *Frost-Tipped Spear* is formed.

When *sovereign glue* or a *wish* spell is used to attach a Flavor Dragon tooth to a wooden haft taken from the Cornucopian Chantry, the *Frost-Tipped Spear* is instantly reformed.



Sweet Murder

Wondrous item, Artifact (requires attunement)

Deep fried cookies, bacon wrapped churros, chocolate dessert salami: *Sweet Murder* is a cookbook focused on the most heart-attack-inducing, artery-clogging desserts ever conceived in dream or nightmare. The book is a garish abomination that looks equal parts eldritch tome and heavily-frosted red velvet cake.

Scholars have tried to trace the history of *Sweet Murder*, but have found that the book's trail is simultaneously ancient and contradictory. Archeologists have found relief carvings of *Sweet Murder* surrounded by droves of flavor dragons, which have long since been hunted to extinction. Yet magitech tests of the book are inconclusive, placing the formation of its eldritch frosted cover roughly 50 years ago. And despite its age, the cake-made book shows no signs of age or staleness.

Throughout its existence, *Sweet Murder* has fallen into the hands of some of the most devious gourmomancers in history. Many theorize that it was in fact *Sweet Murder* that The Tasting Beast bestowed upon the world's first Paladin of Deliciousness, and that The Court of Colonel, in their zealous attempts to bring about the blend of the world, have sought the secrets of *Sweet Murder* to achieve their enigmatic goals.

When *Sweet Murder* finds itself in the hands of a wielder eager and capable of using its dark culinary secrets, the entire community suffers. It is anathema to all the things that Guillaume Fierre, his paladins, and by extension, Flavor City and all culinary artists of goodwill and tender heart stand for.

Random Properties. *Sweet Murder* has the following random properties:

- 2 Major Beneficial Properties

Arcane Focus. While you are holding the book, you can use it as a spellcasting focus and gain a +3 bonus to spell attack rolls and to the saving throw DCs of your spells.

Culinary Queen. While attuned to the tome, you gain proficiency with cook's utensils. If you already have proficiency, you instead gain expertise with cook's utensils. In addition, you have advantage on ability checks to cook or bake.

Desserts for Dinner. While attuned to this artifact, you no longer require food or drink to survive. Though you can safely eat and drink any recipe crafted using this book, *Sweet Murder* turns anything else you drink or eat into a dark, thick, sickly sweet honeyed dessert. You must make a DC 22 Constitution saving throw when eating or drinking such food. On a success, you manage to swallow the food and gain its benefits. On a failed save, the sustenance proves too sweet and causes you to spit it out.

Sucrose Secrets. *Sweet Murder* has 7 charges and regains 1d6+1 charges daily at dawn. While holding *Sweet Murder*, you may use an action to expend 1 or more of the book's charges to cast the following spells from it, using your spell save DC or DC 18, whichever is higher: *animate food* (1 charge per level), *commune with cuisine* (1 charge), *copy/pastry* (1 charge per level), *Fierre's deadly drive through dash* (1 charge per level), *food fatigue* (2 charges), *unwrapping* (5 charges).



Sentience. *Sweet Murder* is a sentient Neutral Evil tome with an Intelligence of 12, a Wisdom of 12, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet. The artifact communicates through telepathy and can speak, read and understand Common, Undercommon, and Deep Speech. It speaks in a crisp southern belle drawl that is both inviting and judgmental.

Personality. *Sweet Murder* is politely disdainful of almost everything and everyone. What it hates beyond all other things are good-aligned chefs, bakers, and gourmomancers, though it refuses to say why. Conflict arises when working alongside such people or if you attempt to break attunement with the book.

The book has a jealous curiosity of constructs, elementals, and undead who live somehow beyond the need of sustenance, flavor, and taste. It holds a deep distrust of those who do not admire food, particularly the recipes inside its pages.

Previously heard phrases include:

- "Sweet heavens and frosted hells!"
- "A beautiful and sweet death!"
- "Dearie why don't you go ahead and die? That's it. There you go."
- <INCOMPREHENSIBLE YELL IN DEEP SPEECH> "Oh dear, excuse me. Had a soul stuck in my throat."

Curse. Once attuned to *Sweet Murder*, you cannot break the attunement through normal means and are effectively bound to the book. In order to break attunement, you and the cookbook must be fully inside an antimagic field. While there, if you eat a healthy meal, your attunement to *Sweet Murder* ends and the voice of the book fades away, hurling shrieks and threats of violence at its former captive.

Destroying the Book. *Sweet Murder* can only be destroyed when cut into quarters with a cake cutting knife and devoured. Four different humanoids must willingly eat a portion of the impossibly bitter red velvet cake. Eating the cake reduces a creature's Constitution score by 2 for a year. For that time, sweet food tastes unpleasantly bitter and spoiled. If any pieces of the book are not consumed within one hour, *Sweet Murder* reforms and instantly attunes to the closest humanoid.

If the book is destroyed or misplaced by any other means, such as being swallowed by a tarrasque or thrown into an orb of annihilation, 1d100 days later, a random unused cookbook somewhere in the multiverse becomes *Sweet Murder*.

"Screw this book. I miss steak. I miss eggs. I MISS BEER. Who makes a book in a city of food that WON'T LET YOU EAT?!"
- Adrian Pop ★★★★★

"I'm honestly mixed on what to give this book. It talked incessantly and kept trying to have me make my husband food that could kill him. On the other hand, sometimes I WANTED to kill him. It's a real conundrum."
- Jamie Wheeler, Recent Wizard Widow ★★★★★

"This is just the baking version of that particularly vile darkness book!"
- MissCrediters ★★★★★



Spells and Conditions

This chapter contains a plethora of new spells adventurers can expect to encounter while restaurant diving in Murka's expansive retail environments. The offered spell lists are a suggestion, and incredibly well versed or peculiar spellcasters may have access to spells outside of the offered spell list, though it is quite rare.

Class Spell Lists

Artificer

Cantrips

Bam!

1st Level

Quality Assurance

3rd Level

Smog Cloud

4th Level

Animate Food

Clean Sweep

Bard

Cantrips

Bam!

Butter Fingers

Fragrant Illusion

Handshake

OH SNAP!

1st Level

Cha-ching

Copy/Pastry

2nd Level

Bacon Wrap

3rd Level

Fierre's Deadly Drive-Thru Dash

Food Fatigue

4th Level

Animate Food

Writterstorm

6th Level

Hangry Haze of Lord LaGrasse

7th Level

All Murkan Bullion Buffet

8th Level

Maize's Marvelous Micro-Wave

Cleric

Cantrips

Bam!

Butter Fingers

Handshake

1st Level

Cha-Ching

Father Johan's Perplexing Pie

Quality Assurance

2nd Level

Bacon Wrap

3rd Level

Patch Job

Smog Cloud

Mama's Meatball of Murder

4th Level

Animate Food

Clean Sweep

Gor'don Ramsbane Night Terrors

5th Level

Wall of Fries

7th Level

All Murkan Bullion Buffet

Unwrapping

8th Level

No Rest For The Wicked

Pepper Spray

Druid

Cantrips

Bam!

Fragrant Illusion

2nd Level

Commune With Cuisine

3rd Level

Mama's Meatball of Murder

Smog Cloud

4th Level

Clean Sweep

5th Level

Conjure Spice Elemental

Wall of Fries

7th Level

All Murkan Bullion Buffet

8th Level

No Rest For The Wicked

Pepper Spray

Wood Chipper

Paladin

1st Level

Quality Assurance

2nd Level

Bacon Wrap

Commune With Cuisine

3rd Level

Smog Cloud

Fierre's Deadly Drive-Through Dash

4th Level

Clean Sweep

5th Level

Wall of Fries

Ranger

1st Level

Cha-ching

2nd Level

Commune With Cuisine

3rd Level

Mama's Meatball of Murder

Smog Cloud

4th Level

Clean Sweep

5th Level

Wall of Fries

Sorcerer

Cantrips

Bam!

Butter Fingers

Fragrant Illusion

Handshake

1st Level

Cha-ching

Copy/Pastry

2nd Level

Bacon Wrap

Commune With Cuisine

3rd Level

Fierre's Deadly Drive-Thru Dash

Food Fatigue

Mama's Meatball of Murder

4th Level

Animate Food

5th Level

Conjure Spice Elemental

Wall of Fries

6th Level

Hangry Haze of Lord LaGrasse

Unwrapping

7th Level

All Murkan Bullion Buffet

8th Level

Maize's Marvelous Micro-Wave

No Rest For The Wicked

Pepper Spray

9th Level

Meatier Storm

Warlock

Cantrips

Warlock

1st Level

Cha-ching

Copy/Pastry

4th Level

Writter Storm

6th Level

Hangry Haze of Lord LaGrasse

Unwrapping

8th Level

No Rest For The Wicked

Pepper Spray

Wizard

Cantrips

Bam!

Butter Fingers

Fragrant Illusion

1st Level

Copy/Pastry

Father Johan's Perplexing Pie

Quality Assurance

2nd Level

Bacon Wrap

Commune With Cuisine

3rd Level

Fierre's Deadly Drive-Thru Dash

Food Fatigue

Mama's Meatball of Murder

Patch Job

Smog Cloud

4th Level

Animate Food

Gor'don Ramsbane's Kitchen Night Terrors

Writter Storm

5th Level

Conjure Spice Elemental

Wall of Fries

6th Level

Hangry Haze of Lord LaGrasse

Unwrapping

7th Level

All Murkan Bullion Buffet

8th Level

Maize's Marvelous Micro-Wave

No Rest For The Wicked

Pepper Spray

9th Level

Meatier Storm

Spell Descriptions

The following spells are listed in alphabetical order

All Murkan Bullion Buffet

7th-level gourmomancy

Casting Time: 10 minutes
Range: 30 ft.
Components: V, S, M (A metal bain-marie worth at least 1,000gp, which the spell consumes)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Wizard

You bring forth a vast array of pleasing, if slightly lukewarm, food in the form of an interplanar Murkan buffet. The buffet takes 1 hour to consume and disappears at the end of that time, and the benefits of the buffet do not appear until this hour is over. Up to fifteen other creatures can partake of this buffet.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poisons, gains immunity to the frightened and poisoned conditions, as well as poison damage, and the creature also makes all Constitution saving throws with advantage. Its hit point maximum also increases by 2d10. These benefits last for 24 hours.

A creature may attempt to "gorge" themselves on the buffet to gain additional benefits. That creature must succeed on a DC 14 Constitution saving throw. On a success, in addition to the above benefits, the creature regains all hit points, has advantage against being charmed, and gains resistance to bludgeoning damage. On a failure, for the next 6 hours the creature may not take the dash or disengage actions, and has vulnerability to piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher you can feed an additional 5 people for each slot above 7th.



Animate Food

4th-level gourmomancy

Casting Time: 1 minute
Range: 10 ft.
Components: V, S, M (A pinch of salt, a fresh chili pepper, and a drop of strong vinegar, all of which the spell consumes)
Duration: Instantaneous
Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

Choose up to 60 pounds of non-sentient food that you can see within range. Your spell imbues the food with a simple sentience, bringing to life one construct for every 10 pounds of food targeted by the spell. The targeted food becomes a munchivor if composed mainly of meat, or a vegivor if composed mainly of fruits or vegetables.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell while it is within 60 feet of you (if you control multiple creatures, you can command any number of them at the same time). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular area. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow the command until the task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the 24-hour period ends. This use of the spell reasserts your control over up to six creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you animate or reassert control over two additional food creatures for each slot above 4th.

Bacon Wrap

2nd-level gourmomancy

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a piece of bacon, which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Bard, Cleric, Paladin, Sorcerer, Wizard

Delicious bands of bacon envelop a creature that you can see within range. The creature must succeed on a Dexterity saving throw or take 2d8 radiant damage and be restrained by the magical meat strips until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the bacon turns brittle and crumbles away.

While restrained by this spell, the target takes 2d8 radiant damage at the start of each of its turns. A creature restrained by the bacon can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd. If you cast this spell at 4th level or higher, large-sized creatures do not have advantage on the saving throw. If you cast it with a spell slot of 7th level or higher, huge-sized creatures do not have advantage on the saving throw. If you cast it with a spell slot of 9th level, no creatures have advantage on the saving throw.

If you admit to not liking bacon anywhere in Murka, or even if you say it's just alright, chances are you'll make a handful of enemies, no friends, and find yourself occasionally pelted by this spell - just for good measure. So keep it to yourself!

Bam!
Gourmomancy cantrip

Casting Time: 1 action
Range: 10 ft.
Components: V, S, M (a pinch of herbs and spices to kick it up a notch, which the spell consumes)
Duration: Instantaneous
Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

You toss a pinch of spices at an enemy you can see within range. A small but showy explosion erupts in that creature's space. The target must succeed on a Dexterity saving throw or take 1d8 force or fire damage (your choice) and be pushed 5 feet away from you.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Butter Fingers
Gourmomancy cantrip

Casting Time: 1 action
Range: 30 ft.
Components: V
Duration: Instantaneous
Classes: Bard, Cleric, Sorcerer, Wizard

The fingers of one targeted hand within range become slippery, with the greasy texture of lukewarm butter. The target must succeed on a Dexterity saving throw or drop one item or weapon of your choice that they are holding. The target has advantage on this roll if they are holding an item or weapon in two (or more) hands, and any of those hands are not targeted by this spell.

At Higher Levels. The spell can target more hands at higher levels. You may target up to 2 hands at 5th level, 3 hands at 11th level, and 4 hands at 17th level. These hands can belong to the same creature, or to different creatures.

Cha-ching
1st-level evocation

Casting time: 1 action
Components: V, S, M (Gold pieces as described below)
Range: 30 ft.
Duration: Instantaneous
Classes: Bard, Cleric, Sorcerer, Ranger, Warlock

You hurl up to 10 gold pieces imbued with magic at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes bludgeoning damage equal to the number of gold spent. The coins then burst into a glittery cloud and are destroyed. The target must then make a Constitution saving throw. On a failed save, the target takes thunder damage equal to the number of gold used to cast the spell and is deafened until the end of its next turn.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the amount of gold you can spend increases by 5 gp for each spell slot above 1st level.

Clean Sweep
4th-level conjuration

Casting time: 1 action
Components: V, S, M (a small hand broom)
Range: 120 ft. (10 ft. sphere)
Duration: Concentration up to 1 minute
Classes: Artificer, Cleric, Druid, Paladins, Ranger

You conjure a 10-foot sphere of air that knocks creatures and objects out of its path. Each creature in the sphere when it appears, or each creature who enters the sphere on their turn, must make a Strength saving throw. On a failed save, a creature takes 3d8 force damage and

"Is mayonnaise a hand?"

We've made many arguments for what constitutes a hand. The design intent of this spell is to have a creature drop whatever it is they're holding. The GM can make a call on whether or not a squid's tentacles or a pirate's hook count as hands, but generally speaking, this spell should make it difficult to hold onto something.





is knocked 15 feet in a direction of the caster's choosing. On a successful save, a creature takes half as much damage and is not pushed.

As a bonus action, you can move the sphere up to 60 feet. If you ram the sphere into a creature, that creature must make a saving throw against the sphere's damage, and the sphere stops moving this turn. The sphere cleans any area it passes over surprisingly well, removing dirt, debris, and difficult terrain wherever it goes.

Commune with Cuisine

2nd-level gourmomancy

Casting Time: 1 action
Range: Self (30 ft. radius)
Components: V, S
Duration: 10 minutes
Classes: Druid, Paladin, Ranger, Sorcerer, Wizard

You imbue items of food within 30 feet of you with limited sentience, giving them the ability to communicate with you. You can question the food about events that happened within their proximity in the last 24 hours, how the item of food was cooked or prepared, and information about the person that prepared them. Unless you give it a reason to think otherwise, the food will treat you in a neutral manner. If you prepared or cooked the food before you began the spell, the food will be favorable to you, their venerable creator.

The spell ends if you eat the cuisine.

Conjure Spice Elemental

5th-level gourmomancy

Casting Time: 1 action
Range: 10 ft.
Components: V, S, M (A pinch of relevant spice and a drop of blood given willingly, all of which the spell consumes)
Duration: Concentration, up to 1 hour
Classes: Druid, Sorcerer, Wizard

You place a pinch of spice in your mouth and flick

the drop of blood in an unoccupied space you can see within range. A momentary rift to the elemental plane of spice opens in that space and a spice elemental of your chosen flavor emerges to serve you for the duration. When the spell ends or it is reduced to 0 hit points, the spice elemental disappears.

Roll initiative for the elemental, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a telepathic command to it (requiring no action on your part), telling it what to do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

As part of casting the spell, you must hold the pinch of spice in your mouth for the duration. Constitution checks made to concentrate on this spell are made at disadvantage. If you lose concentration on this spell as a result of taking damage, you spit out the spice and the elemental remains for the full duration. It then spends each of its turns pursuing and attacking you to the best of its ability.

Copy/Pastry

1st-level gourmomancy

Casting Time: 1 minute
Range: Touch
Components: V, S, M (A mixture of flour, sugar, and eggs, the volume of which is equal to half the size of the target and costing at least 5 gp, all of which the spell consumes)
Duration: Until dispelled or destroyed
Classes: Bard, Sorcerer, Warlock, Wizard

You form an exact replica composed entirely of cake, fondant, and icing of an object or creature that you have seen that is no larger than a 1-foot cube. The replica is extremely convincing, and can be readily passed off as the original, provided that it is not touched. A creature can tell the object is a cake with a successful Investigation check made against the caster's spell DC. A creature that touches the cake automatically succeeds on this check.

When a creature learns that the object is a cake, that creature must make a Wisdom saving throw. On a failed save, a creature is stunned for 1d4 rounds, overwhelmed by how impressive the copy was. A stunned target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the stunning effect ends. A creature may not be stunned by more than one cake per day.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the object you can replicate increases by one cubic foot for each slot level above the 1st.

Father Johan's Perplexing Pie

1st-level gourmomancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (A teaspoon of yeast and a handful of flour, which the spell consumes)
Duration: 1 hour
Classes: Cleric, Wizard

The spell creates a circular flatbread, covered in "superior ingredients," whatever that means. The flatbread is 5 feet in diameter and 1 inch thick, and floats 2 feet from the ground in an unoccupied space within range. The flatbread can hold up to 300 lbs. of weight (including you). Placing more weight upon the flatbread causes it to sink to the ground.

If you move away from the flatbread, it will follow you, remaining within 20 feet of you. It can move up and down stairs, and can hover over small obstacles. If you are ever more than 100 feet away from the flatbread, the spell ends.

The flatbread can be cut into 8 slices, and each slice provides enough nourishment to sustain a creature for one day. If this is done then the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the diameter increases by 1 foot, it can be cut into 2 additional slices, and the maximum weight it can carry increases by 100 pounds for each slot level above 1st.

Fierre's Deadly Drive-Through Dash

3rd-level gourmomancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (5 slices of Murkan cheese, which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Bard, Paladin, Sorcerer, Wizard

You infuse a willing creature within range with the burning glory of Lord Fierre. Until the spell ends, the target's speed doubles and it gains an additional action on each of its turns. That action can only be used to take the Attack, Dash, Disengage, or Use an Object actions.

In addition, whenever a creature within 5 feet of the target hits them with a melee attack, the attacking creature takes 1d6 fire damage.

When the spell ends, a wave of nausea sweeps over the creature. The target is poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

Food Fatigue

3rd-level gourmomancy

Casting time: 1 action
Range: 120 ft.
Components: V, S, M (a half cup of flour, which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Bard, Sorcerer, Wizard

Choose up to six creatures of your choice in a 40-foot cube to be struck by an incredible lethargy, dulling their senses and bloating their guts. Each target must succeed on a Constitution saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it gains vulnerability to piercing damage, and it can't use reactions. Each time the target takes the Dash action or uses a bonus action, they must succeed on a Constitution saving throw or fall prone.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Fragrant Illusion

Gourmomancy cantrip

Casting Action: 1 action
Range: 60 ft.
Components: V, S, M (a clove of garlic and a tablespoon of cooking oil, which the spell consumes)
Duration: Concentration, up to 10 minutes
Classes: Bard, Druid, Sorcerer, Wizard

You create a strong smell that fills an area no larger than a 90-foot cube within range, which lasts the duration. The illusion is purely olfactory, and isn't accompanied by sound, image, or other sensory effects.

You can use your action on subsequent turns to move the smell to any spot within range. As the smell changes location, you can alter its scent. A creature that uses its action to examine the smell can determine that it is an illusion with a successful Investigation check against your spell save DC.

Gor'don Ramsbane's Kitchen Night Terrors

4th-level gourmomancy

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Cleric, Wizard

You reach into a target's mind and convince them that the creatures and objects around them are ravenous toothy maws, ready to humiliate and consume them. The target creature takes 1d10 psychic damage then must succeed on a Wisdom saving throw or become frightened for the duration. While frightened in this way, the target's speed is reduced to 0. At the end of each of the target's turns, the creature must make a Wisdom saving throw. On a failed save, the target takes 2d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage roll increases by 1d10 for each slot level above 4th.

Handshake

Necromancy cantrip

Casting Time: 1 action
Range: Touch
Duration: Instantaneous
Components: V, S
Classes: Bard, Cleric, Sorcerer, Warlock

An intangible unease radiates from your extended hand to one creature you can see within range. The target makes a Charisma saving throw. On a failed save, the target takes 1d6 necrotic damage, and it can't take the Dash or Disengage actions until the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Hangry Haze of Lord LaGrasse

6th-level gourmomancy

Casting Time: 1 action
Range: Self (60 ft.)
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Bard, Sorcerer, Warlock, Wizard

A swirling vortex of hunger and anger crashes around you, bathing those nearby in a disorienting and agonizing haze. One creature of your choice within 60 feet of you must succeed on a Wisdom saving throw or suffer one of the following effects of your choice for the duration. On each of your turns, you can use an action to target an additional creature. A creature can only be targeted by this spell once per casting.

Enraged: The target pursues and attacks the nearest creature it can see. If it has the ability to attack in melee, it will do that rather than use a ranged attack. At the end of each of its turns, it can make a Wisdom saving throw. On a success, the spell ends.

Ravenous: The target falls prone and uses its action on each of its turns to consume any food or potions in its possession. At the end of each of its turns, it can make another Wisdom saving throw. On a success, the spell ends.

Sickened: The target becomes poisoned. At the end of each of its turns, it can make another Wisdom saving throw. On a success, the spell ends.

Maize's Marvelous Micro-Wave

8th-level gourmomancy

Casting Time: 10 minutes
Range: 30 ft.
Components: V, S, M (a magnet worth at least 1,000 gp, which the spell consumes)
Duration: 8 hours
Classes: Cleric, Sorcerer, Wizard

You create a magical metal and glass box occupying a 10-foot cube at a point you can see within range. The box, which appears at the start of your next turn, shoves creatures out of its space if necessary before opening. As an action, a creature may press one of three buttons on the box to close and activate it. Each button is a different setting, each of which "cook" the object inside for exactly 1 minute with microscopic waves of prismatic energy, which give the box its name.

A creature trapped inside the box can use its action to make a Strength check against your spell save DC to break free. If a creature breaks free in this way, the Micro-Wave explodes and the spell ends. The box has an AC of 16, a damage threshold of 20, and 30 hit points. It has resistance to damage from spells and immunity to damage dealt from creatures and objects inside of it. If it is reduced to 0 hit points, it explodes.

After 1 minute inside the active Micro-Wave, objects are affected as described below. Creatures begin feeling the effects immediately. If something placed into the box falls into more than 1 of the categories below, it takes the effect of all categories it falls into.

Food

1	On setting one, food is warmed perfectly, purified, and rendered free of poison and disease. A creature who eats food purified in this way gains 3d8 temporary hit points.
2	On setting two, food is left incredibly hot and infused with great nutritional value. Food cooked in this way grants 10 temporary hit points, and provides enough nourishment to sustain a creature for one day.

3	On setting three, an item of food placed in the box becomes a featureless lump of sticky matter. Its original form can only be identified with a DC 21 Investigation check.

Creatures

1	On setting one, a creature inside the box must make a Constitution saving throw at the beginning of each of its turns. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.
2	On setting two, a creature inside the box must make a Constitution saving throw at the beginning of each of its turns. It takes 2d10 lighting damage on a failed save, or half as much damage on a successful one.
3	On setting three, a creature inside the box must make a Constitution saving throw at the beginning of each of its turns. It takes 1d10 necrotic damage and 1d10 radiant damage on a failed save, or half as much damage on a successful one.

Magic Items

1	On setting one, the magical item becomes infused with even more powerful magical energy. All of the items charges are restored, if it has any.
2	On setting two, the magical item's arcane properties are altered forever. The item gains one additional minor beneficial property. Additional uses of this spell replace the beneficial property,
3	On setting three, the Micro-Wave explodes, then sucks all creatures and objects that are not worn or held within 30 feet of it into the astral plane. If the Micro-Wave is already on the astral plane, it instead sucks those creatures into a random plane of existence.

Non-magical Weapons

1	On setting one, the mundane weapon gains a small measure of prismatic power. The creature that activates the box selects a damage type from fire, force, lightning, radiant, or necrotic. The weapon is now magical and deals an additional 2d6 damage of that type until the spell ends.
2	On setting two, the mundane weapon is filled with dark energy. The creature that activates the box selects a creature type. The weapon deals an additional 2d6 damage against creatures of that type until the spell ends.
3	On setting three, the creature that activates the box rolls 1d20. On a roll of 1, the Micro-Wave explodes, destroying the weapon in the process. On a roll of 2-19, the weapon becomes magical. You gain a +3 bonus to attack and damage rolls made with the weapon. In addition, it ignores resistance to damage. On a critical hit against a target with one or more heads, one of its heads is removed. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to the type of damage the weapon deals, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 damage of the weapon's type from the hit. On a roll of 20, the weapon gains the same benefits, as well as the benefits of settings 1 and 2 for non-magical weapons. These benefits only last until the spell ends.

If the Micro-Wave explodes, the spell ends and all creatures within 30 feet of the box must make a Dexterity saving throw, taking take 7d6 lightning damage, 7d6 fire damage, 7d6 force damage, 7d6 necrotic damage, and 7d6 radiant damage on a failed save or half as much damage on a successful one.


Wait a minute. THAT'S a mama's meatball?!

Mama's Meatball of Murder

3rd-level gourmomancy

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (A handful of ground meat, four strands of dried pasta, and a pinch of salt, all of which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Cleric, Druid, Sorcerer, Wizard, Ranger

You summon forth a burning meatball, covered with flailing spaghetti tentacles and searing hot bolognese sauce. A 5-foot-diameter sphere of broiling meat appears in an unoccupied space of your choice within range and lasts for the duration. Each creature that is within 5 feet of the sphere when it appears or that ends its turn there must succeed on a Dexterity saving throw or become grappled by the tendrils of semi-sentient spaghetti surrounding the meatball. At the start of its turn, any creature grappled by the meatball takes 2d6 fire damage. A grappled creature can make a Strength or Dexterity saving throw against your spell save DC to break free.

As a bonus action on your turn, you can move the meatball up to 30 feet in a direction of your choice. If the meatball is moved while it is grappling a creature, it takes that creature with it, but can only be moved 15 feet.

If you ram the meatball into a creature, that creature must make the saving throw against the meatball's grapple effect, and the meatball stops moving this turn. When you move the meatball, you can direct it over barriers up to 5 feet tall, and jump it across pits up to 10 feet wide.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

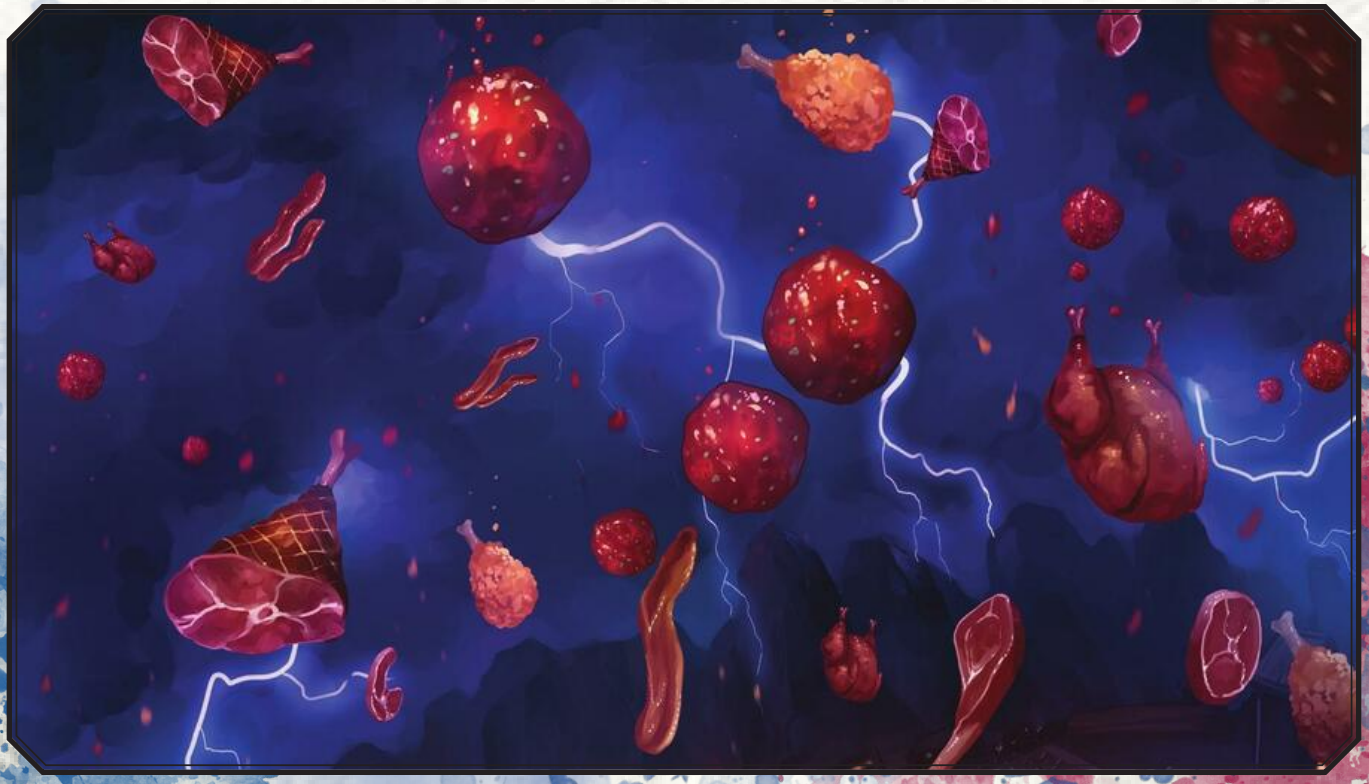
Meatier Storm

9th-level gourmomancy

Casting time: 1 action
Range: 60 ft.
Components: V, S, M (10 lbs. of ground meat, 2 eggs, and a handful of breadcrumbs, all of which the spell consumes)
Duration: Concentration, Up to 1 hour
Classes: Sorcerer, Wizard

You imbue up to 5 willing creatures within range with a tempest of magically-charged meat. Each target creature's size increases by 1 size category and it gains one of the following effects of your choice, which last for the duration of the spell.

Ground Beef. The target's Strength score increases by 4, up to a maximum of 24. In



addition, It has advantage on Strength checks and Saving Throws, and its weapon attacks deal an additional 1d10 bludgeoning, 1d10 piercing, and 1d10 slashing damage.

Crispy Bacon. The target's Dexterity score increases by 4, up to a maximum of 24. In addition, it has advantage on Dexterity checks and Saving Throws, and its weapon attacks deal an additional 1d10 radiant and 1d10 force damage.

Fried Chicken. The target's Constitution score increases by 4, up to a maximum of 24. In addition, it has advantage on Constitution Saving Throws, and its weapon attacks deal an additional 1d10 fire and 1d10 acid damage. Additionally, it gains 20 temporary hit points.

Stuffed Turkey. The target's Strength score increases by 4, up to a maximum of 24. In addition, it has advantage on Strength checks and Saving Throws, and its weapon attacks deal an additional 1d10 necrotic and 1d10 thunder damage.

Frozen Fish. The target's Dexterity score increases by 4, up to a maximum of 24. In addition, it has advantage on Dexterity checks and Saving Throws, and its weapon attacks deal an additional 1d10 cold and 1d10 poison damage.

Roast Duck. The target's Constitution score increases by 4, up to a maximum of 24. In addition, it has advantage on Constitution Saving Throws, and its weapon attacks deal an additional 1d10 psychic and 1d10 lightning damage. Additionally, it gains 20 temporary hit points.

No Rest For The Wicked

8th-level necromancy

Casting time: 1 action
Range: 60 ft.
Components: V, S, M (An unpaid bill, a small figurine of a caged elephant)
Duration: 3 days
Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

Choose up to 2 target creatures within range. You magically sap energy from them. Each target must make a Constitution saving throw. On a failed save, a target takes 5d12 poison damage, immediately suffers the burnt-out condition, and gains two levels of exhaustion. Additionally, creatures who fail this save cannot benefit from the effects of a long rest for the duration. On a successful save, a target takes half as much damage and suffers the burnt-out condition.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you are able to target two additional creatures.

OH SNAP

Evocation cantrip

Casting Time: 1 reaction, which you take when an enemy within range is damaged by a spell with a verbal component
Range: 30 ft.
Components: V
Duration: Instantaneous
Classes: Bard

An enemy wounded by the words of an ally gives you the opportunity to verbally kick them when they're down. The target creature must make a Wisdom saving throw. On a failed save, they take 1d4 psychic damage and have disadvantage on concentration checks until the start of your next turn.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Patch Job

3rd-level abjuration

Casting Time: 1 action
Range: 60 ft.
Components: S, M (a vial of tar or grease also containing 20 gp worth of platinum dust, all of which the spell consumes)
Duration: Instantaneous
Classes: Artificer, Cleric, Wizard

Arcane strands of tape envelop a target within range and return it to a condition it was in 6 seconds before. You may target a Large or smaller creature or a non-magical object no larger than a 10-foot cube and restore it to the state it was in at the start of your last turn, undoing any damage dealt or healed, and all other effects. Unwilling creatures must succeed on a Constitution saving throw to avoid this spell's effect. This spell has no effect on dead creatures or creatures summoned temporarily through magic.

The target remains in the space it occupies



when you cast this spell, but any damage, healing, condition, or effect that has altered the target since the start of your last turn is reversed. In addition, spells of 2nd level or lower affecting the target that were cast in that time end.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of spell that it can affect increases by 1 for each slot level above 3rd. (3rd level spells at 4th level, 4th level spells at 5th level, etc).

uBreak, iPatch!

A favorite amongst Custodian Artificers and Interfacing Wizards, patch job has a lot of versatility. Here are some helpful examples of how you might use patch job:

Cast it on an object such as a recently snapped ship's rudder, and the object will instantly revert to being whole.

Cast it on an injured ally to restore any hit points they lost within the last round.

Cast it on a recently healed enemy to undo that healing.

Cast it on a recently locked door to continue chasing that villain through it.

Cast it on a recently used dose of poison to refill the bottle!

Pepper Spray

8th-level gourmomancy

Casting time: 1 action
Range: Self (60 ft. cone)
Components: V, S, M (A container of fine pepper or chili seeds, which the spell consumes)
Duration: Instantaneous
Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

A blinding spray of peppery mist bursts forth from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a creature takes 15d6 acid damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. If a creature has more than two eyes, it has disadvantage on this saving throw.

This spell is a war crime.

Quality Assurance

1st-level enchantment

Casting time: 1 action
Range: Touch
Components: V, M (an object that you crafted or repaired within the last 24 hours)
Duration: 7 days
Classes: Artificer, Cleric, Paladin, Wizard

You extol the great efforts you went through to craft the object, imbuing it with your own pride, and ambition. You can cast this on an object that you have crafted, repaired, or enchanted within the last 24 hours and guarantee that it will not break. For the next 7 days if the enchanted object is broken in any way, it will immediately repair itself. Once an object is fixed in this way, the spell ends.

Smog Cloud

3rd-level conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 5 minutes
Classes: Artificer, Cleric, Druid, Paladin, Ranger, Wizard

You are familiar with the smog of Murka and are able to replicate it within a 20-foot radius sphere, which fills with thick grey vapor. It stinks of smoke and toxins, with the density of a thick fog, heavily obscuring the area to everyone except you. A creature other than you that starts or ends its turn inside the cloud must make a Constitution saving throw. On a failed save, the creature takes 2d4 poison damage. On a second failed save, the creature takes damage again, but is also poisoned for 1 minute. Creatures are still affected even if they do not need to breathe, as the toxins are absorbed through their skin.

As a bonus action on your turn, you can move the cloud up to 30 feet in a direction of your choice. The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this

spell using a spell slot of 4th level or higher, the damage increases by 1d4 and the radius increases by 10 feet for each slot level above 3rd.

Unwrapping

6th-level gourmomancy

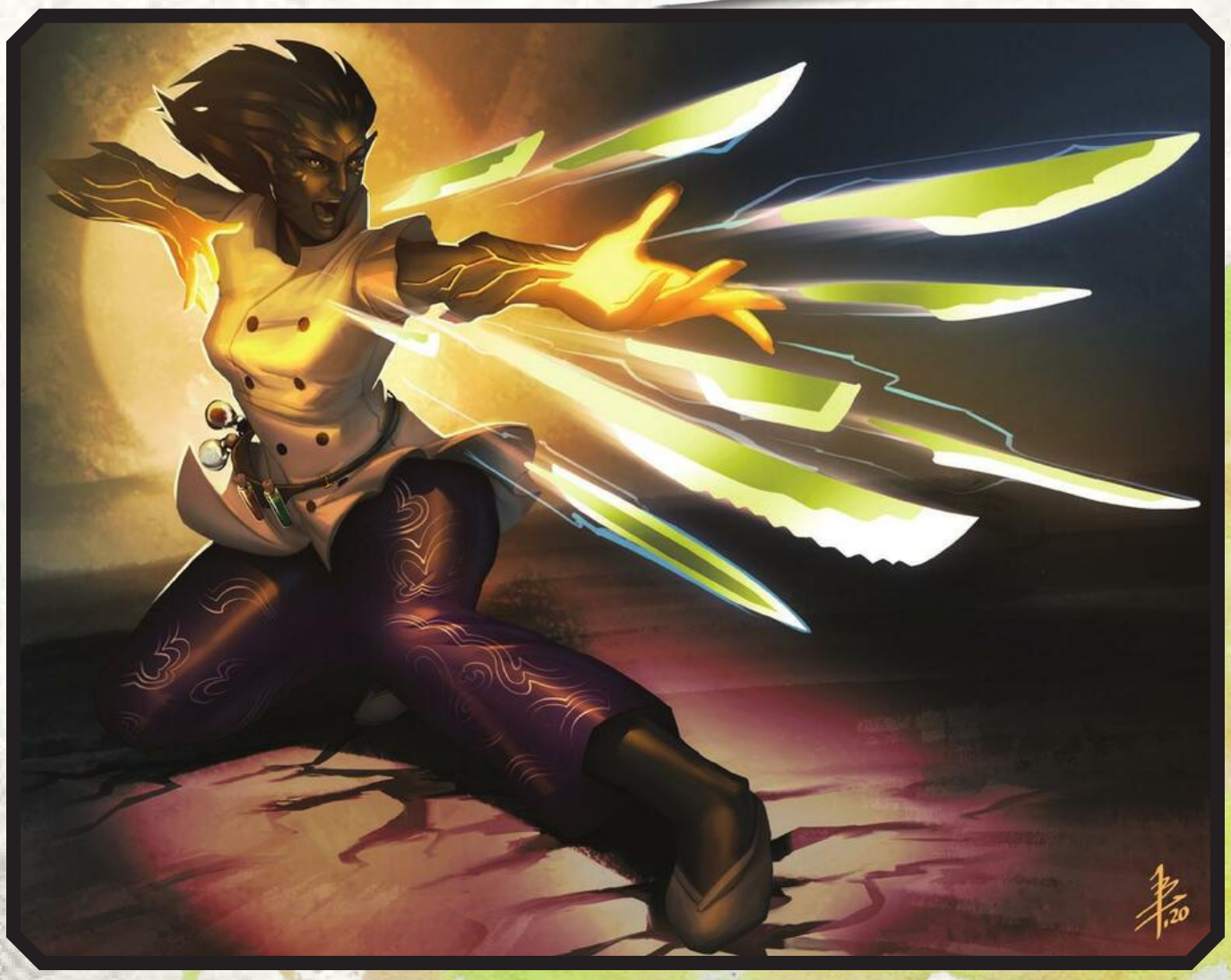
Casing time: 1 action
Range: 60 ft.
Components: V, S, M (the rind of a citrus fruit, which the spell consumes)
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

A whirling mass of silver paring knives emerges from your hand and hurtles towards a living target you can see within range. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d10 + 20 slashing damage. If this damage reduces the target to 0 hit points, the target dies and its flesh, clothing, and armor (magical or otherwise) are flayed from its body and land, unharmed, in a neat pile within 5 feet of the target.

Constructs and undead cannot be targeted by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d10 for each slot level above 6th.

You can't have too many knives. Those folks who say otherwise should not be in your kitchen, that's for sure. That's what Caparello Fabelli always told me.



Wall of Fries

5th-level gourmomancy

Casting time: 1 action
Range: 120 ft.
Components: V, S, M (a fresh potato, which the spell consumes)
Duration: Concentration, up to 10 minutes
Classes: Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

A solid wall of golden-fried potato wedges springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/2 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to a side of the wall of your choice.

Nothing can physically pass through the wall, but it has an AC of 10 and 40 hit points. A creature that attempts to eat the wall can make an unarmed strike and regain hit points equal to the damage inflicted, or 10, whichever is higher.

Woodchipper

8th-level transmutation

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a pinch of sawdust, which the spell consumes)
Duration: Concentration, up to 5 minutes
Classes: Druid

Choose up to three targets within range. A target can be a creature or an object of Medium size or smaller. Each creature targeted by the spell must make a Dexterity saving throw as lashes of spectral, thorned vines appear from the ground, wrapping around each target and shredding them. On a failed save, the target takes 8d6 slashing damage and 8d6 force damage, and is restrained until the spell ends. On a successful save, the target takes half as much damage and is not restrained. If this spell reduces a creature to 0 hit points, the spectral vines rapidly shred it and any equipment it was wearing or carrying into tiny, unrecognizable, non-magical pieces.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you are able to target three additional creatures.



Writterstorm

4th-level conjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (a pinch of dried writwit droppings)
Duration: Concentration, 1 minute
Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Tracing strange patterns in the air, you summon a flock of needless, pointless, aimless writwits which immediately try to deliver their myriad of meaningless messages to random creatures in a 30-foot-radius sphere within range.

Each creature in the sphere when it appears, or each creature who enters the sphere on their turn, must make a Wisdom saving throw. On a failed save, a creature must roll 1d4 and suffer the effects.

- Burnt out until the spell ends.
- Paralysed until the end of its next turn.
- Frightened until the spell ends.
- Stunned until the end of your next turn.

On a successful save the creature is Burnt Out until the end of their next turn.

If you're within 120 feet of the sphere, you can move it up to 30 feet as a bonus action on your turn.

At Higher Levels. When you cast this spell at 5th level or higher, the radius of the sphere increases by 10 feet for every spell level above 4th. At 6th level and higher, an affected creature rolls the d4 twice and takes both results. At 8th level and higher, a creature rolls the d4 three times and takes all three results. At 9th level, a creature is affected by all four conditions.

Conditions

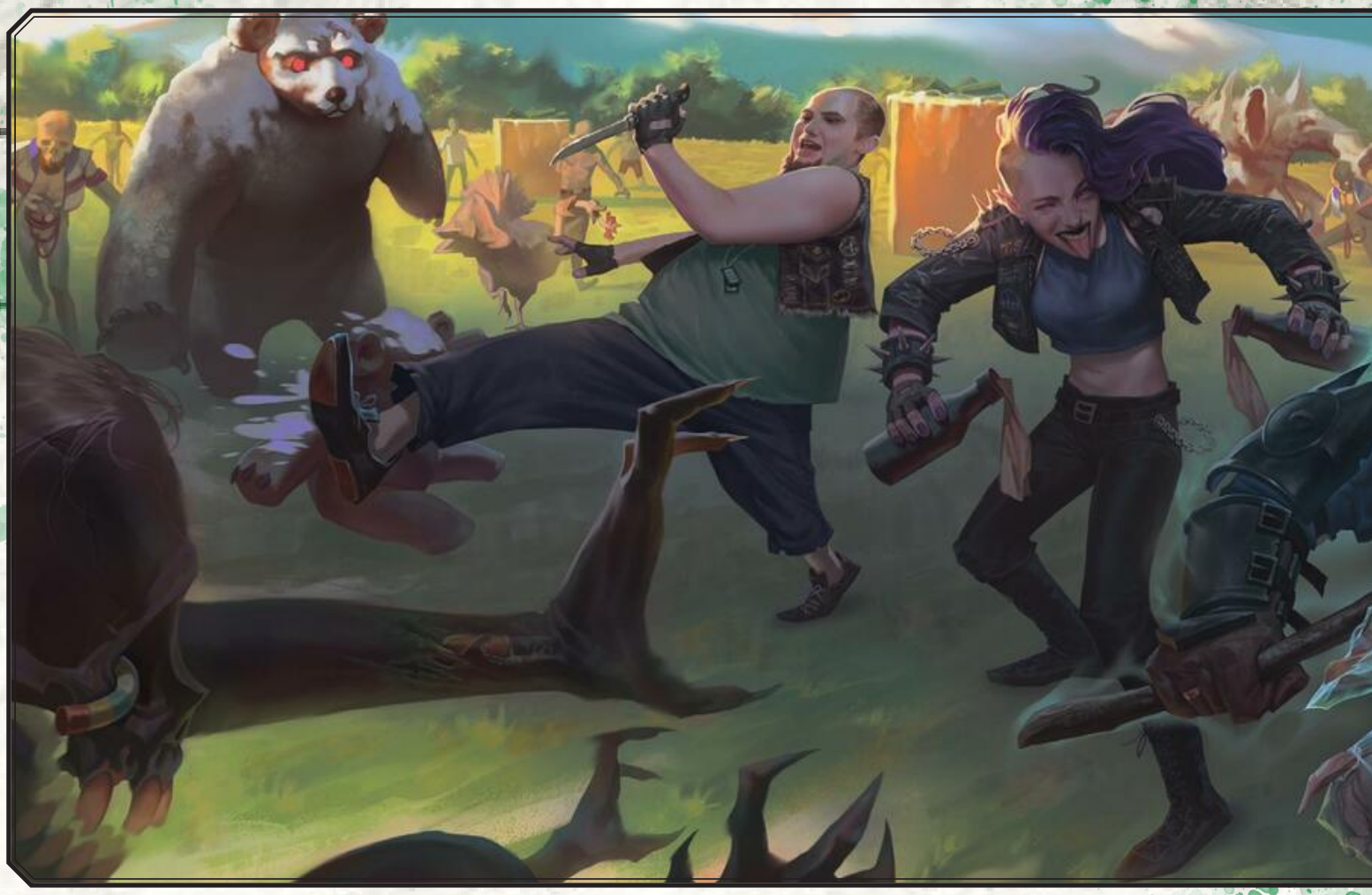
Burnt Out

A burnt out creature has disadvantage on all Intelligence, Wisdom, and Charisma checks as well as spell attack rolls.

A general malaise falls over the creature, preventing it from being able to gain temporary hit points

The creature has disadvantage on saving throws against poison damage, the poisoned condition, and disease.


OrangeMan @st1nky_TRUMPet_pig
Your life must suck because you aren't rich!
The only right way t
is the way + enjoy that thing
nothing means anything and you should feel bad, Eat at R-Bees
ability
trash the
w if you
You took a day off, LAZ
A political post tha
everything really scary
Goblin Lich @D4rks0rc3rer
We both like the same thing but disagree slightly, I hope you die
3
32
106
Look at this Beautiful person having way more fun than you!
Look at this performative allyship! Praise me!



Creatures and Cults

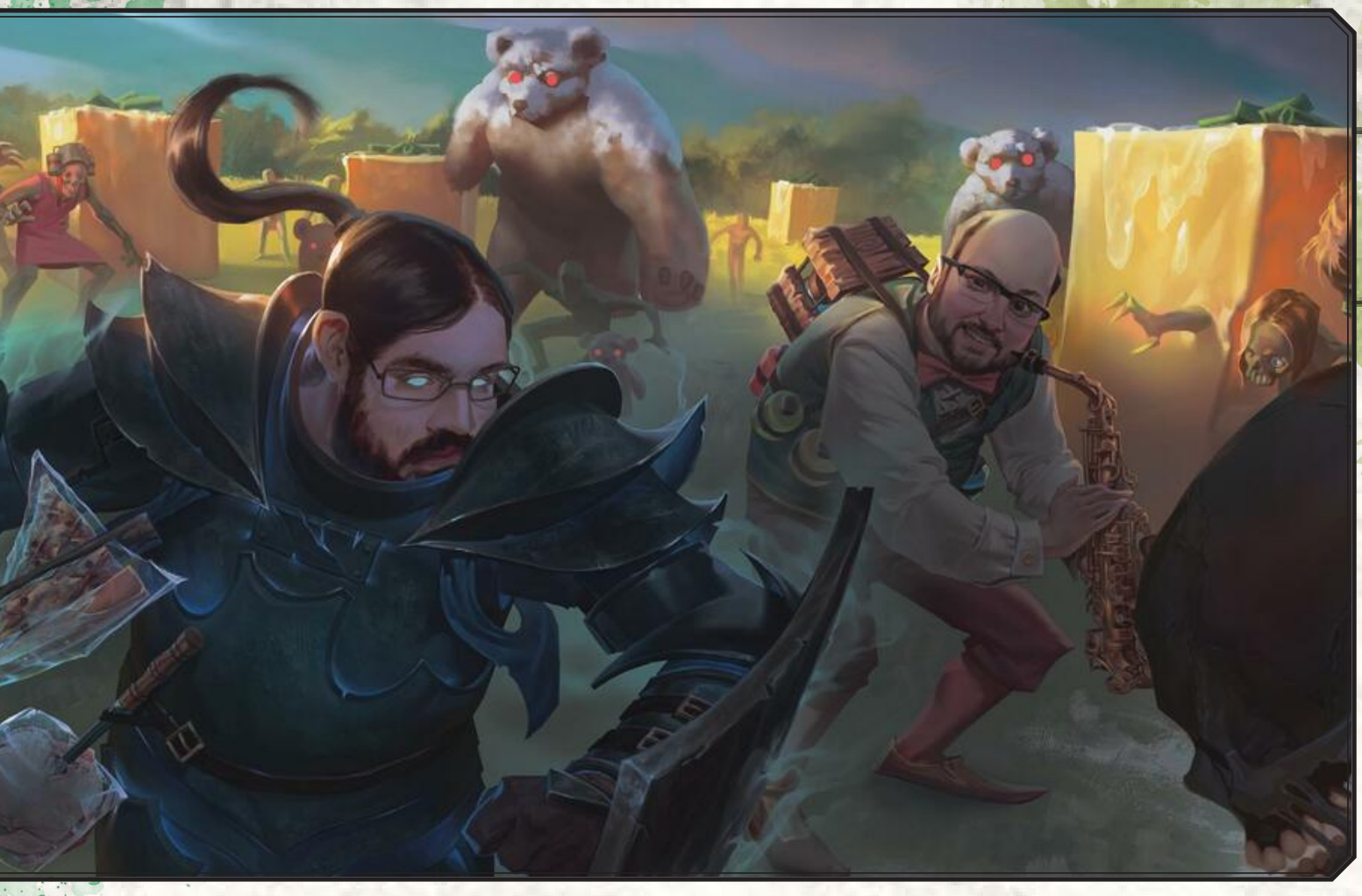
This chapter contains massive collection of creatures - from monsters to nobility - that explorers might come across in their endless perusal of Murka's sweet and savory expanses. It is by no means an exhaustive list, but at least it will give any campaign a strong starting place.

In addition to creatures found in *Monsters of Murka*, the following bestiary gives a much more focused and thematic list of food and service themed beings. It is important to include such odd and awkward creatures in addition to mundane and everyday offerings in other publications. It's the contrast that really highlights the humor and weirdness of the following chapter worth of threats and allies.

Each creature is given a list of statistics and presumed equipment, as they might be found in Murka. It is important to consider each stat block is comprised of many different variables and considerations, from survivability and damage to spellcasting capabilities and legendary resistances or actions.

Any creature listed in this chapter can have any equipment found in any other book for *Dungeons and Dragons 5th edition* with no change in their challenge rating, though magical items or equipment may change the creature's challenge rating very little or considerably. So... good luck with that.

Following the pages of statistics, you can find two fresh new cults that operate deep in the shadows of Murka, in addition or opposition to the paladin orders, clerics, druids, and other faction offerings given in the other chapters of *Monsters of Murka: Restaurants and Retail*.



Action Figure Troopers

Action Figures are miniature plastik constructs put together by the Haz Brothers to maintain order in the Aisle of Newfound Toys.

Rule With a Plastik Fist. Action Figures are authoritarian, making sure that Haz Brothers™ fun is carried out to the very letter of the law. They serve as border patrol, guarding the Brix-it walls from any that they deem as "not fun enough." They forcibly ensure only age-appropriate people play with each toy and use them only in manufacturer approved ways, and they seek to squash diverse thinking under their resin heels.

Action Figure Foot Soldier

These figurines come in all shapes and styles, but are always the first line of defense in the Aisle of Newfound Toys. They are responsible for vetting any shoppers that pass by the Brix-It Gates, and are the first to act if a shopper steps out of line. The well organized and effective fighters travel in squads of 6 and battalions of 1,000 to combat the disadvantage of their tiny, plastik bodies. Foot Soldiers make use of their gorilla grip to pin down larger targets and let the rest of the squad attack from all sides.

Action Figure Combat Medic

Combat medics are highly valued for their ability to piece fallen action figures back together. Unfortunately, they tend to not sell as well. Seems like the kids prefer muscle bound action heroes to quiet healers, but there's no accounting for taste. Combat medics keep to the fringes of the battlefield and use their super glue ability to keep their comrades in the fight for as long as possible.

Action Figure Combat Commander

No squad is complete without one of the single most sought-after toys in the aisle The Action Figure Combat Commander. Combat commanders tend to look like stars from popular Holly Woods plays, with more exaggerated grizzled features, spouting snappy one liners that can leave them completely stupefied. Only on rare occasions will two Combat Commanders work together, as their spotlight-stealing personalities rarely leave room for others.

Action Figure Troopers

Tiny construct, lawful evil

Armor Class 17 (natural armor)
Hit Points 7 (3d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Perception +1, Stealth +6
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/4 (50 XP)

Pack Tactics. The action figure has advantage on attack rolls if at least one of its allies is within 5 feet of the target and the ally isn't incapacitated. Gorilla Grip. When the foot soldier deals damage to a Small or smaller creature with its thumbtack dagger, it can choose to grapple the creature as a bonus action (escape DC 12).

Actions

Marble Sling. *Ranged Weapon Attack:* +6 to hit, 30/120 ft. range, one target. *Hit:* 5 (1+4) bludgeoning damage.

Thumbtack Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1+4) piercing damage.

Action Figure Combat Medic

Tiny construct, lawful evil

Armor Class 15 (natural armor)
Hit Points 22 (5d4+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Perception +1, Stealth +4
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft. passive perception 11
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The action figure has advantage on attack rolls if at least one of its allies is within 5 feet of the target and the ally isn't incapacitated.

Gorilla Grip. When the combat medic deals damage to a Small or smaller creature with its thumbtack dagger, it can choose to grapple the creature as a bonus action (escape DC 12).

Actions

Super Glue (recharge 5-6). The combat medic touches another construct. The target regains 6 (2d6) hit points.

Thumbtack Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1+2) slashing damage.

Toothpick Crossbow. *Ranged Weapon Attack:* +4 to hit, 80/120 ft. range, one target. *Hit:* 4 (1d4+2) piercing damage.



Action Figure Combat Commander

Tiny construct, lawful evil

Armor Class 16 (Natural Armor)
Hit Points 36 (8d4+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +6
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60 ft. passive perception 13
Languages Common
Challenge 1 (200 XP)

Pre-programmed Catch Phrase (Recharge 6). When making an attack, a combat commander can make every creature of their choice within 15 feet make a DC 13 Wisdom saving throw or be stunned until the end of their next turn.

Pack Tactics. The action figure has advantage on attack rolls if at least one of the its allies is within 5 feet of the target and the ally isn't incapacitated.

Gorilla Grip. When the combat commander deals damage to a Small or smaller creature with its plastik sword, it can choose to grapple the creature as a bonus action (escape DC 13).

Actions

Multiattack. The combat commander can make two attacks with their plastik sword.
Plastik Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Toothpick Crossbow. *Ranged Weapon Attack:* +4 to hit, 80/120 ft. range, one target. *Hit:* 6 (1d8+2) piercing damage.

Autobeast, Sedanimal

From the wild musktangs which roam the plains of Midwesteros, to the domesticated taxidermy cabs one may find in Murka's largest cities, autobeasts are one of Murka's most commonly found construct species. While the different breeds of autobeasts come from every corner of the world, certain breeds have cemented themselves as cornerstones of Murkan life.

Beasts of Burden in the Lap of Luxury. Like many other beasts of burden, autobeasts are bred and raised by the global elite and marketed towards those most willing to spend egregious sums of money on them. These creatures have minds of their own and, to some, are completely untamable. Their presence has given way to an entire career path for autobeast whisperers in Murka, called automechanids, who dedicate their lives to working with autobeasts, often treating them as equals.

Sedanimal

The parking lots and empty fields of Murka are prowled by great, four-wheeled creatures known as sedanimals. A consummate nocturnal hunter, it uses its superior vision and five second 0-to-60 acceleration to ambush travelers on the wide-open road.

Minivanimal

Though many consider the minivanimal to be misleading in name, it is a noticeably smaller breed compared to the rare and truly massive vanimal. The minivanimal is incidentally one of the weakest breeds of autobeast found in Murka. Minivanimals tend to be slower than their faster, more predatory counterparts and tend to prey on slower, weaker game. Minivanimals often prowl the plains outside of Walmora hunting dragg'n wagons and are commonly spotted at dusk and dawn or when soccer practice lets out.



Sedanimal Autobeast

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 95 (10d10+40)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances poison, slashing, piercing
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120ft., passive Perception 10
Languages Biznish
Challenge 5 (1,800XP)

Vrooom. As a bonus action, the sedanimal can move up to its **speed** toward a hostile creature that it can see.

Splatter Spree. The sedanimal has advantage on melee attack rolls against any creature that does not have all its hitpoints.

Tired. The sedanimal cannot climb or swim.

Warranty (Recharges after a Short or Long Rest). If the sedanimal is reduced to 0 hit points by an attack, spell, or effect that dealt 30 damage or less, it is reduced to 1 hit point instead.

Overdrive. If the sedanimal moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the sedanimal can make one Burnout attack against it as a bonus action.

Wild Horse Power. The sedanimal's speed cannot be reduced. When the sedanimal moves, any Large or smaller target it is grappling moves with it.

Actions

Multiattack. The sedanimal makes two attacks, one with its ram and one with its burnout.

Ram. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage. If the target is Huge or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Burnout. *Melee Weapon Attack:* +9 to hit, reach 5ft., one prone creature. *Hit:* 25 (3d12+6) fire damage. A creature hit by this attack must succeed on a DC 14 Wisdom saving throw or become burnt out.

High Beams (Recharges 5-6). The sedanimal flashes its lights in a 60-foot cone in front of it. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 13 (2d8+4) radiant damage and be blinded until the start of the sedanimal's next turn.



Autobeast, Minivanimal

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 102 (12d10+48)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances slashing, piercing
Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses passive Perception 10
Languages Employese, Sockemom
Challenge 2 (450 XP)

Vrooom. As a bonus action, the minivanimal can move up to its speed toward a hostile creature that it can see.

Splatter Spree. The minivanimal has advantage on melee attack rolls against any creature that does not have all its hitpoints.

Tired. The minivanimal cannot climb or swim.

Wild Horse Power. The sedanimal's speed cannot be reduced. When the sedanimal moves, any Large or smaller target it is grappling moves with it.

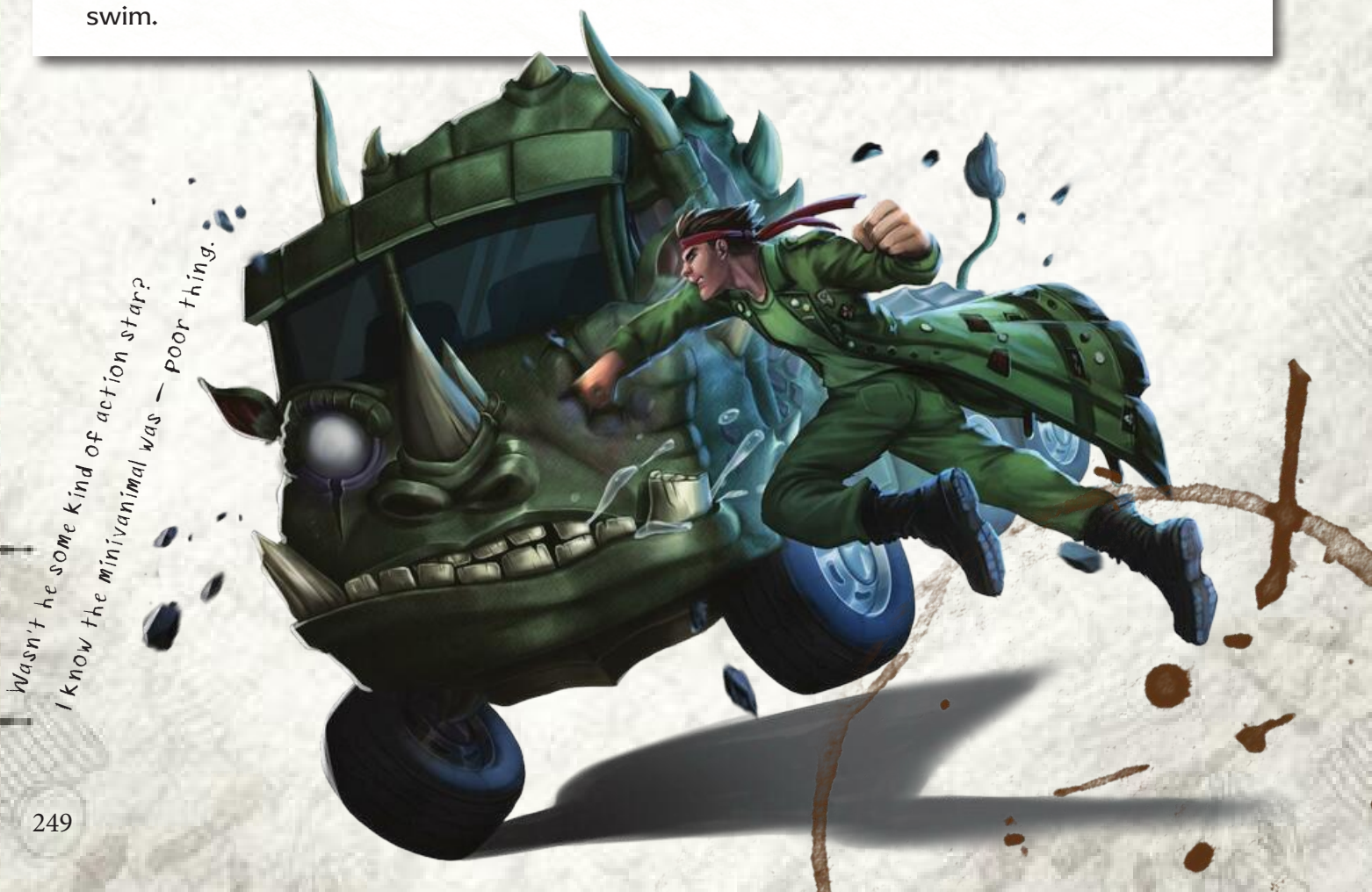
Actions

Multiattack. The minivanimal makes two melee attacks, one with its ram and one with its burnout.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d12+3) bludgeoning damage. If the target is Huge or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Burnout. *Melee Weapon Attack:* +7 to hit, reach 5ft., one prone creature. *Hit:* 5 (1d6+2) fire damage. A creature hit by this attack must succeed on a DC 14 Wisdom saving throw or become burnt out.

Drop Off (Recharge 6). The minivanimal slides open its side doors, releasing 1d4 **dust mephits** into the closest unoccupied spaces. The dust mephits are friendly to the minivanimal and act on the Minivanimal's initiative.



Corrupted Employees

So dark and absolute is the malevolence within Walmoria, that it permeates and infects nearly every being that enters its unhallowed halls. The most unfortunate of these are the corrupted employees, whose sunken eyes and callous moans signal their complete subservience to the great machine.

Corrupted Worker

Any new-hires who spend too long a time serving Walmoria are eventually doomed to venture deep into the darkest and most secluded areas of the Backreaches, where they lose touch with their humanity. The nameless darkness that guides Walmoria warps their image until their flesh reflects the abhorrent infection that plagues all of Walmoria. Such beings have begun their one-way journey towards true darkness, and even if rescued by their former comrades, they may be forever marked by the effects of their time spent on the Night Shift.

The corrupted Night Shift workers are veteran employees who lead small packs of new hires, but as adventurers delve deeper into the darker edges of Walmoria, the workers begin to form packs of their own, with only the senior-most of their ranks taking charge.

Corrupted Supervisor

Fully consumed by the taint within Walmoria, corrupted supervisors are employees of the Night Shift for whom there is no escape or rescue. They are one with the darkness, little more than living shadows with tiny pin-pricks of burning light where eyes might have been as they flit behind shelves and ambush unwary customers with endless malevolence.

Found only in the darkest recesses of the store, one or two corrupted supervisors will lead packs of between five and ten corrupted workers. Customers who find their way into the back-stage area will undoubtedly face a full team of anything between five and ten supervisors and untold numbers of other employees.

Corrupted Worker

Living humanoid (medium), lawful evil

Armor Class 13 (chain shirt)
Hit Points 17 (3d8+3)
Speed 25ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	9 (-1)	7 (-2)	5 (-3)

Skills Athletics +5
Damage Resistances necrotic, poison
Condition Immunities charmed
Senses darkvision, 60 ft., passive Perception 8
Languages Employese
Challenge 1 (200 XP)

Toiler's Physique. The corrupted worker deals an additional 4 (1d8) damage when it hits with a weapon attack (included in the attack) and deals double damage to objects and structures.

Wearing the Blinders. Corrupted workers have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct light.

Actions

Multiattack The corrupted worker makes two attacks, both with its claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) slashing damage.

Corrupted Supervisor

Medium aberration, lawful evil

Armor Class 16 (breastplate)
Hit Points 105 (10d8+20)
Speed 30ft; Climbing 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	4 (-3)

Saving Throws Dex +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, fire, necrotic, poison, thunder
Condition Immunities charmed, exhaustion, frightened, poisoned, prone, petrified
Skills Intimidation +1, Insight +3
Senses darkvision 60ft, passive Perception 11
Languages Employese, Biznish
Challenge 3 (700xp)

Worm-like. The corrupted supervisor can move through a space as narrow as 1 inch wide without squeezing.

Shadow Surfing. While in dim light or darkness, the corrupted supervisor can take the Hide action as a bonus action on each of its turns.

No Bright Ideas. While in bright light, the corrupted supervisor has disadvantage on attack rolls, ability checks, and saving throws.

Innate Spellcasting The corrupted supervisor's innate spellcasting ability is Wisdom (spell save DC 14, +3 to hit with spell attacks). The corrupted supervisor can innately cast the following spells, requiring no material components:

Cantrips (at will): *chill touch, toll the dead*
1st Level (2 slots): *cause fear, ray of sickness*
2nd Level (1 slot): *darkness, cognitive dissonance**
*this spell can be found in the core *Monsters of Murka* book.

Actions

Multiattack. The corrupted supervisor makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+3) slashing damage.

Corrupted Talon. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 5 (1d4+3) piercing damage and 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or have its Strength score reduced by 1. The target dies if this reduces its Strength score to 0. The reduction lasts until a remove curse or greater restoration spell is cast on the target.

Corporate Plants

Native to the greenhouse section of Walmoria, corporate plants are unassuming flora with insidious agendas.

Verdure of Violence. Corporate plants were once merely purchasable potted plants, but over time have become incredibly hostile, attacking any species they consider invasive. Pinned beneath the overseeing eyes of the Manageri, they are skeptical and distrusting of threats both from without and within. Their ability to blend in with their surroundings only makes this vengeful vegetation that much more dangerous.

Bomberry

When the quiet thorn in the dark is not getting the point across, the plants turn toward a more bombastic seedling. The bomberry is a fire fanatic and expert bomb maker. Hiding explosives in its pot, the plant targets infrastructure, tenders, cleaners, and other symbols of Walmoria's floral oppression.

Conspiraseeding

The conspiraseedlings are some of the most intelligent plants in the Greenhouse. Their psyches, however, have been consumed by the rampant abuses, imagined and real, that they see throughout Walmoria. These small plants hold leadership positions within the resistance, though such leadership is disparate and decentralized. No single plant knows every important location and name, in case someone has the urge to talk while being made into next spring's mulch.

Cypressassin

The conspiraseedlings are aided in their cause by the cypressassin. These large, thin shrubs tend to vary between seven and ten feet tall. The cypressassin attacks by ambush, picking out their target carefully. Rather than stalking their prey, they park themselves at crossroads or near obvious treasure or useful supplies. When the opportunity presents itself, the cypressassin strikes, disappearing their victim into the foliage and smothering all sounds of struggle. The allies of a cypressassin's target may not even realize they're gone.

Bomberry

Small plant, chaotic neutral

Armor Class 9
Hit Points 1 (3d6-9)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	4 (-3)	10 (0)	14 (+2)	12 (+1)

Damage Vulnerabilities Fire
Senses passive Perception 12
Languages Druidic, Biznish
Challenge 1/4 (50 XP)

Failsafe. When the Bomberry would be reduced to 0 hit points it can make a DC 11 Constitution saving throw. On a success, it is instead reduced to 1 hit point. If it fails, it uses its explosion ability as a reaction.

Actions

Swipe. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) slashing damage.

Explosion. The bomberry moves up to its speed, then detonates. The bomberry and any creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 7 (2d6) force damage on a failed save, or half as much damage on a successful one.



Conspiraseedling

Small plant, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 55 (10d6+20)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	15 (+2)	16 (+3)	17 (+3)	10 (+0)

Damage Resistances bludgeoning, psychic
Damage Vulnerabilities Fire
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 60ft. (blind beyond this radius), passive Perception 13
Languages Druidic, Biznish
Challenge 3 (700 XP)

False Appearance. While remaining still, the conspiraseedling is indistinguishable from a normal fern.

Echo Chamber. The conspiraseedling regains 10 hit points at the start of its turn if at least one other conspiraseedling is within 15 feet of it.

Actions

Multiattack. The conspiraseedling makes two mind-blowing attacks.

Mind Blowing. *Ranged Spell Attack:* +5 to hit, range 60ft., one creature. *Hit:* 8 (2d4+3) psychic damage. If this attack reduces a creature to 0 hit points, the creature is stable but unconscious for 1d4 days.

Peel Back the Curtain (Recharge 5-6). The conspiraseedling blooms into a beautiful flower, spraying pollen in a 30-foot radius centered on itself. Any creature in the area must succeed on a DC 12 Charisma saving throw or become frightened of their allies for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.





Cypressassin

Large plant, chaotic

Armor Class 14 (natural armor)
Hit Points 41 (5d10+15)
Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	13 (+1)	9 (-1)

Saving Throws Dex +2
Damage Vulnerabilities Fire
Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone, stunned
Senses passive Perception 11
Languages Druidic, Biznish
Challenge 2 (450 XP)

Ambusher. In the first round of a combat, the cypressassin has advantage on attack rolls against surprised creatures.

False Appearance. While motionless, the cypressassin is indistinguishable from an outdoor shrub.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Smother. *Melee Weapon Attack:* +5 to hit, reach 5ft., one Medium or smaller creature. *Hit:* the creature is grappled (escape DC 13) Until the grapple ends, the target is restrained, blinded, and at risk of suffocating. The cypressassin cannot smother another target. A grappled creature takes 14 (3d6+4) bludgeoning damage at the start of its turn.

Thorn (4/Day). *Ranged Weapon Attack:* +5 to hit, range 20ft., one creature. *Hit:* 9 (2d4+4) piercing damage. If the target is a creature, it takes 1d4 necrotic damage at the beginning of each of its turns until the thorn is removed or it is the target of healing magic. A creature within 5 feet of the target can remove the thorn with a successful DC 10 Intelligence (Nature) or Wisdom (Medicine) check.



Corporate Lackey

Though many corporate lackies lived their lives with the motto of "rise and grind" they certainly embrace it in their eternal servitude to the unknowable corporate machines that reshape the world around their will. Toward that end, the corporate lackey will forever shamble onward.

I Sold My Soul to the Company Store. Often made up of previously unpaid interim servants, corporate lackeys are those whose ambition and loyalty to any corporation transcends the limitations of life and death. Alternatively they may have fallen prey to one of the dangerous and dealing monstrosities like Das Kapital, The Salesman, or something even more sinister. Often, corporate lackeys come from the ranks of warlocks whose final performance reviews were less than satisfactory to their Patrons and have taken on additional beyond-life work to improve their metrics.

Stylish Skeletons. Corporate Lackeys, though they bear the stench of death, are not technically undead and do not meet requirements for death compensation. They can be distinguished from mundane undead by their many expensive accessories, black ties, holier-than-thou attitude, and the once-fancy-now-raggedy suits that cling to their lifeless husks. Wherever Corporate Lackeys reside, Das Kapital is never far behind.

Corporate Lackey

Medium aberration, neutral evil

Armor Class 15 (professional armor)
Hit Points 82 (11d8+33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages biznish, any languages it knew in life
Challenge 5 (1,800 XP)

Regeneration. The corporate lackey regains 10 hit points at the start of its turn if it has at least 1 hit point and it's company isn't under any sort of regulation.

Clingy. The corporate lackey can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sanctioned. The corporate lackey can't enter a residence without an invitation.

Actions

Multiattack. The corporate lackey makes two attacks, only one of which can be a bite attack.

Got Their Hooks Into You. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage. Instead of dealing damage, the corporate lackey can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the corporate lackey, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the corporate lackey regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0 and the target then becomes a corporate lackey.

Cupcake Construct

This is one cake you don't want to have OR eat. Though cupcake constructs have not been seen in many, many years, tales of their destruction have left them an infamous footnote in the cookbooks of history.

Saccharine Scourges of History. Long ago, one hopeful gourmomancer came to the Adamantium Chef competition with an idea Munchivors and vegivores were good, but what if you could do the same with dessert? What if it could be done bigger and better? They'd spent years perfecting a recipe spell, confident that they would revolutionize the industry forever. When it came time to demonstrate it for the judges, however, the experiment quickly went from awe-inducing spectacle to shocking horror once the cupcake construct came cloying to life.

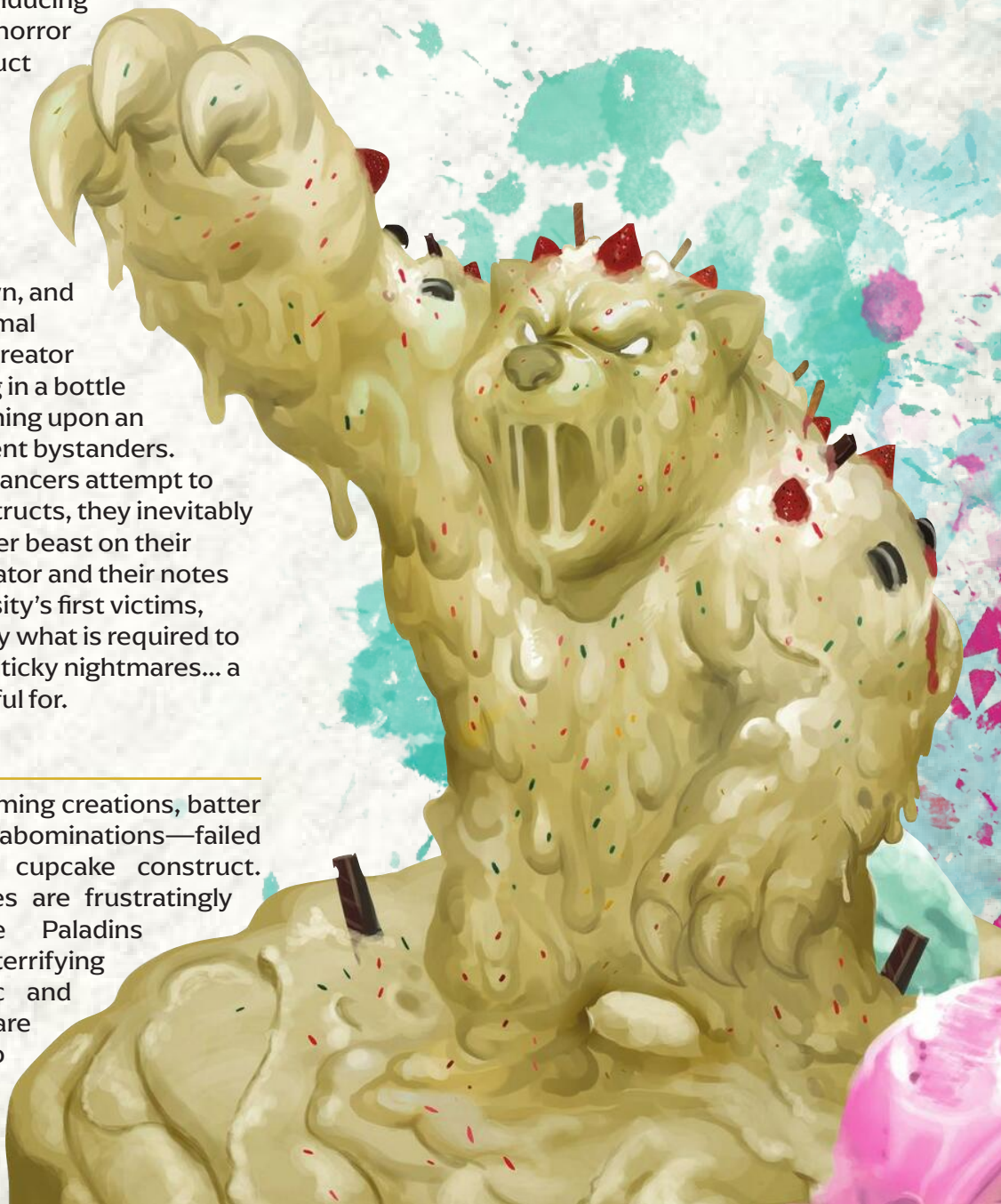
Lightning in a Muffin Tin. The creation of cupcake constructs was, cosmically, a traumatic fluke. Between the of the stars, the wind in Washtown, and a thousand other infinitesimal unknowable details, their creator managed to catch lightning in a bottle and then release that lightning upon an entire generation of innocent bystanders. Whenever other gourmomancers attempt to recreate the cupcake constructs, they inevitably end up with an oozing batter beast on their hands instead. As their creator and their notes were the original monstrosity's first victims, we may never know exactly what is required to accurately recreate these sticky nightmares... a fact which many are thankful for.

Batter Beasts

Sludge-y, oozing, all consuming creations, batter beasts are vile, quivering abominations—failed attempts to recreate a cupcake construct. Outbreaks of these slimes are frustratingly common amongst the Paladins of Flavor. Due to the terrifying amalgamations of magic and material, batter beasts are completely impervious to heat and cold, both of which only enrage them. Foolish gourmomancers think a fireball or cone of cold are their allies, but they merely adopted the magic; batter beasts were born of it, moulded by it, even.

Cupcake Constructs

Cheery, pink bears made of bread and frosting that stand twice as tall as an orc, these rampaging dessert monstrosities have been the bane of Flavor City's history for many years. Cupcake constructs are single-minded and inherently destructive. They ignore any obstacles in their path, heading in the straightest line possible for the nearest source of magic, which they hunger to consume. When that source is depleted, they move on to the next, voracious and insatiable.



Batter Beast

Large ooze, true neutral

Armor Class 10 (natural armor)
Hit Points 90 (10d10+40)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	18 (+4)	3 (-4)	4 (-3)	2 (-4)

Saving Throws Str +5, Con +6
Skills Athletics +7
Damage Immunities cold, fire, psychic
Damage Vulnerabilities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages N/A
Challenge 4 (1,100 xp)

Sense Warmth. These creatures "see" through their innate sense for warmth. They can sense warmth up to a range of 60 feet through barriers up to 3 feet thick, and will attempt to move towards the strongest source of heat, favoring magical heat sources.

Underdone-dun-dunnn. When the batter beast is dealt fire damage, it increases its AC by 4, all cold damage it deals becomes magical bludgeoning damage, it gains vulnerability to bludgeoning damage, and its speed is decreased by 10ft.

Amorphous. The ooze can slip and move through cracks as little as an inch wide.

Sweet Siege. The batter beast deals double damage to objects and structures.

Gooey-chewy. The batter beast takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the batter beast's Sticky Situation and has disadvantage on the saving throw.

Creatures inside the batter cannot be seen and have total cover.

A creature within 5 feet of the batter beast can take an action to pull a creature or object out of the batter. Doing so requires a successful DC 14 Strength check, and the creature making the attempt takes 10 (3d6) cold damage.

The batter beast can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Actions

Batter Up. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (1d6+4) cold damage.

Gooey Grip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) cold damage.

Sticky Situation. The batter beast moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the batter beast. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the batter beast enters the creature's space, and the creature takes 14 (4d6) cold damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 24 (7d6) cold damage at the start of each of the batter beast's turns. When the batter beast moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the batter beast.

Cupcake Construct

Large construct, unaligned

Armor Class 18 (Natural Armor)
Hit Points 250 (20d10+140)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	25 (+7)	8 (-1)	5 (-3)	12 (+1)

Saving Throws Strength +12, Dex +3, Con +11, Wis +1, Cha +5
Skills Athletics +16, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from non magical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages none
Challenge 17 (18,000)

Legendary Resistance (3/Day). If the construct fails a saving throw, it can choose to succeed instead.

Sweet Siege. The cupcake construct deals double damage to objects and structures.

High-fructose Corn Aura. All food within 15 feet of the cupcake construct is instantly turned to candy and desserts.

When a creature starts its turn within the cupcake construct's High-fructose Corn Aura it must succeed on a DC 15 Constitution saving throw or take 11 (1d8+7) bludgeoning damage and be restrained and deafened as they are encased in a semi-transparent crystal of sugar. The crystal is slightly porous and allows for the prisoner to breathe, though not very well.

A creature that starts its turn trapped inside The Sugar takes 11 (1d8+7) bludgeoning damage.A creature trapped within a sugar crystal can use an action to make a DC 15 Strength check to escape. On a success, the crystal shatters and the creature is released. A humanoid that dies while trapped in a sugar crystal is transformed into a grim gummy under the control of the cupcake construct.

Actions

Multiattack. The cupcake construct makes two cupclobber attacks and one cherry-chomp.

Cupclobber. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d6+8) bludgeoning damage.

Cherry-chomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) piercing damage.

Molasses Blast (Recharges 5-6). The construct exhales a blast of hot tarry molasses in a 60-ft cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much on a successful one. The area hit by the blast is considered difficult terrain for 1d4 rounds.

Legendary Actions

Can take 3 legendary actions, choosing from the following options. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are recovered at the start of the creature's turn.

Molasses Blast (Costs 2 actions). The construct uses its molasses blast.

Grim Gummy Gobble (Costs 2 Actions). A grim gummy within 60 ft of the construct instinctually gives up its essence to repair the construct's form. The grim gummy collapses into a mess of shattered bones and goo and is destroyed while the construct recovers 20 (3d8+7) hit points. The remains are unaffected by the construct's High-Fructose Corn Aura.

Hyperactive Rush. The construct may move up to its full movement without provoking attacks of opportunity.

Hyperactive Hit. The construct may make a cupclobber attack at any creature within range.


FOOD
V
LAN

Das Kapital

An ironically-poor amalgamation of what could be considered a man; the rotting flesh, uncharacteristically large sinew, and broken bones of Das Kapital, as it progresses ever forward, move in a mockery of healthy, good life. Its eyes, filled with the distant fires of the industrial revolution, hunger endlessly for everyone and everything that crosses its path. The black saliva that drips from its slackened jaw bubbles like churning oil.

Anguish and Avarice. Das Kapital lives to consume wealth. Every night in the Hall of Murka, couriers transport a massive bulk of the castle's earnings into one of the abandoned storefronts where Das Kapital has made its home. Its arrival is marked by cries and whimpers of incredible pain, as a misshapen body carries the creature to its heart's desire. No one knows what happens to the heaps of gold it claims for itself. In fact, the gold will often only reappear in unassuming trails that may lead to a trap set by the creature itself.

Greed Eternal. Many claim that Das Kapital cannot truly be killed, and even if the creature should fall in battle, its spirit will wade through the dark rivers of between-life until it can once again take physical form. Rumors abound that the spirit of Das Kapital will always find its way back to its own cursed hoard of treasure.

Lair

Das Kapital is known for appearing within the dark, musty spaces of closed-down storefronts. Its ability to appear in and move between storefronts undetected has spawned the erroneous belief that all failed businesses are the lair of Das Kapital. This belief is further reinforced by the consistency with which adventurers encounter the plutarchal horror in said environment.

However, the truth is far darker than many know. If defeated or sufficiently threatened, Das Kapital



will retreat into the shadows, disappearing mysteriously down into an even more desolate, otherworldly place. In the depths of the ancient tunnels beneath the furthest known reaches of the underhall, Das Kapital makes its lair. None have seen the true lair of Das Kapital and lived to tell the tale.

Rumors and tall tales tell that the creature resides among the ruins of an interdimensional civilization who had abandoned this plane long ago. The floors of the lair are composed entirely of the many millions of bucks Das Kapital has acquired over the millenia. Most of this gold has been drained of its value and left dull and brittle, with only a small pile of fresh cash remaining, waiting for consumption. Everything, from the bumpy, gilded floor, to the silver paisley walls, is covered in a mysterious and oily slime that stains and corrodes everything it touches. Even some of the treasure strewn about the room seems tarnished and half-melted from continuous contact with the substance.

If Das Kapital should be defeated within its lair, the lair and all of the surrounding ruins immediately begin to collapse, giving anyone still inside a short time to escape back into the upper tunnels before the lair buries them.

Das Kapital encountered in its lair has a challenge rating of 22 (41,000 XP)

Lair Actions

When fighting inside its true lair, Das Kapital can invoke its eternal greed to take lair actions. On initiative count 20 (losing initiative ties), Das Kapital takes a lair action to cause one of the following effects

- The ground shakes, and part of the floor of coins collapses into a money sinkhole. The epicenter of the sinkhole is chosen at random by the GM. Each creature within 15 feet of the designated point must succeed on a DC 15 Dexterity saving throw or take 1d10 bludgeoning damage and become restrained, trapped waist-deep within the pile of coins. A trapped creature may use its action to make a DC 13 Athletics Check to dig itself out, emerging prone within 5 feet of the pit.
- Das Kapital summons one corporate lackey to its side, which emerges from the floor in an unoccupied space Das Kapital can see within its lair. The corporate lackey takes its turn after Das Kapital. Das Kapital can only have 3 total lackeys summoned at one time.
- A creature of Das Kapital's choice within its lair is lifted 10 feet into the air and violently shaken free of its earnings. The creature loses 1d100 gold pieces, which turn to ash and are destroyed, and Das Kapital regains half as many hit points. If the creature has no gold in their possession, their hit point maximum is permanently reduced by 1 and Das Kapital regains hit points equal to half the target creature's hit point maximum.

Regional Effects

Any location occupied by Das Kapital's true lair is cursed with the sickness of avarice, which creates one or more of the following effects

Shop owners and retail workers are far less happy. Shop owners will charge more for items and services, and are prone to fits of rage when dealing with difficult or unruly customers.

Most businesses within 5 miles of Das Kapital's true lair will encounter economic disparity, and some will shut down entirely - giving the creature ample grounds to hunt in.

Mysterious piles of yellow and gray grit, or dust can be found throughout the area, often next to the bloodied corpses of its victims, or within the dilapidated storefronts they once owned.

If Das Kapital dies, the land it once occupied returns to an air of brotherhood and cooperation within 1d10 days. The other effects end immediately.

Das Kapital

Large aberration, chaotic evil

Armor Class 20 (natural armor)
Hit Points 250 (20d10+140)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	25 (+7)	18 (+4)	11 (+0)	11 (+0)

Saving Throws Str+16, Con +14, Int +11, Cha +7
Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages Biznish, Deep Speech
Challenge 21 (13,000 xp)

Legendary Resistance (3/Day). If Das Kapital fails a saving throw, it can choose to succeed instead.

Economic Endurance. Das Kapital has advantage on saving throws against spells and other magical effects. Spells and abilities that utilize coins or Murkan bucks do not affect Das Kapital.

Financial Fortitude. If Das Kapital is destroyed and the Hall of Murka still stands, Das Kapital gains a new body in 3d20 years, regaining all its hit points and becoming active again. The new body appears within the Hall of Murka.

Actions

Multiattack. Das Kapital uses its Draining Presence. It then makes three attacks one with its cash crunch and two with its claws.

Cash Crunch. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 14 (1d10+9) piercing damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Das Kapital regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises as a corporate lackey under Das Kapital's control.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (6d6+9) slashing damage.

Draining Presence. Each creature of Das Kapital's choice that is within 60 feet of it and aware of it must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion. A humanoid slain from this ability rises as a corporate lackey under Das Kapital's control. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Das Kapital's Draining Presence for the next 24 hours.

Legendary Actions

Das Kapital can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Move. Das Kapital moves up to its **speed** without provoking opportunity attacks.

Claw Attack. Das Kapital makes one claw attack.

Cash Crunch. Das kapital makes one cash crunch attack.

Draining Presence. Das Kapital uses its Draining Presence.

Money Moves. Das Kapital magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.



Das Kapital Optional Rules

The following optional rules can be used to influence the threat and reward of facing Das Kapital. Use one or more of the following options:

Weird Magic

This optional rule, designed for a campaign with the long-term goal of defeating Das Kapital makes a combat encounter with the aberration more costly, and difficult:

While within 1 mile of Das Kapital, all spells cost 10 gold per level of the spell to cast. This does not include abilities or spells that already cost money to cast or use.

The Curse of Das Kapital

Read Aloud

Das Kapital was an avatar of greed and tyrannical plutarchy, and it needed to die - and, you may have noticed that you are now enormously rich as a result. Was it truly right to profit so richly with the gold that Das Kapital stole from so many? You find that you can inexplicably identify which gold pieces came from its lair, even when mixed with coins from elsewhere. As you hold this wretched gold, you feel a weight on your soul.

The fortune of Das Kapital, having been hewn from the hands of countless victims, is very cursed. Each creature that participated in the fight against Das Kapital, and posesses even a portion of the fortune, is cursed. The precise effect of the curse is left to GM discretion. Here are a few potential effects:

- A cursed creature occasionally has intense nightmares, which prevent them from benefiting from the effects of a long rest.
- A cursed creature is attacked more often on the road by opportunistic foes seeking to relieve them of their fortune.
- A cursed creature is less trusted by individuals they do not already know, and may have disadvantage on persuasion checks at the GM's discretion.
- A cursed creature may be betrayed by a trusted individual, whose jealousy has boiled over, including those who fought alongside them against Das Kapital, especially those who did not receive a magic item or *the Hands of Orthos* artifact from the treasure hoard.
- A cursed creature feels a cloying desire to accrue even more wealth, and to protect the fortune that they've built.
- A cursed creature will eventually die a tragic death owing to one of the above effects.

The only way to break the curse is to rid oneself of the gold: whether by replacing the fortune in the lair of Das Kapital, gifting a significant portion of the gold to a worthy cause, or by disseminating the fortune in its entirety. The curse does not pass through magic items or to the next recipient of spent gold, but will return to a once-cursed creature should they reacquire even a single coin.

If a cursed creature is forcefully or unwillingly separated from the fortune, it is still bound by the conditions of the curse and are compelled to re-acquire the fortune in its entirety before the curse can be lifted

Lair Treasure

Roll once on the Coins table and roll on the Items table for each member of the party minus one. *The Hands of Orthos* can be acquired only once.

Coins

d100	SP	GP	PP	BP
1-15	2d6 x 1000	5d8 x 200		
16-69		7d8 x 200	1d6 x 100	
70-00			3d6 x 100	1d8

Items

1d6	Item	1d6	Item
1	Caddy's Piece of Chit	4	Pepto Abyssmal
2	Das Kapital's Jerk Werk?	5	Phil The Swift's Flexible Seal
3	Price Slasher +2	6	The Hands of Orthos

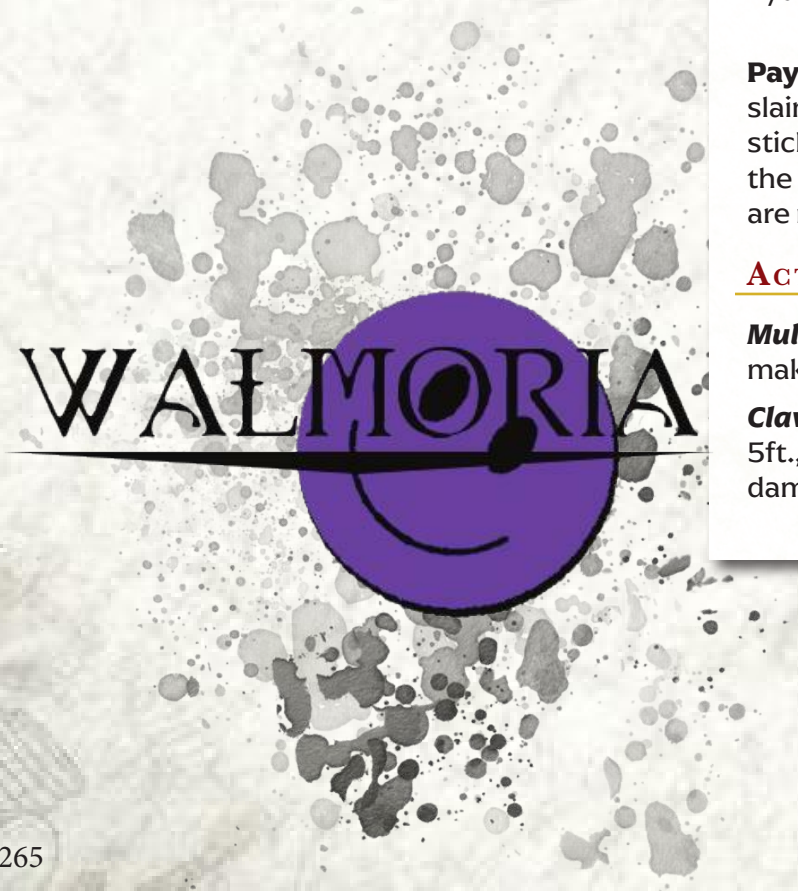
Deadly Deals Monster

Discounts in Walmoria can take the form of horrific monsters that rampage through the aisles. When defeated, these peculiar creatures give challengers access to special deals, sales, coupons, or the chance to buy rare items.

The deadly deals monster is a mass of colourful strips of paper that shields its pasty and tar-like interior. The monstrosity walks like a man but has four large arms and a squat figure. Almost completely devoid of a neck, an awkward domed head sits on its burley shoulders.

Small Voucher Energy. The first deadly deals monster sprang into existence when a Kaerenite demanded to have their voucher be accepted long after its expiration date with such vitriol that the management of Walmoria bowed to her will. As such, the monstrosity is never satiated with its savings or its size, ballooning from the stature of a halfling to that of a goliath when threatened.

This Deal Won't Last. Tough and demanding, the deadly deals monster will attempt to intimidate any traveler it encounters, but shrinks in size when overwhelmed, often fleeing deep into the aisles to prevent its untimely expiration.



Deadly Deals Monster

Small monstrosity, any chaotic alignment

Armor Class 14
Hit Points 66 (12d6+24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	8 (-1)	8 (-1)	14 (+2)

Skills Stealth +4
Damage Vulnerabilities fire
Senses darkvision 60ft., tremorsense 60ft.
Languages understands Common, but cannot speak
Challenge 5 (1,800 XP)

Associate Assassin. The deadly deals monster has advantage on attack rolls against a creature that hasn't taken a turn. Any hit the monster scores against a surprised creature is a critical hit.

Innate Spellcasting. The deadly deals monster's innate spellcasting ability is Charisma (spell save DC 13). The deadly deals monster can innately cast the following spells, requiring no material components

1/day each: *enlarge/reduce* (self only), *invisibility*, *confusion*

Payout. When the deadly deal monster is slain, 1d10 vouchers can be found on its sticky paper-covered body (see Vouchers in the Items section). The remaining vouchers are ruined or expired.

Actions

Multiattack. The deadly deals monster makes four attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4), slashing damage.



Domesticon

At the height of Murka's magitechnological revolution, inventors from every corner of the kingdom were obsessively creating gadgets and gizmos which sought to improve the quality of life for the average working-class Murkan citizen. These devices were Murka's earliest domesticons—constructs infused with artificial faux-sentience, designed with the explicit purpose of eliminating small, every-day tasks.

Artificer Intelligence. While the earliest domesticons weren't much more than brooms haphazardly slapped together with gears and wiring, modern-day domesticons offer a plethora of functionality. They are typically made with a deceptively cute personality designed to make Murkan citizens more comfortable with inviting these constructs into their homes and making them part of their daily routines. The Zone has even patented an overlord sentience, shaped after a small, unassuming potion bottle, dubbed Elixir. So named for its goal of eliminating ailments of the domestic variety, Elixir can control many different types of domesticons.

Roombuddy

The roombuddy is a small round metal box with two mechanical appendages—typically holding a broom and dustpan—which rolls around cleaning up trash and the occasional bloodbath. It 'sees' by scanning its surroundings with onboard divination-based sensors, enabling it to work even in absolute darkness. However, it cannot see through material or around corners. Some roombuddies have not gotten upkeep in centuries, and while most focus on spills and small messes, loose wiring and worn gears have left some with unpredictable, sometimes violent, tendencies.

Senservant

The senservant is a large mechanical construct, with two wide-mouth hoses for hands, and a massive tank strapped to its back. The senservant's vacuums can eat anything; candy wrappers, body parts, fire and lightning, the hopes and dreams of a child. It lumbers throughout the aisles of Walmoria, weighed down by the centuries of detritus that it has collected. Like the humble roombuddy, the senservant uses invisible divinatory sensors and cannot see through materials or around corners.

Magic Spheraser

The Magic Spheraser wanders Walmoria, tracking down and removing any spellcasters that have not been properly sanctioned by the Manageri. It rolls around on a gyroscope, holding its repeating crossbow aloft, ready to fire on any wayward wizards or warlocks unlucky enough to try to use their magics to escape or influence Walmoria.

What do ya' got there?

Some people find a cruel joy in attaching knives, rapiers, or other sharp, poking and prodding devices to the top of roombuddies, making them stabby little buggers. If you want to use one of these slightly more deadly versions of the roombuddy, we recommend giving it the following action, and changing it's Broom action to a Dagger action, swapping the damage type to piercing.

Quick Clean (Recharge 5-6). The roombuddy moves up to twice its speed. During this movement, creatures within 5 feet of the roombuddy take 5 (1d6+2) slashing damage from the weapon stuck to its back.

Roombuddy

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 22 (4d6+8)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing and slashing from non magical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60ft. (blind beyond this radius)
Languages
Challenge 1 (200 XP)

Turtling. The roombuddy must use its move and its action to get up from being knocked prone.

Slippery. The roombuddy has advantage when resisting a grapple or attempting to break free of a grapple.

Actions

Broom. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Moxie-clean (Recharge 5-6). The roombuddy spits out a jet of corrosive liquid in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC12 Dexterity saving throw, taking 11 (2d10) acid damage on a failed save, or half as much damage on a successful one.

Senservant

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 142 (15d10+60)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 10
Languages N/A
Challenge 7 (2,900)

Crushing Vacuum. At the beginning of the senservant's turn, all creatures and objects within 30 feet of it that weigh less than 200lbs are pulled 5 feet toward the senservant. Creatures who succeed on a DC 15 Strength saving throw can choose not to be pulled in this way. A creature that ends its turn within 5 feet of the senservant takes 10 (1d10+5) force damage.

The Big Suck. When the senservant makes a saving throw against an area of effect spell, it instead makes a Constitution saving throw against the spell save DC. On a success, it takes no damage from the spell and its next two slam attacks deal an additional 7 (2d6) damage of the triggering type.

Actions

Multiattack. The senservant makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Regurgitate (Recharge 5-6). The senservant switches its vacuum from suck to blow, shooting trash in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 18 (4d8) bludgeoning damage and 18 (4d8) force damage on a failed save, or half as much damage on a successful one.





Magic Spheraser

Medium construct , lawful neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d8+24)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (-1)	10 (+0)	3(-4)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsense 60ft (blind beyond this radius), passive Perception 10
Languages --
Challenge 3 (700 XP)

Crossbow Master. The magic spheraser ignores the loading quality of crossbows and being within 5 feet of a hostile creature does not impose disadvantage on its attack rolls.

Limited Magical Immunity. The magic spheraser cannot be affected or detected by spells of 2nd level or lower.

Mage Slayer. The magic spheraser has advantage on saving throws against spells cast by creatures within 30 feet of it. When the magic spheraser damages a creature that is concentrating on a spell, that creature has disadvantage on saving throws made to maintain concentration. If it loses concentration on a spell, the creature takes 2 (1d4) necrotic damage per level of that spell.

Track Mage. The magic spheraser has advantage on Insight and Investigation checks and can see the aura of spells within 30 feet of it, as with the detect magic spell.

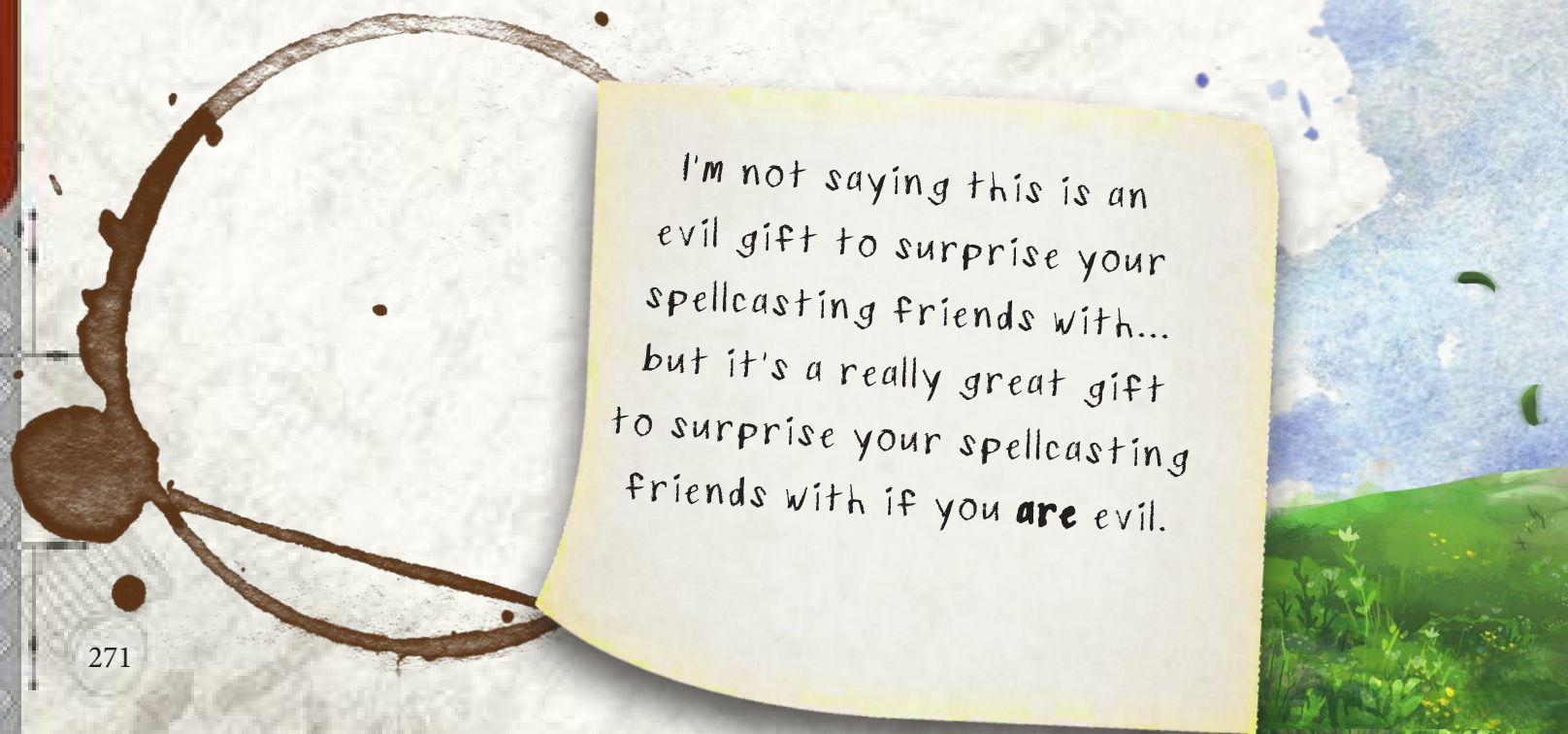
Actions

Multiattack. The Magic Spheraser makes two attacks with its heavy crossbow.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Reactions

Interrupt Mage (Recharge 4-6). When The Magic Spheraser sees a creature within 20ft. casting a spell, it can use a reaction to make a heavy crossbow attack against that creature. On a hit, the spellcaster takes 2 (1d4) necrotic damage per level of spell being cast. In addition, if the spell being cast is 3rd level or lower, its spell fails and has no effect.



Draggin' Wagon

Originally bred somewhere deep in Walmoria, draggin' wagons look like large metal baskets on wheels with draconic heads and, as a result of not being put back properly, were allowed to escape and breed in the wild. Because draggin' wagons are endlessly hunted by predatory minivanimals and are surprisingly convenient, they are often domesticated and have become a staple companion to Walmoria shoppers.

Line Hunters. Draggin' wagons are generally encountered individually, in this state they are docile and can be used to carry goods and items. When in battle, they attack in long "'trains"' whose combined weight bulldozes enemies aside and under-wheel.

Stronger Together. It is no accident that draggin' wagons are often found alone. Anyone who lives near the territory of wild draggin' wagons will tell you that they are truly pack creatures, and when encountered in groups of 3 or more, it is better to walk away slowly than to engage and risk getting overturned. Thus, when domesticated, draggin' wagons are typically kept in solitude, to avoid a deadly train of the creatures.



Draggin' Wagon

Construct (medium), neutral

Armor Class 14 (Natural Armour)
Hit Points 19 (3d8+6)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	3 (-4)	3 (-4)

Saving Throws Con +4
Damage Resistances piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 60ft; passive Perception 8
Languages Understands Common and Employese, but cannot speak.
Challenge 1/2 (100 XP)

Basket-beast of Burden. The draggin wagon is considered to be a large animal for the purpose of determining its carrying capacity.

Constructed Nature. The draggin' wagon does not need to eat, breathe, sleep, or drink.

Charge. If the draggin' wagon moves at least 15 feet straight toward a target, it can make one ram attack as a bonus action.

Pack Tactics. The draggin' wagon has advantage on an attack roll against a creature if at least one of the draggin' wagon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Terrifying Trolley Train. Multiple draggin' wagons can link up to form a 'train.' When they do, count it as a single creature and increase the damage of its ram attack by 1d6+2 for each draggin' wagon in the train.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 5 (1d6 +2) bludgeoning damage.

Elemental, Spice

While many elementals in Murka are intrinsically tied to its economy, like oil and cash elementals, there are a group of elementals who sit confidently at the culinary peak of Murka's fine dining. They can frequently be found in Flavor City, sometimes as chefs themselves or merely as the progenitor of an establishment's special secret sauce.

A Matter of Taste. Though spice elementals are similar in many ways, each elemental has a distinct flavor that separates it from the others. This unique taste grants each of the different kinds of spice elementals unique abilities as well, making some much more dangerous, or desired, than others.

Spice Whirls, Spice World. Spice elementals may not always get along, but such conflict is a boon for denizens of Flavor City. If the spice elementals decide to make it last forever, their friendship never ends! Five become one in the form of The Blend an incredibly dangerous amalgamation of each of the spice elementals - also incredibly tasty on just about any meal!

The Blend

The combination of all 5 spice elementals is known as the blend an incredibly dangerous and powerful super-elemental. While the blend has not been seen in hundreds of years, many chefs and spice aficionados have tried to get the elementals back together for one last "performance" dish. Doing so, however, could bring untold destruction to Flavor City. It'd be pretty tasty, though, right up until the point of annihilation.





Chili Elemental

Chili elementals are formed entirely of crushed and granulated chili seeds. In moderation, these seeds add a gentle heat to a dish. Chili elementals, however, do not know the meaning of the word "moderation" or "gentle" for that matter. The most potent of chili elementals have the power to summon spicenados, a swirling vortex of scarlet powder that chokes and burns the throats of those unlucky enough to be caught inside.

Herb Elemental

An herb elemental is actually a composite of four smaller elementals oregano, basil, celery, and thyme. These unique and vibrant combinations make the herb elemental unusually calm for a being made of unrestrained elemental force. Taking the form of a twisting miasma of fragrant chopped leaves and stems, the powerful smell of an herb elemental can be mesmerizing.

"The Forbidden Herb"

Despite a history as a beloved and often used flavor in cultures around the world, one type of herb elemental is all but abandoned in the consumer-driven world of Murkan dining: The cilantro elemental. While many applaud its flavor and scour the black markets for bundles of the fragrant herb, many Murkans find the taste to be that of William Maize's most potent cleaning product. A cilantro elemental uses the same statistics as an herb elemental with the following change.

It's Soap! *A creature caught inside the cilantro elemental's herby aura must roll a d6. On a roll of 1-3, the creature is not charmed by aura on a failed save but instead stunned by it. Creatures stunned in this way cannot taste for 1d4 hours.*

Pepper Elemental

One of the two "fundelementals", the pepper elemental is perhaps most renowned for its illegal use by supporters of The Royal Blue Line against Murka's most desperate citizens. Brought into being by specially trained riot officers, the pepper elementals are ostensibly a "non-lethal" method of crowd suppression. They are shock troopers, disorientating and confusing their targets. Resembling a furious vortex of black and white peppercorns, the ability of the elemental to reform and adapt to its surroundings makes it a dangerous opponent.

Pumpkin Elemental

A pumpkin elemental can most frequently be found in the autumn months, when its power is strongest. This elemental is typically motivated only by the desire to soothe and comfort other creatures, but typically takes a very active approach in doing so, often assaulting the senses with unwarranted, overwhelming blasts of flavor and scent. Despite this, the comforting nature of this elemental makes it a folk hero for some, and even a figure of seasonal worship for others.

Salt Elemental

The most universally celebrated of the two "fundelementals," the salt elemental is common but incredibly potent. Just a small measure of this elemental's power can completely destroy the composition of an adventuring party, reducing it to an intangible and unappealing mess. Resembling a ragged and crystalline humanoid, its bitter expression has led to the term "salty" being used to describe people who express unnecessary anger or displeasure.



Spice Elemental

Large elemental , neutral

Armor Class 15
Hit Points 90 (12d10+24)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from non magical attacks
Damage Immunities Poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Challenge 5 (1,800 xp)

Grinded Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Mutltiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 +5) bludgeoning damage.

Flavor. When creating a Spice Elemental, the GM must determine its flavor. This will affect the additional action available to it. Chose from one of the following

Chili Spicenado (Recharge 4-6). The elemental creates a 5 foot wide tornado of pure chili spice at a point it can see within20 feet. A creature that starts its turn inside the tornado must succeed on a DC 13 Constitution saving throw or take 15 (3d8+2) fire damage and be knocked prone. On a successful save, the target takes half the fire damage and isn't knocked prone.

Herby Aura (recharge 4-6). Each creature in the elemental's space must make a DC 13 Wisdom saving throw or become charmed by it.

The charmed creature regards the elemental as a trusted friend to be heeded and protected. Although the target isn't under the elemental's control, it takes the elemental's requests or actions in the most favorable way it can.

Each time the elemental or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the elemental dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Herby Aura for the next 24 hours.

Pepper Spray (Recharge 5-6). Each creature within 10 feet of the elemental must succeed on a DC 13 Dexterity saving throw or take 15 (3d8+2) non-lethal piercing damage and become blinded for 1 minute. If a creature has more than 2 eyes, it has disadvantage on the saving throw. A creature can use its action to attempt a DC 13 Medicine check to flush the pepper from a blinded creature's eyes, ending this effect.

Pumpkin Latte Spray (recharge 4-6). Each creature in a 15-foot cone takes 9 (2d6+2) fire damage. Creatures that take the damage must succeed on a DC 13 Charisma saving throw or be pacified by the latte's comforting spice blend. The target falls prone and is restrained for 1 minute, unwilling to attack the spice elemental or do much of anything. The target can repeat the saving throw at the end of its of its turns, ending the effect for itself on a success.

Salty Tears (Recharge 5-6). Each creature within 5 feet of the elemental must succeed on a DC 13 Dexterity saving throw or take 8 (2d6+1) bludgeoning damage and lose the ability to speak or cast spells with verbal components for 1 minute. This effect ends if the target drinks water or some other liquid.

The Blend

Huge elemental, neutral

Armor Class 18 (Natural Armor)
Hit Points 189 (18d12+72)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	9 (-1)	18 (+4)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages Primordial, Common
Challenge 14 (11,500 XP)

Unknowable Constitution. If the elemental dies, the spicy nexus of its being explodes into charcoal dust. Any creature within 5 feet of the elemental must take a DC 14 Dexterity saving throw. On a failure, a target must take 13 (3d8) fire damage.

Innate Spellcasting. The elemental's innate spellcasting ability is Wisdom (Spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components

At will: *budder fingers*, *burning hands*, *expeditious retreat*

3/day: *sleet storm*, *burnout*

1/day: *conjure spice elemental*, *boooom*, *hangey haze of lord Legrasse*

Actions

Multiattack. The elemental makes two slam attacks and one Flavor Blast

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 +4) slashing damage plus 4 (1d8) fire or thunder damage (elemental's choice).

Flavor Blast. The elemental uses one of the following spicy abilities at random (reroll if no targets are in range).

1. Salty Tears. Each creature within 10 feet of the elemental must succeed on a DC 14 Dexterity saving throw or take 7 (1d6+4) bludgeoning damage and lose the ability to speak for 1 minute. This effect ends if the target drinks water or some other liquid.

2. Pepper Spray. Each creature within 10 feet of the elemental must succeed on a DC 14 Dexterity saving throw or take 17 (3d8+4) piercing damage and be blinded for 1 minute. As an action, a creature within 5 feet of the target can make a DC 14 Wisdom (Medicine) check using water or milk to wash away the pepper and end the condition.

3. Spicenado. The elemental creates a 5-foot wide tornado of pure chili spice at a point it can see within 20 feet of it which lasts for 1 minute. Any creature that starts its turn within the tornado must make a DC 14 Constitution saving throw. On a failed save, the target takes 17 (3d8+4) fire damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

4. Herby Aura. Each creature in the elemental's space must make a DC 14 Wisdom saving throw or become charmed. The charmed creature regards the elemental as a trusted friend to be heeded and protected. Although the target isn't under the elemental's control, it takes the elemental's requests or actions in the most favorable way it can. Each time the elemental or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the elemental dies, is on a different plane of existence from the target, or ends the effect as a bonus action. The target is immune to this aura for 24 hours after succeeding on a saving throw or after the charmed effect ends.

5. Mustard Mist. Any creatures within 30 feet of the elemental must succeed on a DC 14 Constitution saving throw or take 11 (2d6+4) poison damage and become poisoned for 1 minute.

6. Ginger Snap. One creature that the elemental can see within 60 feet must succeed on a DC 14 Constitution saving throw or take 11 (2d6+4) fire damage and be



stunned until the end of the elemental's next turn.

7. Garlic Grenade. The elemental chooses a point within 30 feet. Any creatures within 10ft. of that point must succeed on a DC 14 Dexterity saving throw or take 17 (2d12+4) radiant damage.

8. Absorb Essence. The Blend chooses one target within 30 feet The target must succeed on a DC 14 Constitution saving throw or take 20 (3d10+4) necrotic damage. The Blend regains hit points equal to half that number. If the target is an elemental, they have disadvantage on the saving throw and friendly elementals can choose to fail the save.

9. Pumpkin Latte Spray. Each creature in a 15-foot cone must make a DC 13 Charisma saving throw. On a successful save, the creature takes 9 (2d6+2) fire damage. On a failed save, the creature takes the damage and falls victim to the latte's comforting effects, becoming restrained for 1d4 rounds by their own comfort, unwilling to attack the Spice elemental, and falling prone.

10. Allspice Explosion. Each creature within 10 feet of the elemental must make a DC 14 Dexterity check on a failure the target cannot speak (or cast spells with a verbal component) for 1 minute, takes 7 (1d6+4) bludgeoning damage, 17 (3d8+4) piercing damage, 17 (3d8+4) fire damage, is knocked prone, and has the blinded condition. A creature who succeeds at this save takes half damage, and they are not blinded or knocked prone and do not have their speech taken away.

Legendary Actions

The elemental can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

Slam. The elemental makes a slam attack.

Move. The elemental moves up to its speed.

Spell (Costs 2 actions). The elemental casts 1 spell it knows.

Flavor Blast (Costs 2 actions). The elemental uses Flavor Blast.



Fashionista

Never seen alone, often associated with the Kaerenites and always dressed to the nines, the Fashionista prowls Walmoria, haberdasheries and boutiques with a hunger for those dressed even slightly outside of the arbitrary standards of current fashion. Socks with sandals? Stripes and Polka dots? Sneakers made of an 'inferior' brand? Just kinda vibing with a quirky or unique style and aesthetic? The Fashionista will find you, will thoroughly police and dress down your entire look, and will make you feel awful about yourself.

They're great fun at parties.

Brand Name Hunters. Fashion is all about change. What is fashionable one moment runs the risk of being cliche and tacky the next. The Fashionista works diligently to keep up with this constant stream of changing expectations. The one thing with staying power in the Fashion world is Brand Name items. Goochie, Micky Coors, Channel, Luis Ottoman, Bomberry, all of these and other epic-level brands are the only thing that has the ability to satiate a Fashionista's hunger for true clothing supremacy, and thus temporarily halt the constant stream of degradation that they direct outward, but truly feel like applies to them.



Fashionista

Humanoid (any), chaotic

Armor Class 15
Hit Points 27 (5d6+10)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

Skills Performance +5
Senses passive Perception 16
Languages Common
Challenge 1 (150xp)

Spellcasting. The Fashionista is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit). It has the following spells prepared.

Cantrips (at will): *dancing lights, minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *disguise self, bane, faerie fire*

2nd level (2 slots): *locate object, shatter*

Bardic Discouragement. When a creature that The Fashionista can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, the Fashinista can use its reaction to subtract 1d6 from the number rolled.

Pack Tactics. The Fashionista has advantage on an attack roll against a creature if at least one of the Fashionista's allies is within 5 feet of the creature and the ally is not incapacitated.

Actions

Multiattack. The fashionista makes three attacks with its stiletto or three attacks with its Designer sling if no enemies are within reach of the stiletto.

Stiletto. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 4 (1d4+2) piercing damage.

Designer Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120ft, one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Funnel Snake

The Pits of Food vs. Man serve as home to many gourmomantic monstrosities and beasts, designed as a test of strength for up-and-coming adventurers and spectacle combat entertainment for the denizens of Flavor City. The funnel snake is a fan-favorite, due in part to its large size and delicious aroma.

Snake Snack. Being made of fried dough enchanted with slithery life, the funnel snake is among the most mouthwatering monsters on offer at the Pits of Food vs. Man. Any time a funnel snake is defeated in the pits, the crowd goes hopping wild, hoping part of the snake will be blown off and land close enough to them in the stands for them to snag a bite.



Funnel Snake

Large beast, unaligned

Armor Class 13
Hit Points 26 (4d10+4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +5
Damage Resistances fire
Condition Immunities poisoned, prone
Senses blindsight 10 ft., passive Perception 10
Languages --
Challenge 1 (200 XP)

Delicious. Funnel snakes taste really good.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the funnel snake can't constrict another target.

Sugar Rush (1/day). The funnel snake can use an action to absorb its own powdered sugar coating. It gains 11 (2d10) temporary hit points and its speed is doubled until the end of its next turn.

Fur Baby

The fur babies were the Haz Brothers' first foray into stuffed monstrosities. They were designed to be so cute that they would be irresistible to every young person across Murka. They succeeded, but at what cost? The fuzzy creatures could weaponize their own cuteness on what could now only be described as their prey. In yet another happy accident, the action figures were immune to the cuteness of the fur babies, and as such stores often use the two toys as watchdogs to search out interlopers in their aisle.

All-Seeing Eyes. The Haz Brothers once read that the larger a creature's eyes are, the more likely people will find them cute. So the Haz Brothers gave the fur baby eyes the size of grapefruits, taking up half of the creature's body. While some do find the giant peepers endearing, just as many people find them unsettling, as the giant unblinking eyes seem to stare through a person's very soul. This makes the fur babies excellent at tracking, and helps the action figures keep an eye out for unwanted shoppers.

Did You Hear Something? The Haz Brothers also thought that it would be sweet to give the fur baby the ability to copy sounds it hears, so that families could train it to say cute little catch phrases, and help their children learn those phrases by extension. What the Hazardous Brothers did not anticipate was that the fur babies would use that as a hunting tactic, mimicking wounded animals or the voices of loved ones to lure in unsuspecting prey before digging their beaks into them. Beware the sound of sobbing children in the Toy Aisle. It could be a kid who stepped on a Brix-it and needs help, or it could be a fur baby eagerly enticing its next meal.

Fur Baby

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 27 (6d6+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +8
Senses darkvision 120 ft., passive Perception 18
Languages It can perfectly copy any word or sound it has heard, but cannot understand it.
Challenge 2 (450 XP)

Over-Sized Eyes. Fur baby has expertise in perception.

Too Cute to Hurt. When a creature first sees the fur baby, they must succeed a DC 14 wisdom saving throw or be charmed. A charmed creature can repeat the saving throw at the end of each of the creature's turn. The charmed creature knows it was charmed by The Fur Baby, at the end of the effect.

Mimicry. The Fur baby can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The fur baby makes one attack with its fur beatdown and then one attack with their fur beak or the fur baby makes two attacks with its fur beak.

Fur Beatdown. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage and if the Furby moved at least 5 feet downward towards the target, the target must make a DC 12 saving throw or be knocked prone.

Fur Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6+1) piercing damage.



Grim Gummy

The first grim gummies were created by the cupcake constructs' foul aura during the cupcake wars. Originally a defense mechanism for the constructs to regain lost vitality, there were several leftover grim gummies after the monstrosities were finally defeated, and so they naturally shambled their way to The Pits of Food vs Man.

Rubbery Afterlife. While gourmomancers, especially those obsessed with the events surrounding the cupcake construct, have figured out how to create their own grim gummies via magic, grim gummies don't have any sense of internal motivation, making them great tools for gourmomancers to accomplish menial tasks.

Sticky and Rubbery. Grim gummies, especially en-masse, tend to use hoard tactics to overwhelm and overrun their gourmomancer creator's enemies, often two or three grappling and sticking to their prey while up to a dozen others make somewhat feeble but cumulatively deadly attacks and form a sort of large, gummy mass or scrum.



Grim Gummy

Medium undead, neutral evil

Armor Class 10 (Natural Armor)
Hit Points 22 (3d8+9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	3 (-4)	8 (-1)	6 (2)

Saving Throws Dex +2, Con +5
Skills Acrobatics +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 xp)

Sticky Limbs. The grim gummy can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Gelatinous Wiggle. Attack rolls against the grim gummy have disadvantage unless the grim gummy is incapacitated or restrained.

Actions

Gummy Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Gumdrop Shot. *Ranged Weapon Attack:* +2 to hit, range 30 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

There is no "raise gummy" spell because it would basically just do what "animate dead" already does. So if you have a player, especially a gourmomancer, that wishes to raise a grim gummy, existing necromancy spells that restore life should allow them to do that.

Grr-Eater

Appearing as both harmless and helpful, these monsters lead near-permanently disguised lives as facsimile humanoids. In the guise of workers and servants, grr-eaters, only discernible by their simplistic language and trance-like stare, hide in plain sight to hunt and lure unsuspecting victims to a secluded area before attacking.

Innocuous Predation. Similar to the doppelgangers they evolved from, grr-eaters can change their appearance to mirror almost any humanoid. This includes changing height, weight, and the texture of their skin and 'clothing.' They most frequently take the form of an assistant that fits their environment, such as a guide, servant, or customer service clerk. Grr-eaters have learned that many overlook these seemingly invisible helpers, considering them unworthy of attention, which grr-eaters often use to their advantage.

Opportunistic Allies. Grr-eaters don't have complex societies and prefer to live and hunt alone. They are fully capable of coordinating with other grr-eaters or larger, more dangerous predators to entrap or ambush more substantial prey such as unsuspecting adventuring parties. Some grr-eaters form a symbiotic or subservient bond with powerful creatures that can supply them with food. Elder grr-eaters have been known to develop a more thorough understanding of language, allowing them to deeply infiltrate a society and live among their prey.



Will absolutely still help you carry your bags while swallowing shoplifters. It might have impressed me if I was not so terrified???

Grr-Eater

Medium shapeshifter, unaligned

Armor Class 14
Hit Points 54 (10d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	13 (+1)	15 (+2)

Skills Stealth +5, Deception +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common, Employese
Challenge 3 (700 XP)

Shapechanger. The grr-eater can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The grr-eater has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The grr-eater makes three attacks; one with its tonguelash, one with its bite, and one with its Swallow if it has a creature grappled.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Tonguelash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 14).

Swallow. The grr-eater makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, the grapple ends, and the grr-eater's speed is reduced to 0. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the grr-eater, and it takes 9 (2d8) necrotic damage at the start of each of the grr-eater's turns. A creature reduced to 0 hit points this way stops taking the necrotic damage and becomes stable.

The grr-eater can only have one creature swallowed at a time. While the grr-eater isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the grr-eater dies, it likewise regurgitates a swallowed creature.

It Which Clerks In The Darkness

The supreme overseer of the Night Shifters, It Which Clerks in the Darkness embodies the darkness and evil that lies at the heart of Walmoria. It is the terrifying and self-proclaimed Lord of The Backreaches, a loathsome mass of inky blackness vaguely in the shape of an enormous humanoid. It has no features save for two tiny, burning pin-pricks of sickly yellow light where eyes might be. It can generate massive claws, hooks, tentacles, and other appendages from its amorphous mass to suit its vile needs. It brooks no argument or challenge to its dominion and will consume any customer foolish enough to ask it for a refund.

Enemy of Kaeren. It Which Clerks in the Darkness is especially despised by the Kaerenite cult, who refuse to recognise it as a being of power and authority, and are often subject to its cruel pranks should they venture into The Backreaches. It Which Clerks in the Darkness isn't a fan of the Kaerens either, seeing them as a nuisance intent on wasting its time, vying for its attention, and ultimately begging to be consumed by its darkness.

It isn't even supposed to be. The origins of It Which Clerks in the Darkness are a mystery; It has been a constant for as long as any employee can remember. Some theorize that it is as old as Walmoria itself, while others claim that it's the true soul of Walmoria. Employees tend to speak of it only in hushed whispers, spoken softly and in well-lit rooms.

If you plan to shoplift, don't. Though It Which Clerks in the Darkness tends to keep to itself, it does not take kindly to those who undermine its authority. The master of its arguably meager domain, it will stop at nothing to wipe out any it perceives as a threat to its "relaxed' livelihood, including those who would seek to unwittingly draw the attention of the Manageri by shoplifting or causing a ruckus.

Lair

It Which Clerks in the Darkness dwells within the depths of Walmoria's backreaches. Here, in the dimly-lit aisles, night shifters wander from shelf to shelf, and It reigns supreme over them all. Enshrouded, it stalks from aisle to aisle in an attempt to catch would-be adventurers unaware. The backreaches seem to extend on forever, deeper and deeper into Walmoria's depths.

The night shifters can sense the presence of their dark leader, and will come to its aid if able. The backreaches are treacherous and ever-shifting—the aisles seem to move when nobody is watching, and both It Which Clerks in the Darkness as well as the night shifters seem to have an imperceptible sense for when these changes will occur.

It Which Clerks in the Darkness when encountered in its lair has a challenge rating of 19 (22,000XP)

Lair Actions

When fighting inside its lair, It Which Clerks in the Darkness can invoke its dark powers to take lair actions. On initiative count 20 (losing initiative ties), It Which Clerks in the Darkness takes a lair action to cause one of the following effects; It Which Clerks in the Darkness cannot use the same effect two rounds in a row

- The radius of all light sources within 120 feet of It Which Clerks in the Darkness, magical or otherwise, are halved for one minute. This can affect the same light source more than once.
- It Which Clerks in the Darkness summons 1d4-1 Corrupted Supervisors, and 1d4 Corrupted Workers within 15 feet of itself.

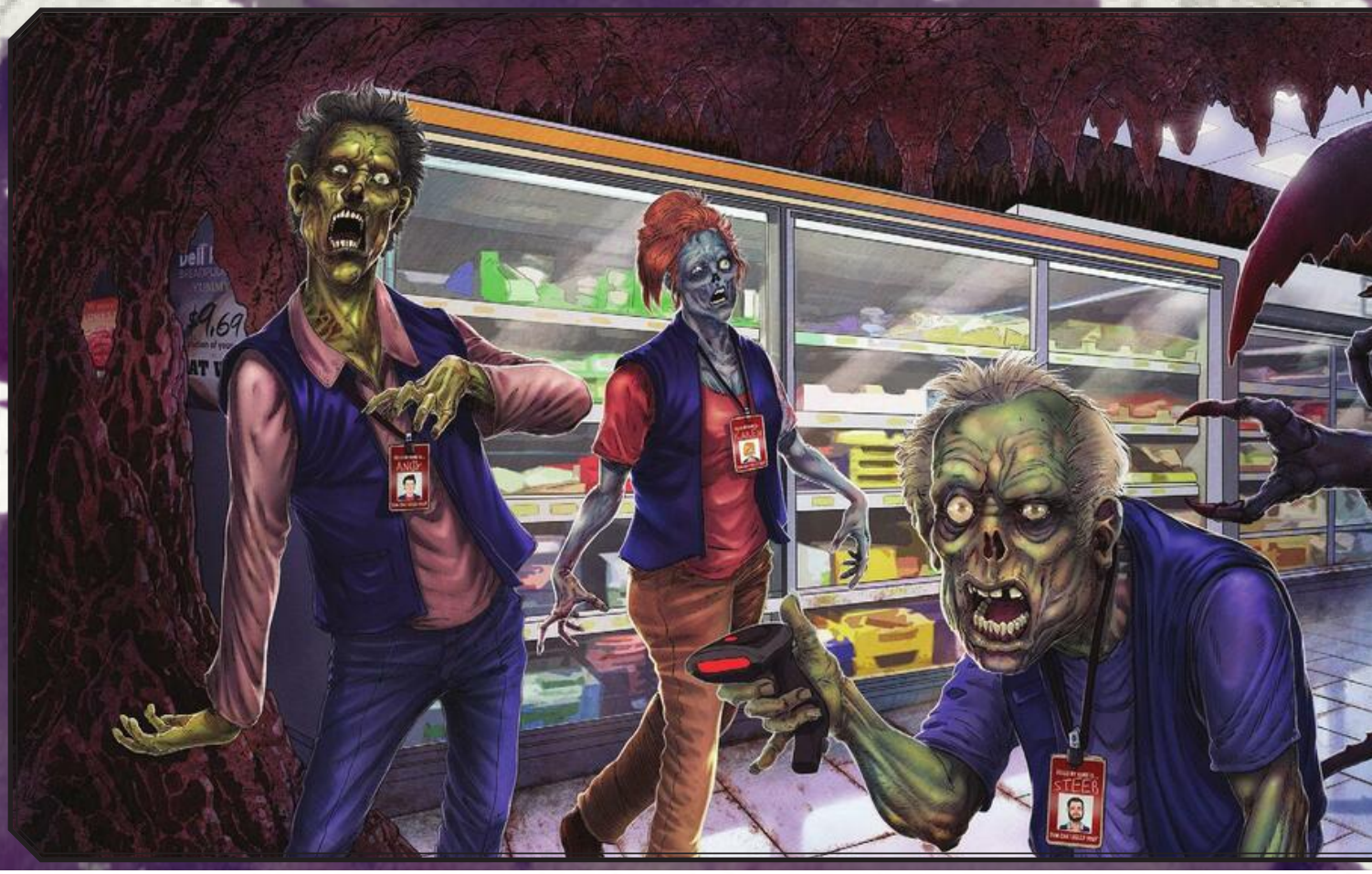
Regional Effects

The backreaches are the dark dominion of It Which Clerks in the Darkness, which creates one or more of the following effects

- Passersby regard sources of bright light with disdain. The act of creating bright light fills the creator with a strange sense of guilt or dread.
- The entire lair fills with magical darkness.
- The aisles of the backreaches shift without any warning, sometimes simply vanishing or forcefully moving into place.

Night Shifters toil away without regard for self care. Some even come into work when they're not supposed to be there that day.

If It Which Clerks in the Darkness dies, these effects end immediately.



It Which Clerks In The Darkness

Large aberration, neutral evil

Armor Class 17 (Natural Armour)
Hit Points 168 (16d12+64)
Speed 40ft; Climbing 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	8 (-1)

Skills Stealth +7
Damage Resistances damage from spells; acid; cold; fire; lightning, thunder
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks; necrotic; poison
Condition Immutities charmed, exhaustion, frightened, grappled, poisoned, prone, petrified, parlayzed, stunned, restrained, burnt-out
Senses blindsight 120ft, passive Perception 16
Languages Biznish, Deep Speech
Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If It Which Clerks in the Darkness fails a saving throw, it can choose to succeed instead.

Amorphous. It Which Clerks in the Darkness can move through a space as narrow as 1 inch wide without squeezing.

Empowered Weapons. It Which Clerks in the Darkness' weapons are magical.

Magic Resistance. It Which Clerks in the Darkness has advantage on saving throws against spells and other magical effects.

Not Even Here Today. While in dim light or darkness, It Which Clerks in the Darkness has total cover.

Actions

Multiattack. It Which Clerks in the Darkness makes three attacks; two with its corrupted talon and one with its constrict.

Corrupted Talon. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) necrotic damage, and the target's Strength score is reduced by 2d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest or is targeted by a *remove curse* or *greater restoration* spell.



Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one Large or smaller creature. *Hit:* 16 (3d8+3) Necrotic damage plus 16 (3d8+3) slashing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained.

Consume. It Which Clerks in the Darkness makes one corrupted talon attack against a Medium or smaller target it is grappling. If the attack hits, the target takes the talon's damage, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside It Which Clerks in the Darkness, and it takes 37 (9d6+6) necrotic damage at the start of each of its turns.

If It Which Clerks in the Darkness takes 30 damage or more on a single turn, it must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate any swallowed creature, which falls prone in a space within 10 feet of it. If It Which Clerks in the Darkness dies, a swallowed creature is no longer restrained and can escape from the corpse by using 15 feet of movement, exiting prone.

Legendary Actions

It Which Clerks in the Darkness can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It Which Clerks in the Darkness regains spent legendary actions at the start of its turn.

Move. It Which Clerks in the Darkness moves up to its speed without provoking opportunity attacks.

Penetrating Darkness. It Which Clerks in the Darkness emits tendrils that pierce two creatures within 10 feet of it. The targets must succeed on a DC 18 Strength saving throw or take 27 (6d8) necrotic damage, 18 (4d8) piercing damage, and its Strength score is reduced by 2d4. A creature damaged by the tendrils is grappled (escape DC 18). Until this grapple ends, the target is restrained.

One With The Night(Shift). Creatures in an area of dim light or darkness within 120 feet of It Which Clerks in the Darkness cannot regain hit points until the start of It Which Clerks in the Darkness' next turn.

Kaerenites

Despite being a goddess of motherhood, many in murka associate Kaeren with fear and aggression. As a result, a dark cult of dictatorial matriarchs has risen to power, proclaiming the word of Kaeren to all. The Cult of Kaeren has taken the rage of the Complaint Mother to heart, making it a facet of everything they do. Kaerens can be found everywhere in Murka, but they prefer to congregate in shopping centers and restaurants, where they can more effectively exploit workers whom they feel superior to.

Excuse Me, I'm a Mother... The Kaerens are always vying for more power, and it is common knowledge that if a cultist can properly berate another of their order, they will take that person's place and gain her power. As a result, Kaerens are never without leadership, and even defeating the Voice of Kaeren only momentarily inconveniences the cult's growth. Self importance is so vital to the Kaerenite religion that many Kaerens' own pursuit of power puts them at odds with not only other followers, but with Kaeren herself. Despite their desire for personal growth they are a united front against outsiders, and the entire world. Their ethos is simple: don the blonde wig and join the cult, or recognize that you are inferior and must serve.

We Must Speak to the Manager. The Cultists of Kaeren are experts in manipulating leaders to bend to their will. They do not use subterfuge or stealth to achieve their goals, but rely on the brute force of their personalities. Kaerens will lie, scream, and cry to get what they want and will feel no shame in doing it. If that strategy does not work, they will feign victimhood and rely on the dangers of the people they hire, like the soldiers of fortune. When all else fails, the Kaerens reveal their true nature, unleashing horrific psychic energies as they demand to be heard and prioritized.

Soosan The Ostentatious

Soosan the Ostentatious is the treasurer and second in command of the Cult of Kaeren. She commands a vast pyramid scheme, where each member recruits new followers and each tier pays into her ever growing coffers. She decorates herself with gaudy jewelry to show her superiority and wealth, and without her the cult could not afford to expand as aggressively as it has. It is her hope that one day she will be able to garner the wealth and support to challenge the voice of Kaeren, and replace her as the avatar of the Complaint Mother.

D'borah The Voiced

D'borah The Voiced is the living avatar, head priestess, and mouthpiece of Kaeren on the material plane. She represents all of Kaeren's malice, rage and hate. D'borah The Voiced leads with an iron fist, crushing opposition without and within to maintain her control. Under her command, the Kaerens have spread through Wal-Moria like a plague, and she believes that soon the whole of Murka will be brought to bear under her red-bottom heel.



Soosan the Ostentatious

Medium humanoid, chaotic evil

Armor Class 16 (breastplate)
Hit Points 143 (22d8+44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	20 (+5)	21 (+5)	16 (+3)

Saving Throws Con, +7, Int +10, Wis +10
Skills Insight +10, Intimidation +8, Perception +10, Religion +10
Condition Immunities frightened
Senses darkvision 60 ft. passive Perception 20
Languages Common, Broken Abyssal
Challenge 14 (11,500 XP)

Magic Resistance. Soosan the Ostentatious has advantage on saving throws against spells and other magical effects.

Spellcasting. The Ostentatious is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following cleric spells prepared

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead, word of radiance*

1st level (4 slots): *command, cure wounds, inflict wounds, metric confusion***

2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*

3rd level (3 slots): *counterspell, protection from energy, yee haw***

4th level (3 slots): *banishment, divination, freedom of movement, writterstorm**

5th level (3 slots): *contagion, scrying*

6th level (1 slots): *harm, word of recall*

*spell introduced in Monsters of Murka Restaurants and Retail

**spell introduced in Monsters of Murka campaign supplement

Actions

Multiattack. Soosan the Ostentatious makes three attacks: two with her furious demand and one with her cheap jewelry.

Furious Demand. Soosan the Ostentatious makes a furious demand of a creature within 60 feet of her forcing it to make a DC 18 Wisdom saving throw. On a failed save the creature takes 32 (5d10+5) psychic damage or half as much damage on a successful one.

Cheap Jewelry. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 18 (4d8) psychic damage. The target must succeed a DC 18 Wisdom saving throw or be charmed by Soosan the Ostentatious. The creature can repeat this save at the end of their turn. When a target succeeds on its saving throw against Cheap Jewelry, it cannot be charmed in that way for the next 24 hours.

All that Glitters (recharge 5-6). Soosan the Ostentatious blows a handful of glittery makeup in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a target begins to turn to gold and is restrained. A restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by a greater restoration spell or other magic.

D'borah The Voiced

Medium humanoid, chaotic evil

Armor Class 17 (Half plate)
Hit Points 262 (35d8+105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	21 (+5)	22 (+6)	18 (+4)

Saving Throws Con +9, Wis +12, Cha +10
Skills Insight +12, Intimidation +10, Perception +12, Religion +11, Stealth disadvantage
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft. passive perception 21
Languages Common, Broken Abyssal
Challenge 20 (25,000 XP)

Don't You Know Who I Am? As a bonus action D'borah The Voiced can intimidate one ally she can see within 30 ft of her. That ally takes 7 (2d6) psychic damage, but has advantage on the next attack roll it makes before the end of its next turn.

Legendary Resistance (3/Day). If D'borah The Voiced fails a saving throw, she can choose to succeed instead.

Magic Resistance. D'borah The Voiced has advantage on saving throws against spells and other magical effects.

Spellcasting. D'borah The Voiced is a 20th-level spellcaster. Her Spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). D'borah The Voiced has the following cleric spells prepared

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead, word of radiance*
1st level (4 slots): *command, cure wounds, guiding bolt, inflict wounds, cha-ching***
2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon,*
3rd level (3 slots): *bestow curse, counterspell, protection from energy, spirit guardians, yee haw***
4th level (3 slots): *banishment, divination, freedom of movement, stone shape, writterstorm**
5th level (3 slots): *contagion, flame strike, scrying*
6th level (2 slots): *harm, word of recall*
7th level (2 slots): *divine word, firestorm*
8th level (1 slot): *earthquake*
9th level (1 slot): *existential crisis***

*spell introduced in Monsters of Murka Restaurants and Retail

**spell introduced in Monsters of Murka campaign supplement

Actions

Multiattack. D'borah The Voiced uses Furious Demand three times, or Unrelenting Privilege twice.

Furious Demand. The Voiced makes a furious demand of one target within 60 feet of her that can hear her. The target must succeed a DC 20 Wisdom saving throw or take 44 (7d10+6) psychic damage and become frightened of the Voiced until the start of her next turn.

Unrelenting Privilege. D'borah The Voiced screams about how oppressed she thinks she is at a target within 120 feet of her. The target and each creature within 30 feet of the target must make a DC 20 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. A target frightened of D'borah The Voiced makes this saving throw with disadvantage.

Legendary Actions

D'borah The Voiced can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Voiced regains spent legendary action at the start of her turn.

Furious Demand. The Voiced uses Furious Demand on a creature within range.

Compel Kaerens. An allied Kaerenite within 30 feet of D'borah The Voiced uses its reaction to make one attack against a target of The Voiced's choice that both can see.

Cast a Spell (Costs 2 actions). D'borah The Voiced casts a spell of 5th level or lower.

Killer Tofooze

This creature is the result of what happens when a delicious act of gourmomantic magic goes bad. Spawning from a cube of to-fu left unattended for too long, the killer tofooze is as deadly as it is... uhh... cubic.

Tasteless Terror. The cube is large, off-white, and carries a distinct vegetal odor. Though sentient, the cube is simple in its desires to feed and grow, and it does so by consuming anything it can get its pseudopods on.

Grown with the Sickness. Cubes that have been left out long enough to transform into Killer Tofooze have become so fetid that they can infect their victims with the Soy Infectious disease. A disease that eats away at a victim's energy, exhausting them further and further while simultaneously converting their anatomy into tofu.

Tofu, or not tofu? That is the question.

Tiny Tofooze

When a killer tofooze is slashed into pieces, its lesser parts take on their own limited sentience, acting independently. This can take an encounter with a killer tofooze from "somewhat dangerous" to "when was the last time you updated your will?"

The tofooze off-shoots try to reform into their larger cohesive self. Don't let their bite-size fool you, there has never been a more dangerous bean.



Killer Tofooze

Large ooze, unaligned

Armor Class 11
Hit Points 63 (6d10+30)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	20 (+5)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses Blindsight 60ft. (blind beyond this radius), passive Perception 8
Languages --
Challenge 3 (700 XP)

Ooze Cube. The cube takes up an entire 5 foot square. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on saving throws against it.

Creatures inside the cube cannot be seen and are considered in total cover. A creature within 5 feet of the cube can take an action to pull an engulfed creature or object out of the cube. Doing so requires a successful DC 16 Strength check with disadvantage since the target cannot be seen. The creature making the attempt must make a Constitution saving throw to determine if they become infected with Soy Infectious.

Fetid Foodstuff. The tofooze is virulently contagious and any creature that comes in direct contact with it must make a DC 12 Constitution saving throw or become infected with the Soy Infectious disease. While engulfed, a creature must repeat this saving throw at the beginning of each of its turns.

Danger, Cubed. When the killer tofooze takes slashing damage, the damage is recorded as normal, but the DM rolls 1d4. The number rolled indicates how many "extra cubes" of tofu are sliced off of the killer tofooze. These cubes become tiny tofooze (see Tiny Tofooze for stats of the smaller cubes). These new creatures appear within 5ft of the Tofooze (or as close as possible if all spots within 5ft are taken) and go on the same initiative as their 'parent' Tofooze.

Immutable Form. The tofooze cannot be transformed, transmuted, or restored to a different form by magical means. This creature cannot become any larger or smaller than its current form.

Actions

Sludge. The killer tofooze can create a ten-foot radius puddle of sludge around it. This puddle becomes difficult terrain for every creature but the Tofu(s). When a creature enters the sludge for the first time on a turn or ends its turn there, it takes 5 (2d4) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter a Large or smaller creature's space. Whenever the cube does so, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the creature takes 7 (2d6) bludgeoning damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) bludgeoning damage at the start of the cube's turn. The killer tofooze can engulf 1 Large creature or 4 Medium-sized creatures at a time.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

If a creature falls to 0 hit points while engulfed, the killer tofooze will 'reject' the creature, forcing them out of the cube within 5 feet of the tofooze and the creature is automatically infected with Soy Infectious.

Reactions

Menacing Pacifism. When a tofooze would normally be able to take an attack of opportunity it may instead move up to its speed without provoking attacks of opportunity.

Tiny Tofooze

Tiny ooze, unaligned

Armor Class 9
Hit Points 16 (3d4+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	17 (+3)	6 (-2)	6 (-2)	2 (-4)

Senses blindsight 60ft. (blind beyond this radius), passive Perception of 8
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Languages --
Challenge 1/2 (100 XP)

Fetid Foodstuff. The tofooze is virulently contagious and any creature that comes in direct contact with it must make a DC 12 Constitution saving throw or become infected with the Soy Infectious disease. While engulfed, a creature must repeat this saving throw at the beginning of each of its turns.

Actions

Tiny Tofu Attack. The tofooze must be tiny-sized. *Melee weapon Attack:* +3 to hit, reach 5 feet, one creature. *Hit:* 2 (1d4) acid Damage, and the tofooze attaches to the target. While attached, the creature's speed is reduced by half. A creature can take an action to make a DC 11 Strength check to dislodge the tofooze, ending the effect.

The DC to dislodge the tofooze increases to 14 if the tofooze is Small or 16 if the tofooze is Medium.

Reactions

Tofooze Re-fuse. Tiny tofooze has an innate ability to know exactly where tofu cubes of similar sizes resign within 60 feet of it.When a tiny tofooze comes within 5 feet of another tiny tofooze of its size or smaller, it can use its reaction to combine with that cube and increases in size by 1 category, and its Strength and Constitution scores increase by 1.

The tiny tofooze cannot re-fuse with a tofu cube that is engulfing or attached to another creature. Once 4 cubes are joined together, it becomes a killer tofooze with full hit points.



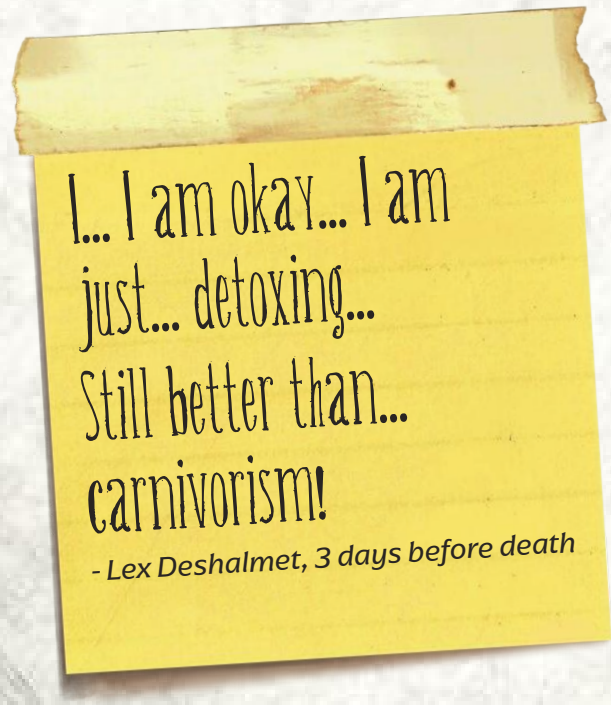
Soy Infectious

This disease is transmitted through touch at the final stages of infection and can infect any living organism. Though easily cured, the disease must be assessed quickly in order to survive the 5-day infection period. Once time is up, the host will perish from exhaustion and become an incubator for Soy and Soy-based products.

To become infected, the creature must fail a DC 16 Constitution saving throw against an encounter with a Soy Infectious host. The infected gradually takes on characteristics of processed soy (slimy pale skin, spongy surface, leaking issues) and deteriorates over a course of 5-days.

This disease can also be slowed by a trained medical professional until magical means are acquired. The disease can be cured by the use of a greater restoration spell, or by ingesting Pepto-Abysmal.

All conditions stack during the progression of the disease. If a successful medicine check is performed on the infected creature, the levels of exhaustion, and disease progression are paused until the end of the day. This will prolong the possibility of survival, but will not cure the host. A successful medicine check will never reverse, or erase the progression of the disease. Only those proficient in the Medicine skill can make these checks.



Day One

The infected creature begins to show signs of turning into an ooze. Skin may appear slimy, pale, and spongy. Additionally you begin this day with 1 level of exhaustion. A successful DC 13 Medicine Check can keep the disease from progressing.

Day two

The infected creature notices distinct signs of infection. Skin is porous and pale and the consumption of meat-based products elicits involuntary vomiting. The infected creature is poisoned for up to one hour after consuming meat products. Additionally you begin this day with 2 levels of exhaustion. A successful DC 14 Medicine Check can keep the disease from progressing.

Day three

The infected creature cannot gain the benefit of a long rest. This includes hit point recovery, spell preparations, and abilities that recharge on a long rest. Additionally you begin this day with 3 levels of exhaustion. A successful DC 15 Medicine Check can keep the disease from progressing.

Day four

The infected creature is lethargic and oozes cloudy white fluids when touched. The creature is also buoyant in large bodies of water. Additionally you begin this day with 4 levels of exhaustion. A successful DC 16 Medicine Check can keep the disease from progressing.

Day five

The infected creature cannot move and begins to excrete an acidic puddle around their body. Contact with the puddle or surface of the creature's skin deals 2d4 Acid damage to any creature either than the host. Additionally you begin this day with 5 levels of exhaustion. A successful DC 17 Medicine Check can keep the disease from progressing.

Day six

Death. Rebirth. The infected creature is now considered an ooze and has died from exhaustion. The host takes on the qualities and stats of a **killer tofooze** and no longer can be cured of the disease.

Miranda's brother's boyfriend's dad got this from the reduced for quick sale quinoa and tofooze bowl at Gobblin Shack?! 1491—1492



Lord Guillaume Fierre

The Exalted Lord Guillaume D. Fierre, Sovereign Protector of Flavor City, Illuminated Master of the Tasty Hinterlands, Earl of Sandwich, Marquis du Salisbury Steak, Duke of Deejahn, Baron of Braised Beef, Count of Custard, Seeker of the Rad, Defender of Dynamite Diners, Seasoned Knight of the Order, Sworn Guardian of the Vibrant and Joyous, Scourge of the Distasteful, Gangster of Taste, The Frost-Tipped Spearman, The Charbroiled Champion.

Funkalicious Ruler. Lord Guillaume Fierre is the beloved ruler of Flavor City, and the only ruler any of its citizens, no matter how old, can ever remember. This Culinary Czar wields his power with an open palm, running a free cafeteria for any who may need it, and making it his duty to remember each citizen's name and circumstances as best he can.

Gangster of Taste. Both founder and leader of the Paladins of Flavor, Lord Fierre holds the coveted title of Gangster of Taste. As such, he does his best to embody all the tenets of the oath he holds his paladins to. While he acknowledges the inherently flawed nature of sapient creatures and holds forgiveness above most other virtues, The Duke of Deejahn truly embodies every tenant of his oath, including burning away the distasteful.

Spicing Up Lives. Though he has an official throne, war rooms, and chambers fit for his status in the Cornucopian Chantry, the venerable Count of Custard prefers to spend his time amongst his soldiers and citizenry - sharing meals, jokes, and kindness with all who need it. His kindness is such that, legend holds, he once performed 100 marriage ceremonies in the same day because he knew, deep in his hearty heart, that love wins.

Flavor Dragons

Flavor dragons are, today, creatures of myth and legend. However, they once filled the skies the way birdgeoisie do now, relishing the rushing wind on their leathery skin as much as they did finding and tasting new vittles.

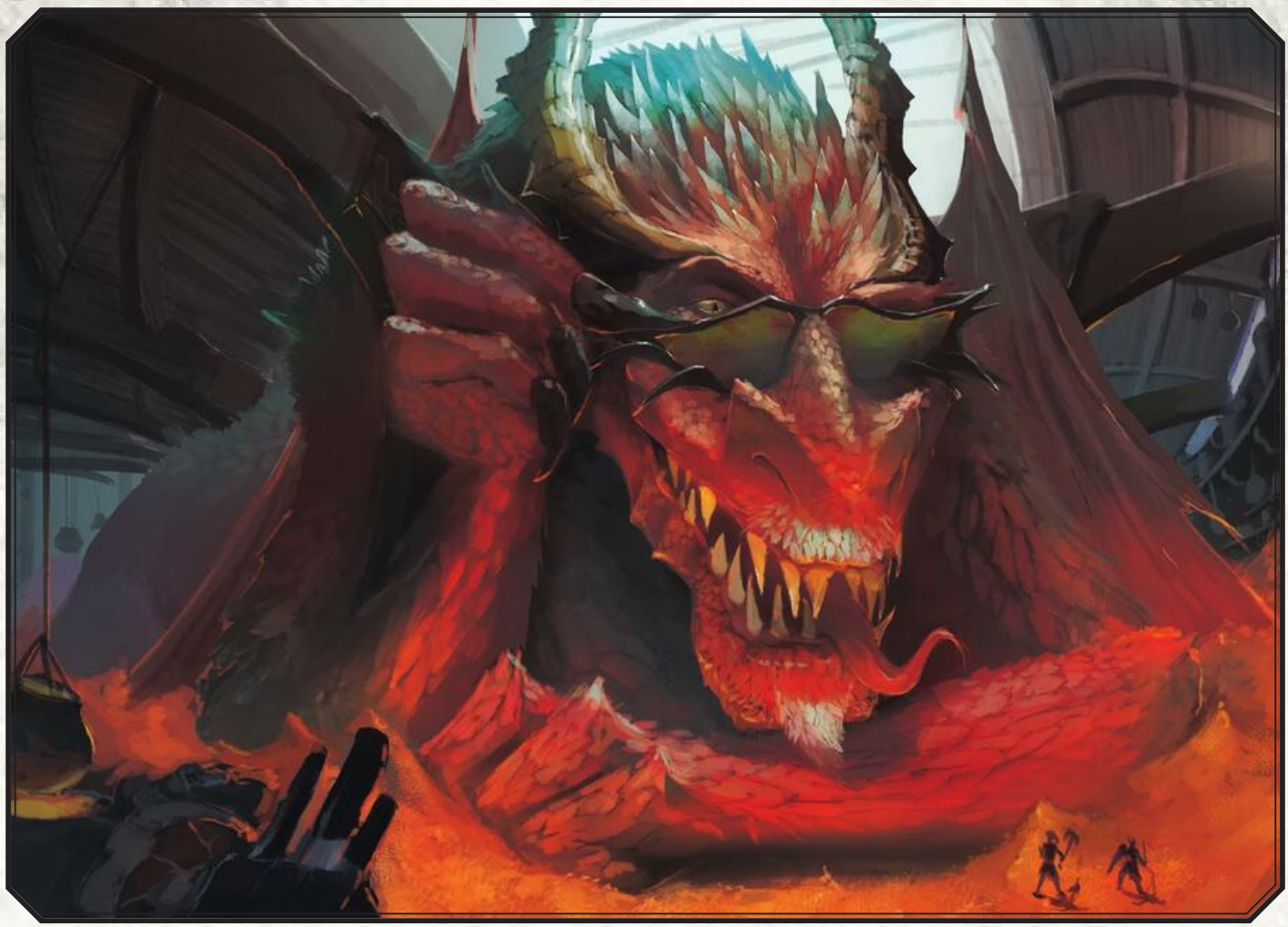
Physically similar to red dragons, one surefire way to differentiate the two is to attempt a feat that many adventurers would rightfully balk at look into the creature's eyes. Where a red dragon's gaze smolders like embers, if you can get close enough to the selfish and destructive creatures, a flavor dragon's eyes are almost always covered by special darkened lensware. Thus, Many dracologists have speculated that the flavor dragon is an evolutionary offshoot of red dragons and not just an accessory-minded outlier.

Some ancient flavor dragons develop a collection of stark-white hyper-sensitive scales just above their lips and below their chin, which has caused many researchers to hypothesize that the flavor dragon may have been a hybrid of silver and red dragons. Most adventurers, on the other hand, simply remark that the scales bear a striking resemblance to the "Satyee" style of facial hair, and move on.

Ancient Advisers of All Things Edible. Legend has it that when the first sentient beings were huddled around a fire, desperately hoping for the sun to return, flavor dragons were there. Filled with a unique zest for life, the dragons took pity on the puny creatures of the world and taught them how to not only survive, but thrive by doing things like cooking, seasoning, and pairing their food and drink appropriately.

Tragic Endings. Eventually, in their quest for more and more delicious foods, humanity made an unfortunate discovery: flavor dragon meat came preseasoned. Something about their unique hides locked in moisture and flavor, making the meat smokey and scrumptious even when eaten raw. It never went bad, and always tasted perfectly aged, perfectly seasoned. The magic contained within the meat affected the mind, and some dracologists even argue it created an almost addiction-like response in the consumer's brain, making them desperate for more. Perhaps predictably, no known flavor dragons remain.

Last of His Kind. There are rumors, however—the kind whispered behind locked doors, only mentioned in the most clandestine of circles—that there remains a single flavor dragon in hiding, somewhere in the multiverse. Lord Fierre is, and always has been, interested in any and all information regarding such a creature's alleged existence, and regularly sends information-gathering parties out into the world, never revealing the truth that he is, in fact, the last flavor dragon.



Lair

Shaped like an enormous horn and sitting in the very center of Flavor City's most central district, the Cornucopian Chantry is a multi-purpose space. It houses what is affectionately referred to as the Chow Palace, an open-to-all eatery with sets of long tables that seem to always have just enough room to fit those who need a seat. It also serves as the headquarters for the Paladins of Flavor, as well as the living quarters and mostly-unused throne room of Lord Guillaume Fierre.

There is a secret, third function: deep below the Chantry, held down by the weight of all the goodness, love, and crushing stones that make up the Cornucopia, lies an ancient enemy—a secret horror whose tendrils reach out and corrupt the minds of those that live near it, even from its tantallian prison. Only Lord Fierre, and his most trusted paladins, know of The Tasting Beast's imprisonment below the Chantry.

Lord Guillaume Fierre when encountered in his lair has a challenge rating of 24 (62,000XP)

Lair Actions

When fighting inside his lair, Lord Fierre can invoke his delicious domain to take lair actions. On initiative count 20 (losing initiative ties), Guillame takes a lair action to cause one of the following effects; Lord Fierre cannot use the same effect two rounds in a row

- Scalding hot steam blows through the lair as if from an open oven. Each creature within 120 feet of Guillame must make a DC 15 Constitution saving throw or take 10 (3d6) fire damage. Creatures damaged by this effect are knocked prone. Gases and vapours are dispersed by the steamy wind, and open flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of also being extinguished.
- Guillaume casts Fierre's Deadly Drive-Through Dash on himself and up to 2 willing creatures within range. If there are no friendly creatures within his lair, Fierre instead casts Unwrapping on up to 3 creatures within range.

Fierre casts these spells requiring no material components.

- Guillame glimpses the future, giving him advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.

Regional Effects

Flavor City is imbued with the Flavor Savior's presence, which creates one or more of the following effects

- Magic carvings of Guillame's smiling visage can be seen etched into the sides of buildings like small gargoyles within 3 miles of Guillame's lair.
- Intelligent creatures within 1 mile of Guillame's lair develop an intense craving for their favorite food. Even important quests might be sidelined if they find a good restaurant that serves what they want.
- Banks of mist that smell strongly of baked bread manifest within 1 mile of Guillame's lair. The mist doesn't obscure anything. It takes on a bitter, burnt smell around evil creatures, particularly Pauladeens, warning non-evil creatures of hidden danger..

If Guillame dies, the magic carvings fade over the course of 1d10 days. The other effects end immediately.



Lord Guillaume Fierre (Human Form)

Medium humanoid (human), chaotic good

Armor Class 20 (Broiler Plate)
Hit Points 512 (25d20+250)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	13 (+1)	25 (+7)

Saving Throws Dex +7, Con +11, Wis +8, Cha +14
Skills History +7, Insight +8, Perception +15, Persuasion +14
Damage Resistances poison, radiant
Damage Immunities fire
Condition Immunities poisoned
Senses passive Perception 25 (smell only)
Languages Common, Draconic, Employese
Challenge 23 (50,000 XP)

Dive Right In There. If moving towards the smell of a freshly-cooked plate of food, difficult terrain doesn't cost Guillame extra movement.

Legendary Resistance (3/Day). If Guillame fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Guillame makes four attacks with the Frost-Tipped Spear.

Frost-Tipped Spear. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage plus 4 (1d8) additional cold damage. If Lord Guillaume scores a critical hit against an Undead or Construct, that creature is petrified by ice in addition to taking the additional damage.

Change Shape. Guillame magically polymorphs into his human form, or back into his true dragon form. He reverts to his dragon form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Fierre's choice).

In a new form, Guillame retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, Dive Right In There, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of his human form.

Bless (1/long rest). Guillame can cast *bless* at 4th level without requiring material components. The spell does not require concentration, and lasts for its full duration.

Legendary Actions

Guillame Fierre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Guillame regains spent legendary actions at the start of his turn.

Move It On Out. Guillame moves up to his speed without provoking opportunity attacks.

Flavorful Presence. Guillame can use his Flavorful Presence as if he were in his dragon form.

Char the Tasteless (Costs 2 Actions). Guillame makes a melee weapon attack. On a successful hit, the target takes an extra 14 (4d6) fire damage and ignites in flames. For the next minute, the target must make a DC 22 Constitution saving throw at the beginning of its turns. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or another creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

Frost-tipped Spear Usage

Yes, *That Frost-Tipped Spear.* No, we did not list everything it can do in this stat block because we didn't want to make this section any longer than it already is. Go look up T*he Frost-Tipped Spear* while you're using this, and remember that Lord Guillaume is also most definitely wearing *Broiler Plate Armor.*

Lord Guillaume Fierre, Dragon Form

Gargantuan dragon, chaotic good

Armor Class 22 (Natural Armor)
Hit Points 512 (25d20+250)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	10(+0)	30 (+10)	10(+0)	13(+1)	25(+7)

Saving Throws Dex +7, Con +17, Wis +8, Cha +14
Skills History +7, Insight +8, Perception +15, Persuasion +14
Damage Resistances poison, radiant
Damage Immunities fire
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25 (smell only)
Languages Common, Draconic, Employese
Challenge 23 (50,000 XP)

Dive Right In There. If moving towards the smell of a freshly-cooked plate of food, difficult terrain doesn't cost Guillame extra movement.

Legendary Resistance (3/Day). If Guillame fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Guillame can use his Flavorful Presence. He then makes three attacks: one with his Big Munch and two with his claws.

Big Munch. *Melee Weapon Attack:* +15 to hit, reach 15 ft., two huge or smaller creatures within 10 feet of one another. *Hit:* 19 (2d10+8) piercing damage. One of these creatures is grappled (Escape DC 21).

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (4d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Flavorful Presence. Guillame emits the scent of the most delicious meal you've ever eaten. Each creature of his choice that is within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Guillame's Flavorful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). Guillame uses one of the following breath weapons.

Flame Broiler. Guillame exhales fire in a 90-foot line. Each creature in that area must make a DC 24 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Belch Weapon. Guillame exhales a wave of savory smelling sonic force in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) thunder damage on a failed save, or half as much damage on a successful one.

Change Shape. Guillame magically polymorphs into his human form, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Fierre's choice).

In a new form, Guillame retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, Dive Right In There, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of his human form.

Legendary Actions

Guillame Fierre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Guillame regains spent legendary actions at the start of his turn.

Sniff It Out. Guillame makes a Wisdom (Perception) check.

Slam It Down, Big-Style. Guillame makes a tail attack.

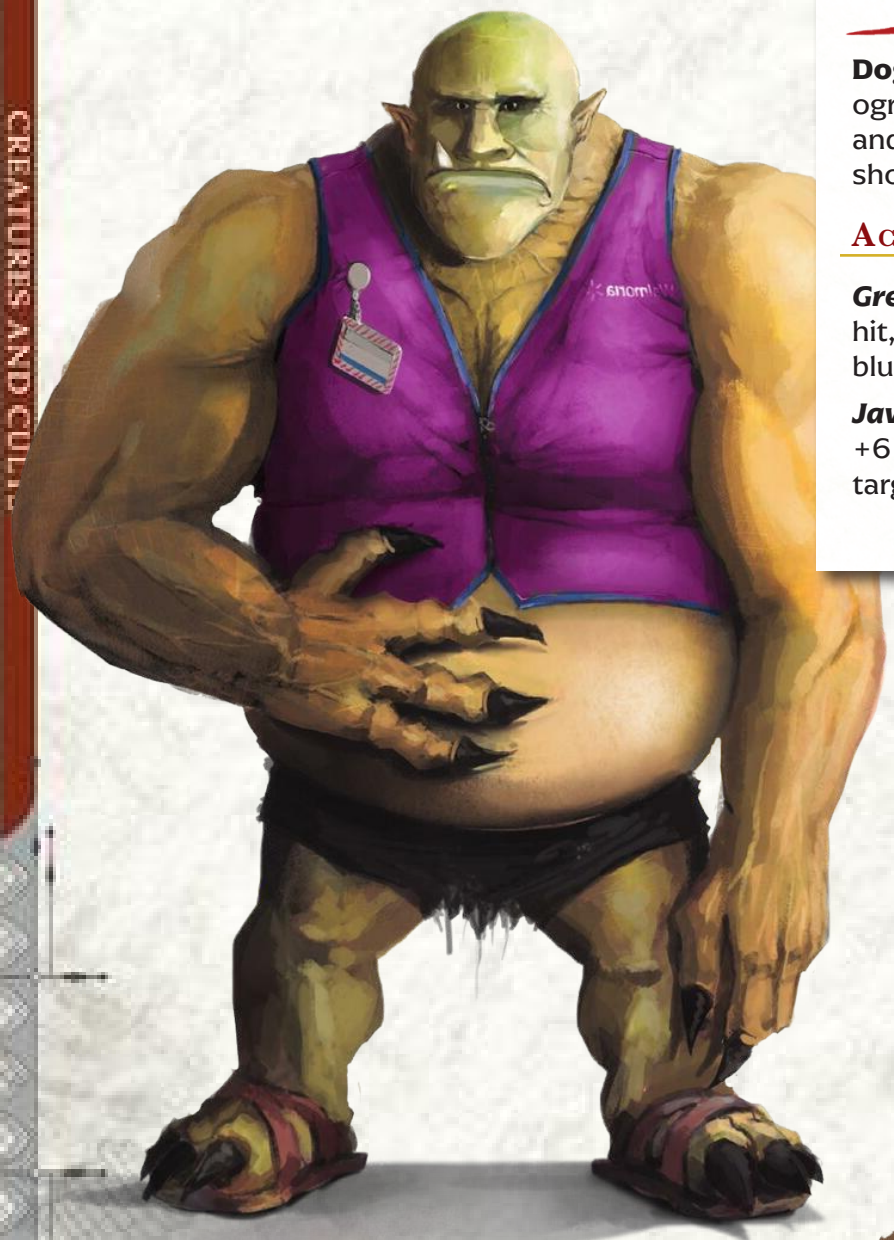
Blow You Away (Costs 2 Actions). Guillame beats his wings. Each creature within 15 feet of him must succeed on a DC 23 Strength saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. Guillame can then fly up to half of his flying speed.



Loss-Prevention Ogres

Hulking, brutish creatures squeezed into a purple vest, the Loss Prevention Ogres are a mobile force of item-recovery specialists that search for shoplifters, vandals, thieves, and other ne'er-do-wells to systematically correct their misbehavior—by beating them to a pulp.

It's All Ogres. Technically infinite in number, Walmoria seems to spawn more ogres whenever it needs them, and they often appear at the most inconvenient of moments. In practice, they tend to arrive in groups of two or three, though many more can be drawn by the speaker spiders watching over the aisles of Walmoria.



Loss-Prevention Ogres

Humanoid (large), lawful evil

Armor Class 10 (padded armor)
Hit Points 79 (7d10+21)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Saving Throws Str +6
Skills Intimidation +8
Condition Immunities charmed
Senses darkvision 60ft., passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP)

Doggedly Persistent. Loss prevention ogres are fanatically loyal to Walmoria and will always fight to the death against shoplifters and thieves.

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Monster, Mystery Meat

If you listen closely while wandering the frozen food aisles of Wal-Moria, you might hear the heavy, squelching footsteps of a mystery meat monster. By the time you hear the sickening sound - it's already too late.

Maleficent malnutrition. Mystery meat monsters are constructed by the Manageri, pulled together from whatever meat was too rancid, too slimy, or too sentient to be sold for mortal consumption. The constructs are brutal enforcers, and their sludgy, ham-fists are feared by shoplifters across all of Murka. If you smell the stench of week-old unicorn meat and ground merfolk, do yourself a favor and run the other way!



Mystery Meat Monster

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 142 (15d10+60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances piercing and slashing from nonmagical weapons
Damage Immunities cold, poison, psychic
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft, passive Perception 9
Languages Understands the languages of its creator but can't speak
Challenge 7 (2,900 XP)

Bad Beef Bouquet. Whenever the rancid mystery meat monster takes fire damage, each creatures within 30 feet of it takes 10 (3d6) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a creature cannot concentrate on spells.

Frozen Solid. Whenever cold damage is dealt to the mystery meat monster, it takes no damage and instead regains hit points equal to half the damage dealt and its Freezer Burn ability automatically recharges.

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

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

Magic Weapons The construct's weapon attacks are magical.

Actions

Multiattack. The mystery meat monster uses its Freezer Burn if it can, then makes two Meat Beatdown attacks

Meat Beatdown. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

Freezer Burn (recharge 5-6). Until the end of its next turn, any creature that touches the construct must make a DC 15 Constitution saving throw, taking 22 (4d10) cold damage on a failed save or half as much on a successful one.

Munchies

It can be extremely dangerous, for your waistline and lifeline, to linger in the snack aisle. Walmoria's snacks are often hazardously off-brand and can only be considered "food" from a legal definition. More dangerous than the snacks themselves, however, are the munchies lurking around them.

Chillax, try this. Munchies hide behind bags of chips and cookies, ready to devour anyone who tarries. Slow moving, the munchy constantly emits a vapor that entices potential victims to just take it slow and stay awhile, maybe have a few cuckoo-colas. Prolonged exposure to its smoke causes the victim to gorge itself, consuming as many snacks as it can. Once a victim is sufficiently relaxed and full of tasty treats, the munchie will make its move, devouring its immobilized prey.

Drop it like it's hot—then run. While dangerous up close, munchies are often high-as-The-Houndd off their own supply, as it were, basking in their own fumes. As long as shoppers and adventurers keep moving, munchies may not even pursue them. But, linger too long, or eat too many snacks in the wrong aisle, and the munchies will find you.

Munchy

Medium ooze, unaligned

Armor Class 15 (natural armor)
Hit Points 36 (8d8)
Speed 25ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	7 (-2)	16 (+3)	9 (-1)

Saving Throws Dex +5
Skills Perception +5, Stealth +7
Damage Immunities poison
Damage Vulnerabilities slashing
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120ft., passive Perception 13
Languages -
Challenge 3 (700 XP)

Smoker. The munchie emits a constant cloud of smoke in a 10-foot radius around it. If it has not moved since the beginning of its last turn, it is heavily obscured, otherwise it is lightly obscured. The smoke can be dispersed with a moderately strong wind. The munchy can see through smoke produced by it or other munchies.

Any creature that enters or starts its turn within the munchy's smoke, must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. At the beginning of each of its turns while poisoned in this way, the creature's movement speed is reduced by 5 feet, to a minimum of 5 feet.

A creature can make the saving throw again at the end of each of its turns, ending the poisoned effect on a success. The creature is immune to the munchy's Smoker effect for 24 hours after succeeding on the saving throw.

Actions

Multiattack. The munchy makes a pseudopod attack. If the target has moved 10 feet or less since the beginning of the munchy's last turn, the munchy makes another pseudopod attack against the same target.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and 9 (2d8) necrotic damage.

Hunger Pains (Recharge 5-6). The munchy targets one creature within 30ft that has not moved more than 10ft since the beginning of the munchy's last turn. The creature must make a DC 16 Wisdom saving throw. On a failure, the creature takes 9 (2d8) psychic damage and must take an action on its next turn to eat a palatable food item. If it is unable to do so, it takes an additional 4 (1d8) psychic damage and is incapacitated with hunger until the end of its next turn.


Galaxian
Doortoes
Laze
LARGE SIZE
ILL Omens
APPLE SMACKS

Onivore

Onivores are succulent foodstuffs stuffed with semi-sentience. These stunted creatures are given life by gourmomancers as a gourmo-answer to wizard familiars. Onivores accept their creator's demands and excel at accomplishing menial tasks.

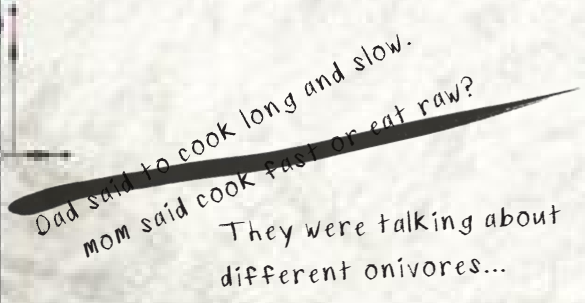
Don't Fight With Your Food. While they are invaluable to any gourmomancer worth their salt, only a fool would try to wage a war with onivores. They are not capable combatants, often winding up caught in the cross-bite and eaten by their enemies. Instead, wise gourmomancers make good use of their invaluable ability to understand and follow complex instructions, despite their inability to speak.

Munchivore

A construct composed of meat, whether butchers-grade offal or royal-grade steak, munchivores are a subject of debate among scholars who cannot decide whether or not to consider them a form of necromancy or gourmomancy. Regardless, the munchivore is a ferocious, tenacious, and oddly cute minion of mayhem. It ambles around on its sinew and cartilage, and can even launch chunks of gristle long distances.

Vegivore

Slightly more palatable than its meaty cousin, the vegivore is a living mound of plant matter, typically composed of fruits and vegetables. Possessing little desire for self preservation, the vegivore is a durable creature, capable of incredible resilience and surprising acts of teamwork. Much like the munchivore, the vegivore is the subject of debate—though most 'scholars' prefer to debate what salad dressing goes best with them.



Vegivore

Tiny construct, neutral

Armor Class 13 (Cobby Shell)
Hit Points 19 (3d4+12)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Con +6
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands one language of its creator but cannot speak
Challenge ½ (50 XP)

False Appearance. While the vegivore remains motionless, it is indistinguishable from a pile of vegetables.

Can't Keep A Good Veggie Down. If damage reduces the vegivore to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken. On a success, the vegivore drops to 1 hit point instead.

Edible. A friendly creature can use its bonus action to take a bite of the vegivore, if it is willing. The vegivore takes 7 (2d6) piercing damage and the consuming creature gains that many temporary hit points.

Actions

Razor Roots. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6+3) slashing damage.

Munchivore

Medium construct, neutral

Armor Class 11 (Gristly hide)
Hit Points 19 (3d8+6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +5
Damage Resistances bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands one language of its creator but cannot speak
Challenge ½ (50 XP)

Edible. A friendly creature can use its bonus action to take a bite of the munchivore, if it is willing. The munchivore takes 7 (2d6) piercing damage and the consuming creature regains that many hit points.

Actions

Sinuous Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends the target is restrained and the munchivore can't use its Sinuous Strike on another target.

Launch Gristle. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and 3 (1d6) necrotic damage.



Poultryoshka

Poultryoshka are the vermin of Flavor City. Though they are somehow an integral part of the city's unique ecosystem, they are considered pests and breed quickly. Poultryoshka are also perhaps the grossest thing to consistently show up in every district of Flavor City.

By Unholy Powers, Combined. For reasons we're likely to never truly know, the creator of the poultryoshka saw fit to merge together a turkey, a duck, and a chicken - each bird stuffed within the last like a nesting doll nightmare. Likely the work of a hedonistic gourmomancer maddened by decadent thoughts, this foul fowl, like the rest of us, never asked to enter this world.

Pathetic Pan-fry-able Pest. Poultryoshka's pathetic pleas are infamous amongst those who run into them. Their cries for mercy are understood by all, and those without the strength of will to refuse often find themselves overcome by callous, brutal compulsions that leave them spattered in bird flesh.



Poultryoshka

Small monstrosity, unaligned

Armor Class 11
Hit Points 9 (2d6+2)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Damage Resistances poison
Condition Immunities poisoned
Senses Passive perception 11
Languages all
Challenge 1/8 (25 XP)

Peckception. After scoring a critical hit, the poultryoshka can immediately make another peck attack against a creature it can reach.

Actions

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

Offensive Wail. The poultryoshka lets out an ear-piercing shriek that implores those nearby to punish this affront to the gods. Creatures within 15 feet of the poultryoshka must make a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed by the poultryoshka until the end of its next turn. A creature charmed in this way must use its action to kick, swat, and stomp the poultryoshka with unarmed strikes.

Earplugs do not help with the noises!!! Confirmed!!

Ratinim

A seemingly average denizen of the Hall, Ratinim is the human mastermind behind the Hallrats. A Circle of Pavement druid born to the Hall and raised by a discarded hall guardian, he knows the inner workings of his home and has built up resistances to locally occurring toxins.

Ratinim was found wandering up from the underhall by Tusk Mattenro. The then-chief of hall security and a secret wererat from the underhall himself, Mattenro eventually adopted Ratinim. When describing the boy he'd found, Tusk lovingly referred to the child as his "Little Mouse" because of the boy's ability to find hidden passageways and squeeze through tight, discarded spaces. Mattenro taught Little Mouse his secrets and passed on his knowledge of druidry.

Emboldened by his adopted father's teachings, Little Mouse ventured back into the deep places of the Underhall. Over time, he grew a talent for finding treasure and intrigue in the underground world and eventually uncovered something he was never meant to see: Das Kapital, thriving at the heart of the Underhall.

Ever-watchful, Mattenro came to his son's aid when Das Kapital attacked, sustaining heavy injury as the two fled. As a result of his actions, Mattenro was replaced and left to convalesce on his own. Little Mouse made an appearance in the court of Tall Hammertoe, where he pleaded with him to find and destroy whatever it was that had attacked them. Tall refused, and in the coming months the guard would neglect and disown Mattenro as he slowly declined, and eventually died. Feeling responsible for what happened to his adoptive father, Little Mouse concocted the revenge scheme of a lifetime.

Using the connections and knowhow he'd built up over the years, the nameless child once known as Little Mouse became Ratinim, the leader of the Hallrats, a group of misfits and prodigals he could embolden to fight back against the greedy Crown Management. In wealthier social circles, Ratinim uses his name and influence to keep the pressure off his people, while simultaneously maneuvering himself towards a corporate takeover, with the ultimate goal of finally avenging himself upon the lurking beast that ruined his life.

Lair

Ratinim's base of operations is the maze-like service tunnel system known as The Backway. From here, all of the Hallrats have access to the myriad of hallways, dumbwaiters, and doors that lead virtually anywhere in the Hall of Murka, including recent additions that lead back into The Backway itself.

The nexus of this system is a massive dry storage room wildly overstocked with food, utensils, and kitchen tools that sit alongside a series of innocuous desks, corkboards, and clipboards utilized by Ratinim's cohorts. The various shelves, pitched at odd angles and surrounded by barrels and crates, create among them the appearance of a dark and complex forest of furniture that stretches far away into shadow. Once in a while, the old lady who runs the restaurant above Ratinim's lair will burst in and grab an item off one of the shelves. Just as quickly, she'll exit the room, seemingly unaware that a spy organization has established themselves in her storeroom.

Ratinim, when encountered in his lair, has a challenge rating of 12 (5,900XP)

Lair Actions

When fighting inside his lair, Ratinim summons his comrades and takes advantage of his many secret passageways in order to take lair actions. On initiative count 20 (losing initiative ties), Ratinim takes a lair action to cause one of the following effects

- Ratinim disappears from the lair, and all of the light sources are instantly snuffed out. Should he choose to return to the lair, Ratinim can appear anywhere in the lair without setting off any traps. Once Ratinim appears, the lights flicker back on. Allies within 5 feet of Ratinim when he appears regain 4 (1d8) hit points.
- Ratinim takes advantage of the previously built shelves that make up his hideout. He knocks a shelf or a pile of crates within 10 feet of himself over, and creates a new barrier that covers 25 feet, a creature within this area when the barrier is created is knocked prone and takes 4 (1d8) bludgeoning damage. The barrier counts as difficult terrain and grants 3/4ths cover.

- Ratinim dives through a barrier no more than 5 feet thick, passing through to the other side. If the barrier is a shelf, he passes between the shelves, knocking down the materials in the process. If he dives toward a pile of crates, junk, or other barrier, Ratinim traverses a previously unseen trap door and appears directly on the other side.

Regional Effects

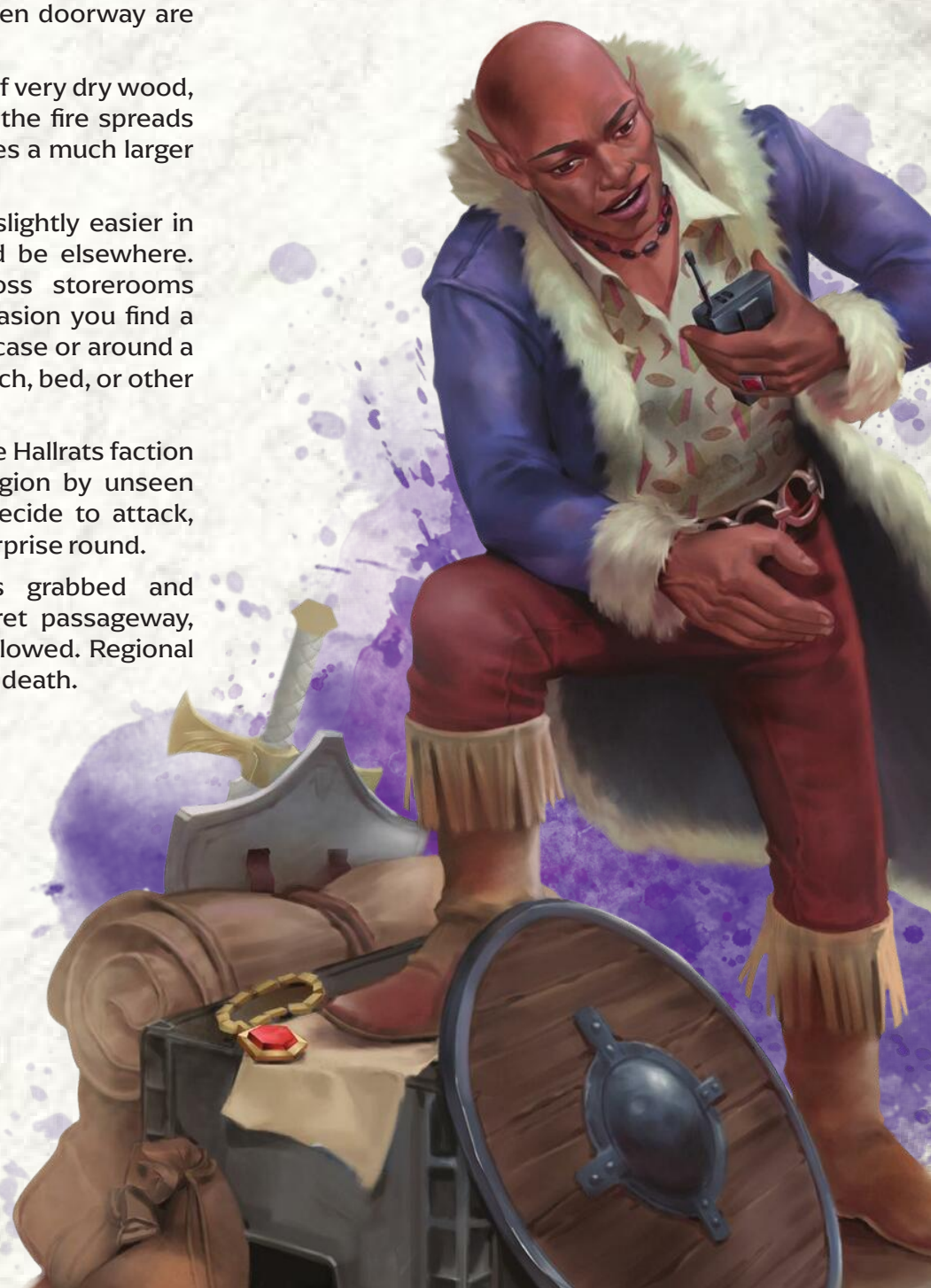
The Backway is a confusing and labyrinthian environment, which creates one or more of the following effects

- Any ranged attacks that pass through a shelf, an open trap door, or an open doorway are made at disadvantage.
- The Backway contains a lot of very dry wood, and if something is ignited, the fire spreads twice as quickly and obscures a much larger area in smoke..
- Finding food and shelter is slightly easier in The Backway than it would be elsewhere. You frequently come across storerooms filled with food, and on occasion you find a hidden nook beneath a staircase or around a dead end that contains a couch, bed, or other relaxation implement.
- Characters not friendly to the Hallrats faction are tracked through this region by unseen eyes. Should the Hallrats decide to attack, they automatically have a surprise round.

If Ratinim dies, his body is grabbed and immediately pulled into a secret passageway, through which he cannot be followed. Regional effects do not end even after his death.

Prepare your defenses!

The design intent of Ratinim encounters should be for players to help him defend his lair in the Underhall and to protect the citizen's supplies from attackers. Ratinim's Lair Actions are focused on interacting with his allies, which he can use on the players to help defend The Backway from an encroaching force of Tall's guards, Das Kapital's influence, or a band of rogue merchants.



Ratinim stands for rat man, maybe?

Ratinim

Human, chaotic neutral

Armor Class 16 (studded leather)
Hit Points 105 (14d8 +42)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	12 (+1)	21 (+5)	11 (+0)

Saving Throws Wisdom +9, Intelligence +5
Skills Medicine +9, Nature +5, Perception +9, Stealth +8
Damage Resistances poison
Condition Resistances poisoned
Senses passive Perception of 19
Languages Common, Druidic, and any one other
Challenge 10 (5,900 XP)

Spellcasting. Ratinim is an 11th-level spellcaster. His spellcasting modifier is Wisdom (spell save DC 17, +9 to hit with spell attacks). Ratinim has the following druid spells prepared

Cantrips (At will): *infestation, druidcraft, shillelagh, produce flame*

1st level (4 slots): *entangle, ice knife, speak with animals, thunderwave*

2nd level (3 slots): *barkskin, darkness, locate object*

3rd level (3 slots): *call lightning, dispel magic, fireball, heat metal, wind wall*

4th level (3 slots): *blight, ice storm, stone shape*

5th level (2 slots): *conjure elemental, eye of the tiger, passwall, insect plague*

6th level (1 slot): *sunbeam*

Actions

Quarterstaff. *Melee Weapon Attack:* +6 to hit (+9 to hit with shillelagh), reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, 6 (1d8+2) bludgeoning damage if used with two hands, or 9 (1d8+5) bludgeoning damage with *shillelagh*.

Change Shape (2/day). The Ratinim magically polymorphs into a beast or elemental with a challenge rating of 3 or less, and can remain in this form for up to 5 hours. Ratinim can choose whether his equipment falls to the ground, melds with its new form, or is worn by the new form. He reverts to his true form if he dies or falls unconscious. He can revert to his true form using a bonus action on his turn.

While in a new form, he retains his game statistics, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks.

The new form 's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Create Smog (2/day). Ratinim can cast *smog cloud* without expending a spell slot.

Quiet as a Mouse (1/short rest). While polymorphed into a beast or elemental that might be found in an urban environment of Murka, Ratinim gains a +10 bonus to Dexterity (Stealth) checks and emits an aura that grants all allies within 10 feet a +5 bonus Stealth checks as well. This ability lasts for one hour and can be dismissed with a bonus action.

Rubber Duck

Much like their less-elastic mallard menagerie, the rubber ducks are recognizable by their quacking sounds, yellow plumage, fondness for bread, and murderous intent.

Rubber Ducky, You're The One (Of Many). Because this constructed creature spawns from strips of duck tape which come into contact with water, it's very common to find them in sords of 2-5 ducks.

It's Rubber, You're Doomed. This creature is a construct made entirely of rubber, making it incredibly durable, as long as it doesn't get too hot or too cold.

Carb Craving. Rubber ducks stop at nothing to find the nearest source of bread to devour, no matter the opposition.

Got Bread? Not Dead. The only thing that pacifies a rubber duck is bread. If a rubber duck eats bread, it immediately ceases hostile actions, taking on a pleasant demeanor until it hungers again.

Rubber Duck

Rubber Ducks are generally less dangerous than their oxidized counterparts, but are no less violent. These creatures, often found wandering the home improvement sections of hardware and super stores, are typically dispatched by on-site custodians.

Oxidized Rubber Duck

If an entire roll of duck tape becomes wet, it transforms into a huge, fearsome, fire-breathing oxidized rubber duck. Standing nearly 12 feet tall—much taller than its smaller yellow compatriots—it has oily black feathers, large antlers, piercing red eyes, and a sharp curved beak. It's blade-like talons can easily pierce stone, and its quack strikes fear into the hearts of shoppers and seasoned adventurers alike.



Rubber Duck

Large construct, chaotic evil

Armor Class 14 (natural armor)
Hit Points 30 (4d10+8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+2)	5 (-3)	8 (-1)	10 (+0)

Damage Immunities bludgeoning, lightning, poison
Damage Vulnerabilities fire, cold
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 9
Languages --
Challenge 2 (450 XP)

Amphibious. The rubber duck can breathe air and water.

Rubberized. The duck's rubber flesh reflects all melee weapon attacks which deal bludgeoning damage back to the attacking creature.

Actions

Multiattack. The rubber duck makes two peck attacks.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.



Oxidized Rubber Duck

Huge construct, chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (13d12+52)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+2)	19 (+4)	3 (-4)	10 (+0)	8 (-1)

Saving Throws Con +7, Str +7,
Damage Immunities bludgeoning, lightning, poison
Damage Vulnerabilities fire, cold
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10, Breadsense 200ft.
Languages --
Challenge 6 (2,300 XP)

Amphibious. The oxidized rubber duck can breathe air and water.

Rubberized. The duck's rubber flesh reflects all melee weapon attacks which deal bludgeoning damage back to the attacking creature.

Sticky. The oxidized rubber duck sticks to anything it touches. A Huge or smaller creature adhered to the duck is also grappled by it (DC 16). Ability checks made to escape the grapple have disadvantage.

Actions

Multiattack. The oxidized rubber duck makes two peck attacks and one slam attack.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) bludgeoning damage.

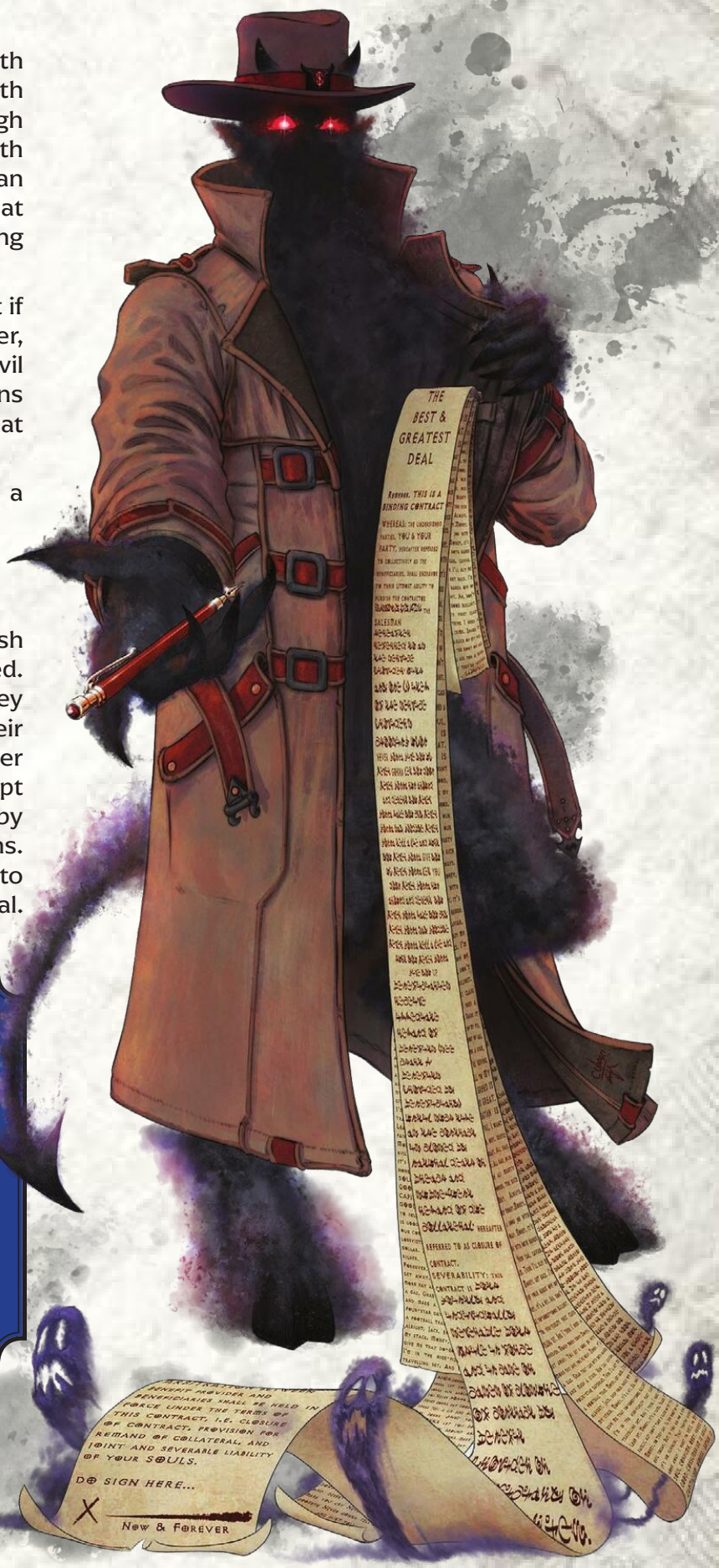
Firebreath (Recharges on 5-6). The oxidized rubber duck breathes fire in a 50-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much on a successful one.

The Salesman

The salesman appears as a tall humanoid with only a sliver of its face showing from beneath the brim of a suspicious fedora hat and the high collar of their knee-length trenchcoat. Beneath the bespoke coat, the salesman's form is an inky, featureless mist save for a barbed tail that swishes out from beneath the coat while striking a bargain.

Lily-Livered. A salesman avoids a fight if able, and is more likely to flee than kill a traveler, even when attacked. If cornered, the wily devil can defend themself. If killed, the salesman turns into an icky, black sludge, leaving no items that can be retrieved from its corpse.

Making the Deal. The salesman is a smooth-talking breed of devil happy to offer all manner of wonderful items in trade. Possessing the ability to access a collective treasure trove that all of their kin share, a salesman can open its jacket with a flourish to reveal seemingly anything it has promised. Pushy and greedy by nature, these fiends prey on a mortal's desire for what is just beyond their reach, and the endless need to further the greater good. Ultimately, the salesman desires to tempt wayward souls into eventual 'employment' by Walmoria, where it collects its own temptations. The salesman lies, cheats, and cons anyone to make a sale - so long as it furthers the fiend's goal.



At What Cost?

A salesman's sale price is often discounted in gold and comes with a duplicitous or unseen price, at the GM's discretion. Consider increasing the DC on global effects such as Walmoria's Getting Hired saving throws, or make a player accrue a Getting Hired point immediately.

The Salesman

Medium fiend (devil), lawful evil

Armor Class 16 (Natural armor)
Hit Points 153 (18d8+72)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +7, Cha +8
Skills Persuasion +8, Deception +8
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered.
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft, passive Perception 14
Languages Common, Infernal, telepathy 120ft.
Challenge 12 (8,400 XP)

Hellish Weapons. The salesman's weapons attacks are magical and deal an extra 9 (2d8) fire damage on a hit (included in the attacks).

Magical Resistance. The salesman has advantage on saving throws against spells and other magical effects.

Gaseous Getaway. When it drops to 0 hit points for the first time, the salesman regains 10 hit points and transforms into a cloud of inky mist, as with the *gaseous form* spell, provided that it has made a deal since the last dawn.

Actions

Multiattack. The salesman makes two attacks.

Pump-action Shotgun. *Ranged weapon Attack:* +7 to hit, range 15/60 ft., up to two creatures within 5 feet of each other. *Hit:* 13 (2d12) piercing damage and 9 (2d8) fire damage.

Tail Sting. *Melee weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 13 (2d8+4) piercing damage, 9 (2d8) fire damage, and 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Etherealness. The salesman magically enters the Ethereal Plane from the Material Plane or vice versa.

Reactions

Teleport (1/day). When the salesman takes damage, it magically teleports itself and up to one willing creature it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the devil has finished a deal at in the past 7 days.

Shelf Gremlin

A shelf gremlin is a mischievous fey born from forgetfulness. Shelf gremlins are quick and delight in causing trouble for the large folk of the world. Nothing brings a shelf gremlin more joy than moving an item somewhere it doesn't belong.

Accidental Byproducts. Every time someone enters a room and forgets why they were going there, every time someone loses their keys that are still in their hand, and every time a shopper mindlessly picks up a product only to set it down two aisles over, another shelf gremlin is born. They delight in recreating the same conditions that lead to their creation. Though shelf gremlins cannot reproduce by causing this kind of mischief, they feel a need to do so anyways.

Shelf Gremlin

Tiny fey, chaotic neutral

Armor Class 16
Hit Points 10 (3d4+3)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +7, Sleight of Hand +7, Stealth +7, Perception +5
Senses darkvision, 60 ft. passive Perception 15
Languages Common, Sylvan
Challenge 1 (200 XP)

Evasion. If the shelf gremlin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half if it fails.

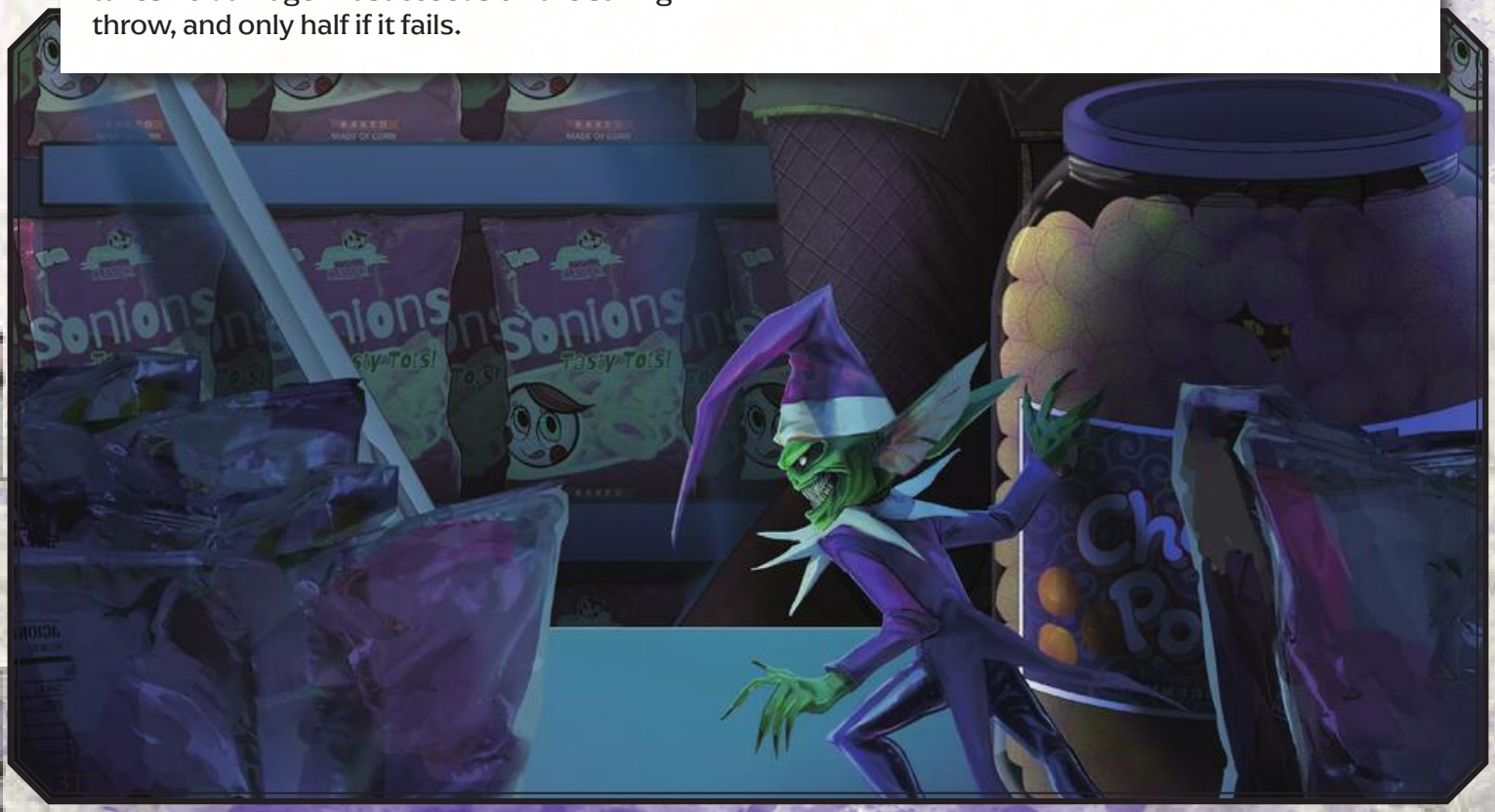
Actions

Multiattack. The shelf gremlin makes two attacks with their thumbtack dagger.

Thumbtack Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d4+5) piercing damage.

Reorganize (recharge 5-6). The gremlin targets up to two creatures that it can see within 60 feet. The targets must make a DC 14 Dexterity saving throw. On a failed save, the gremlin can interchange one item from a target with another item it can see, including ones in the possession of other targets that fail the saving throw against this effect.

Invisibility. The gremlin along with anything it is carrying or wearing magically turns invisible until it attacks, casts a spell, uses its reorganize action or until its concentration ends (as if concentrating on a spell)





Slomm Slingers

Slomm slingers are employees of Nick Loden's Park of Wonder, designed to inspire grossness and gregariousness in others by covering unsuspecting guests with Nick Loden's patented slomm concoctions. Though many of the parents at the park find them irksome, they're generally considered to be "fun."

Secret Secretion Security. Many guests don't know that the slomm slingers actually serve as a sort of pseudo-security force, able to handle rowdy and troublesome guests with ease to maintain the peace of the park. Teams of slomm slingers travel in small groups and keep a close eye on potentially troublesome park guests.

Flavors of Fun

Despite the weaponized use of slomm, each of the different varieties have been given a flavor component by head researchers and arcanists at Nick Loden.

Sticky Slomm. The consistency of warm honey and five times as fragrant, sticky slomm has a light key lime pie flavor but can induce rapid organ aging and night terrors if eaten in excess.

Poisonous Slomm. The tell-tale flavor of black licorice, kale, and wet dog make for a flavor combination no one can enjoy.

Blinding Slomm. A runny skin-irritating nearly alcoholic slomm, blinding slomm tastes like artificial red berries, particularly raspberry. Regular ingestion of blinding slomm can cause "wet bone" syndrome and is not advised.

Acidic Slomm. The primary flavor of 4th degree chemical burn dissuades many people from enjoying this robust slomm, but creature immune to its acid damage can expect robust blueberry and ginger flavor high in vitamin C, vitamin K, and manganese as well as 40,000% your daily requirement of phosphoric acid.

Four Blend. If all slomms are mixed together, the resulting slomm is a brown, flavorless gel too thick to ingest. Its only use is as a packing material.

Slomm Slinger

Medium humanoid, lawful neutral

Armor Class 14 (natural armor)
Hit Points 39 (6d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 2 (450 XP)

Create Overpriced Food and Water. The slomm slinger magically creates enough food and water to sustain itself and a guest at the park of wonder for an entire day's visit. The slomm slinger may attempt to sell this food to park guests.

Actions

Multiattack. The slomm slinger makes two slomm sling attacks targeting two separate creatures. If an attack hits, the slinger can cause one of the following additional effects of its choice. Each effect can be used only once per Multiattack.

1. ***Sticky Slomm.*** The target is restrained by sticky, pungent slime. As an action, the restrained creature can make a DC 13 Strength check, pulling itself free on a success. While restrained in this way, the target cannot take reactions.
2. ***Poisonous Slomm.*** The target must succeed on a DC 13 Constitution saving throw or be poisoned for the next 24 hours. On its next turn, the target can use either an action or a bonus action, not both.
3. ***Blinding Slomm.*** The target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target has disadvantage on its save while under the effect of any other slomm..
4. ***Acidic Slomm.*** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) acid damage on a failed save, or half as much on a successful one.

Sling Slomm. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Reactions

Spell Reflection. If the slomm slinger makes a successful saving throw against a spell, or a spell attack misses it, the slomm slinger can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the slomm slinger. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack the attack roll is rerolled against the chosen creature

Speaker Spider

Crafted by artificers as a means of communicating with shoppers in large shopping centers, the speaker spiders are mechanical creatures whose vocal apparatus consists of an incredibly powerful speaker, allowing the volume of their voice to reach ear-piercing levels.

Aural Assault. Fast and agile, these creatures hang from ceilings and other vantage points waiting for passers-by, at which point it screeches about current events and special offers in order to push sales and encourage shoppers to share unbeatable discounts with other shoppers.

Reinforcement Reverberations. As part of a shopping center's loss-prevention system, speaker spiders can be leveraged as a communication network, allowing overwhelmed employees to quickly call for reinforcements.



Speaker Spider

Small construct, neutral

Armor Class 14 (Natural Armor)
Hit Points 8 (3d6)
Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	4 (-3)	13 (+1)	1 (-4)

Saving Throws Dex+5
Skills Acrobatics +5, Athletics +1
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight (60ft); passive Perception 11
Languages Common
Challenge 1/4 (50 XP)

Spider-Climb. The speaker spider can climb vertical surfaces and ceilings without needing to make an ability check.

Constructed Nature. The speaker spider does not need to eat, breathe, sleep or drink.

Actions

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

Feedback Screech. The speaker spider squeals at one creature it can see within 20 feet of it. The target must succeed on a DC 11 Constitution saving throw or take 4 (1d6+1) thunder damage and become stunned until the end of its next turn.

Colleague Announcement (Recharge 5-6). The speaker spider makes a massive, cacophonous announcement that can be heard in a radius of 300ft. All other creatures within a 50-foot radius of the spider must make a DC 11 Constitution saving throw. On a failed save, the creature is deafened for 1 minute. Creatures concentrating on a spell that are deafened by this ability must make a concentration check as if damaged by an attack.



Spindle Spider

These sizable spindly spiders survive on the sanguine essence of slow and smocked seamstresses shopping for their sewing circles, and the serendipitous stumbling of soldiers and sell swords that step into their sanctums.

Enormous Arachnids. Spindle spiders stalk the craft areas of stores and the knitting circles of retired adventurers. Becoming infused with the natural magic of knitting and crafting and the dormant magic laid upon all retired adventurers, spindle spiders can grow to incredible sizes while maintaining their normal territoriality, often creating enormous webs of a dense, yarn-like webbing.

Silken, Sad, Uncertain

On occasion, a spindle spider might become uncommonly enamored with a stylishly dressed humanoid. In such rare cases, the spider is likely to use its enormous spinning wheels and delicate mandibles to craft an eye-catching suite of garments in a similar style to that of the humanoid's.

These garments are considered luxury items throughout Murka and are lauded as the finest clothing a creature can possess. A single ensemble of spindle spider silk clothing can demand several thousand gold on the open market.

Sadly, a spindle spider is capable of making only one such connection in its life and often only near the end of its natural lifespan. Attempts to cultivate spindle spiders in captivity have been met with abject failure, as only wild spindle spiders seem capable of such masterwork craftsmanship.

Spindle Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (8d10+8)
Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5
Senses darkvision 60ft., passive Perception 10
Languages ---
Challenge 2 (450 XP)

Thread the Needle. The spider can always find the chink in its prey's armor. It has advantage on attack rolls against creatures wearing Medium or Heavy armor.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of another creature in contact with the same web.

Web Walker. The spider ignores movement restriction caused by webbing.

Actions

Multiattack. The spider makes three attacks with its needlefangs.

Needlefangs. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (2d4+3) piercing damage.





Stewer Beasts

Many cities that maintain a high population utilize some sort of underground sewage system, and Flavor City is no exception. The Stewer System is the affectionate name Flavor City Citizens have given to the odorous stream of unused, overused, and generally unwanted food and other-stuffs that flows in rivers of stew-like goop beneath their feet. Life has, as it so often does, found a way to bloom even in that grossest of ecosystems. Experienced Stewer System spelunkers know to be worried about more than just the state of their sullied clothes and armor.

Stewer Croco-Dill

The deadliest threat the system has to offer, the stewer croco-dill hunts in the slimy rivers of the Stewer System, waiting to cross an unsuspecting swarm of stewer rats, an unattended hand, or, if its lucky, an entire adventurer to snap up in its chunky, desperate jaws.



Stewer Croco-dill

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (3d10+6)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 10
Languages ---
Challenge 1/2 (100 XP)

Chunky Liquid. The croco-dill can occupy another creature's space and vice versa. The croco-dill can move through any opening large enough for a stream of liquid to pass through.

Hearty Absorption. Any food that it passes over or through the croco-dill is absorbed into it. The croco-dill regains 1d4 hit points for every five pounds of food that it absorbs.

Hold Breath. The stewer croco-dill can hold its breath for 15 minutes.

Actions

Rancid Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the croco-dill can't bite another target. The target must also make a DC 12 Constitution saving throw. On a failure, the target is poisoned for the next minute.

Dinner Roll. While grappling a Large or smaller creature, the croco-dill can wrench its soupy body into a deadly roll. The grappled creature takes 13 (2d10+2) piercing damage and is knocked prone. The croco-dil maintains its grapple during and after the attack.

Stewer Rats

One part swarm of rats, one part stew and almost exclusively found in swarms, these chunky creatures float around the Stewer System underneath Flavor City, just waiting to be eaten, or to eat whatever they can overrun. Many acolytes of the Pauladeens consider it a rite of passage to try and eat the stewer rats before they themselves are eaten - the ultimate eat-off.



Swarm of Stewer Rats

Medium swarm of tiny monstrosities, chaotic evil

Armor Class 11
Hit Points 24 (7d8 – 7)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, poison, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages -
Challenge 1/4 (50 XP)

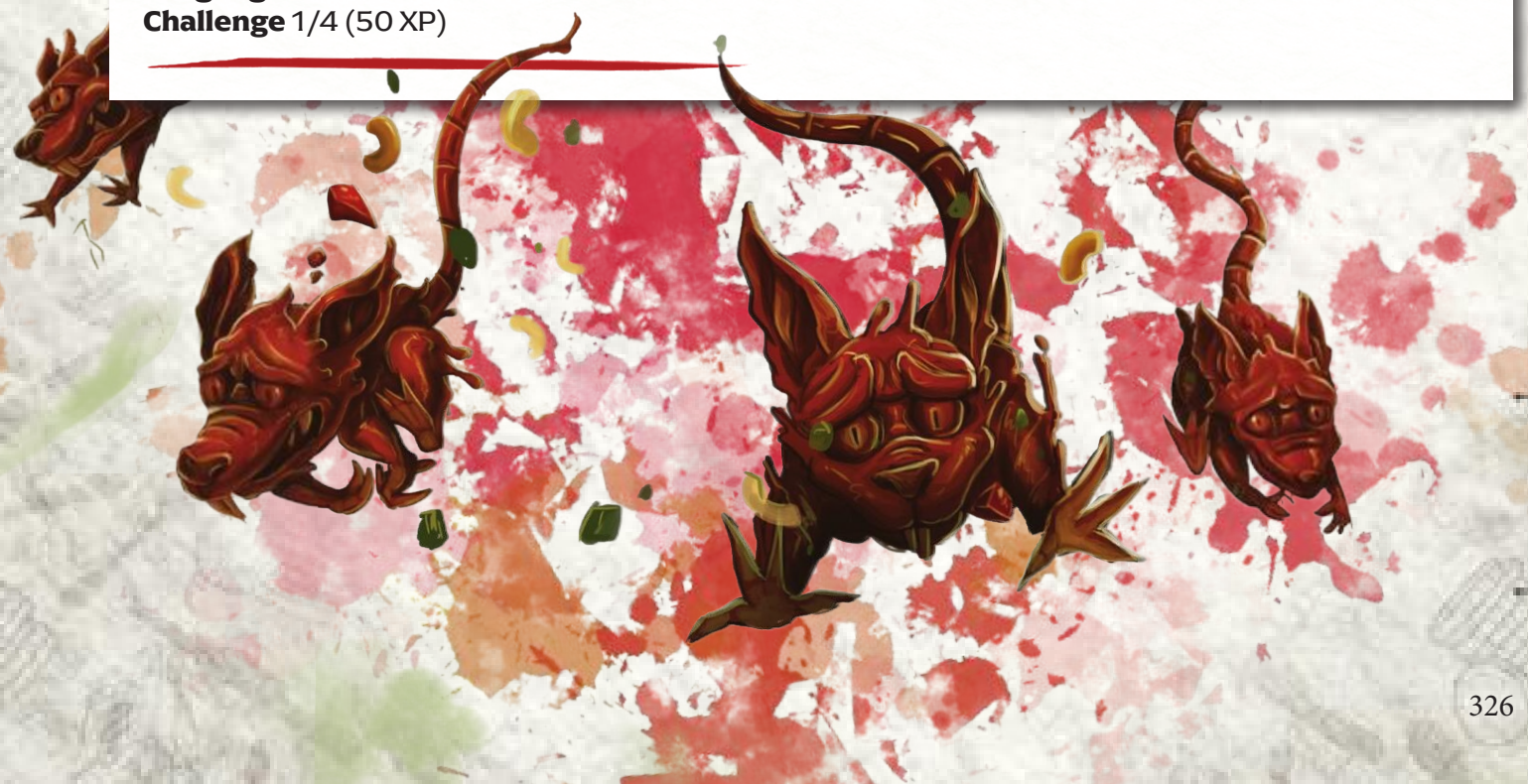
Chunky Liquid. The swarm can occupy another creature's space and vice versa. The swarm can move through any opening large enough for a stream of liquid to pass through.

Hearty Absorption. Any food that it passes over or through the swarm is absorbed into it. The swarm regains 1d4 hit points for every pound of food that it absorbs in this way.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite-size Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 2 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Tall Hammertoe

Half goliath and half fire giant, Tall Hammertoe is a creature of legend who, despite his heritage being from 'smaller' giant stock, towers above all others—even other goliaths and giants. For most of his guests, Tall is as warm and endearing as any great host, but just beneath the surface lies a shadowy rage that Tall must stifle in the face of his disgruntled customers. With fire dancing on his brow and smoke trailing from his ears, Tall can often be heard ruefully muttering the phrase "The customer is always right" under his breath.

A Deadly Secret. In truth, Tall is desperate to retain what business is left at the Hall of Murka, for at night he must feed nearly all of his profits to the dreaded creature, Das Kapital, who threatens to destroy the hall in its entirety should Tall be late in his payments and sacrifices. Tall alone knows the truth of the Hall of Murka's profitability and, despite the mask of propriety and success he wears, in the quiet hours the troubled giant can be found behind his enormous desk, his head in his hands, staring at a ledger dripping with red.

An Explosive Personality. In private, Tall can seem like a totally different person. His mood greatly sours toward anyone who threatens the safety or the profitability of the Hall. What Tall considers a threat changes moment to moment. His dark suspicions grow as important events draw near celebrations, quarterly meetings, or the dark deadline of his payment to Das Kapital. A few of Tall's previous aides have whispered about his fiery temper and his ability to throw giant chairs through stone walls in his fury.

Lair

The office of Tall Hammertoe is as gargantuan and ridiculous as the man himself. Half of the office is decorated in truly massive paintings, bookshelves sagging under giant-sized tomes, and a chair and desk combo fit for a titan. The other half is disjointedly built for medium-sized beings. A comparatively small desk and set of chairs sits beside a glass water cooler (topped with a stack of clay cups). A row of waiting chairs lines the wall behind the desk, and a bookshelf populated with reasonably sized books stands by the gargantuan double-doors. Mounted to the front of Tall's desk is a staircase that leads up to a small stage that places visitors at eye level with the behemoth businessman himself.

Tall Hammertoe, when encountered in his lair, has a challenge rating of 24 (62,000XP)

Lair Actions

When fighting inside his lair, Tall Hammertoe can invoke his power of profit to take lair actions. On initiative count 20 (losing initiative ties), Tall Hammertoe takes a lair action to cause one of the following effects

- Tall's fearsome, fiery fury inspires awe and terror in all who can see him. Each creature who can see Tall must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.



- Tall Hammertoe throws a giant fit. His hair blazes, filling the room with searing heat. Each creature inside Tall's office must make a DC 18 Constitution saving throw, taking 9 (2d8) fire damage on a failed save or half as much on a successful one. The angered giant then hurls his massive desk across the room in a straight line from him that is 120 feet long and 20 feet wide. Each creature in that line must make a DC 20 Strength saving throw or take 13 (2d12) bludgeoning damage and be knocked prone and pinned beneath the desk. The pinned target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 12 Strength check, ending the pinned state on a success. Once thrown, Tall cannot use his desk in this manner again.
- Tall pries up the floor...?! He then shakes it out like a blanket before setting it back down again. Each creature in Tall's office must make a DC 19 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.

Tall Hammertoe

Gargantuan giant, lawful evil

Armor Class 18 (plate)
Hit Points 341 (22d20+110)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	22 (+6)	20 (+5)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Str +16, Con +12, Wis +7, Cha +11
Skills Athletics +16, Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire
Senses passive Perception 17
Languages Common, Giant, Biznish
Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If Tall fails a saving throw, he can choose to succeed instead.

Tall Tale. Tall has advantage on Charisma checks and saving throws.

Actions

Multiattack. Tall makes two Muscle Axe-Trophy attacks.

Muscle Axe-Trophy. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 35 (4d12+9) slashing damage and the target must succeed on a DC 24 Constitution saving throw or the target's Strength score is reduced by 2. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest. Creatures damaged by the axe cannot regain hit points until the start of Tall's next turn.

Comet Throw. Tall hurls a magical comet at a point he can see within 500 feet of him. Each creature within a 40-foot-radius sphere centered on the point he chooses must make a DC 19 Dexterity saving throw, taking 72 (16d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Tall can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Move. Tall moves up to its speed without provoking opportunity attacks.

Attack. Tall Hammertoe makes one melee attack.

Cut Out the Middleman. Tall makes a grapple check on a character his size or smaller. If the grapple is successful, Tall can choose to throw the target up to 40 feet in any direction.

Bjorn The Big Fuschia Barffulo

Bjorn The Fuschia Barffulo is quite simply a barffulo whose fur is a bright shade of pink, and he's markedly more intelligent and loyal than other beasts of burden. Like Tall, Bjorn towers over even the largest of barffulo.

Serendipitous Stories. Legend has it that Bjorn was found as a calf in a deadly storm conjured up by a powerfully evil necromancer. The blood and flesh of the damned whirled in great fleshy tornados across the plains of Midwesteros, flying all the way to Sea-Addled where it painted the trees red. While travelling to overthrow the deadly mage with his party of adventuring pals, Tall Hammertoe found Bjorn nestled in a hollow log, holding on for dear life. After defeating the forces of evil, Tall raised Bjorn, who soon grew to be as massive as his owner and best friend. Even more disturbing than his size, Bjorn's fur coat had been forever changed into a pulsating, fleshy pink.

A Taste for Blood. Bjorn is best known for his extreme loyalty to Tall, but less known is his lust for blood. An aspect of his character that many storytellers attribute to his gruesome origins, Bjorn seems to work best in the presence of the colors red and pink. His blood-fury becomes even greater in the presence of actual gore, such that Bjorn seems to disappear within himself, allowing a darker creature to step forth in his place.

It's real! I saw it plain as day - walking between two buildings, across the parking lot of Walmoria, through some fog, past the food trucks... Why are you laughing?!

Even More Mysterious Than Tall. Bjorn's tale of origin is strange, and, much like the rest of Tall's stories, is dubious at best. There is little evidence that the bloodstorm which created Bjorn ever really happened, yet no one else is able to explain the existence of this terrifying, titanic, pink barffulo.

Bard's Delight. Bjorn is something of an iconic creature in the eyes of flamboyant singers and songwriters, particularly among those who choose alternative vocalizations that mimic Bjorn's horrific, deadly bellow - which itself has inspired many folk ballads and death metal riffs.



Bjorn the Big Fuschia Barffulo

Huge beast, lawful evil

Armor Class 19 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Con +7
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 6 (2,300 XP)

Big Fuschia Charge-Through. If Bjorn moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, Bjorn can make one attack with its hooves against it as a bonus action.

Big Fuschia Bond. If Bjorn is within 100 feet of Tall Hammertoe, Bjorn gains resistance to bludgeoning, piercing, and slashing damage from non-magical attacks not made with adamantine weapons.

Big Fuschia Barbarian. If Bjorn has less than half of his maximum hit points or fewer he gains resistance to nonmagical bludgeoning, slashing, and piercing damage.

Big Fuschia Beyond the Veil. If damage would reduce Bjorn to 0 hit points, he makes a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Bjorn takes no damage and instead regains health equal to the damage he would have taken.

Actions

Big Fuschia Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

Big Fuschia Hooves. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Big Fuschia Barf-Breath (Recharge 5-6). Bjorn exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Reactions

Big Fuschia Bellow (1/day). The first time Bjorn is reduced to half his hit points or fewer, he may use his reaction to let out a blood-chilling scream. Each creature within 20 feet of him must succeed on a DC 13 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save or half as much on a successful one. Bjorn gains a number of temporary hit points equal to the damage dealt. While these hit points remain, he has advantage on attack rolls and saving throws.

Tender

Tenders are mechanical gardeners that work tirelessly to keep the rowdy plants of the Greenhouse in check. They are legion, and their endless numbers are thrown into the garden section by the Manageri to keep the sprawling plants there in check.

Mechanical Maintenance Tenders patrol the Greenhouse at all times, seeking out plants attempting to escape their designated areas. The tenders are not, by nature, hostile to other biological lifeforms, but have robust self-defense mechanisms if attacked.

Tender

Small construct, unaligned

Armor Class 12 (natural armor)
Hit Points 27 (6d6+6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	5 (-3)	7 (-2)	5 (-3)

Skills Nature +1
Damage Resistances poison, psychic
Condition Immunities charmed, deafened, exhaustion, petrified, poisoned
Senses blindsight 60ft (blind beyond this radius), passive Perception 8
Languages Biznish, Employese
Challenge 1 (200 XP)

Herbicide. The tender has advantage on attack rolls against plants and plant creatures.

Simple Wiring. The tender can be reprogrammed as an ally for 24 hours with a successful DC 15 Arcana check while within 5 feet of the simple construct. On a failed check, the tender is immune to being rewired for 24 hours and becomes hostile.

Actions

Multiattack. The tender makes two attacks.

Scythe. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 4 (1d6+1) slashing damage. If the target is a plant or plant creature, it takes an extra 7 (2d6) slashing damage.

Pruning. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4+1) slashing damage. If the target is a plant or plant creature, its speed is reduced to 0 and it takes an extra 3 (1d4+1) damage at the start of its next turn.



The Tasting Beast

Deep within the gastrointestinal tract of the Cornucopian Chantry lies the Beast Gluttisant, or more commonly, the Tasting Beast. Its faces seem different to each creature that views it, but its dread body is always the same long, powerful arms ending in wicked claws, cloven-hooved feet, and a whip-like tail. Its two heads appear to each individual as the two most insufferable chefs that they can possibly imagine.

The Whispered Question. From its prison beneath the Cornucopian Chantry, the Tasting Beast yowls day and night to the stones and goodwill that keep it imprisoned. It curses and demands but refuses to simply ask to be freed. Over the years, this embodiment of the worst in culinary instincts has learned that if it yells loudly enough, a faint whisper can reach the surface. Those whispers are vile enough to tempt even the most devout Paladin of Flavor to ask themselves, "what if we smothered this in cheese and chocolate... and bacon?"

Dawn of Deliciousness. The origins of the Tasting Beast are mired by shadow and mystery-meat. There is no mention of it in historical texts or legend before the arrival of the Pauladeens of Deliciousness. Their history claims that a Paladin of Flavor defected from their order and sought out a force that would empower her to satisfy any and all cravings she had, regardless of the effect this had on others—and the Tasting Beast answered her call.

Consuming Thought. One might assume after all the effort the Tasting Beast has put into escaping—like forming an army of hedonistic zealots—that it would have some grand design, some sort of master plan that would inevitably end the world... But the Tasting Beast is driven by one singular desire, that forever urges it to corrupt the palates of anyone it can, two simple words that keep it alive and consume its every waking thought:

"Want. More."

Lair

The Tasting Beast's lair is also its prison, deep, deep in the bowels of the Urth, directly beneath the Cornucopian Chantry. Upon entering the lair, a sickly-sweet smell permeates intruders' skin, their teeth feel fuzzy and itch painfully, and their ears are overwhelmed by an unnatural scream. Those able to overcome this overwhelming experience might venture far enough to find the Tasting Beast lashed to a large pillar in the center of an enormous, featureless stone cavern. The beast ceaselessly thrashes there, yowling into the empty caverns, surrounded by an enormous pile of treats.

The Tasting Beast, when encountered in its lair, has a challenge rating of 19 (22,000 XP)

Lair Actions

On initiative count 20 (losing initiative ties), the Tasting Beast takes a lair action to cause one of the following effects

- An avalanche of processed food falls onto a point within 30 feet of the treat pile that surrounds the Tasting Beast. Each creature in a 10-foot radius centered on that point must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be restrained. A creature can use its action to free a creature restrained by the food, including itself, with a successful DC 13 Strength check. The affected area is considered difficult terrain until it is cleared.
- The Tasting Beast targets one creature it can see within 30 feet of it. The target and each creature within 10 feet of it become Burnt Out.
- A blast of fetid air erupts from the ground at a point that the Tasting Beast can see within 120 feet of it. Creatures within a 20-foot radius centered on that point must succeed on a DC 18 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for one minute. The cloud of poisonous gas lingers in the area for 1 minute or until dispersed by a light wind. Each character that enters the area for the first time on a turn or starts its turn there must repeat the saving throw or take damage from this effect.

Tasting Beast

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 270 (20d12+140)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	25 (+7)	12 (+1)	18 (+4)	21 (+5)

Saving Throws Con +13, Int +7, Wis +10, Cha +11
Skills Perception +10, Persuasion +11, Stealth +8
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 25
Languages Common, Infernal
Challenge 17 (18,000 XP)

Something Smells Delicious. Any creature that starts its turn within 10 feet of the Tasting Beast must succeed on a DC 19 Wisdom saving throw or be stunned until the end of its next turn, overwhelmed by the smell of buttery pastries.

Double the Domes. The Tasting Beast has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Wakeful. When one of the Tasting Beast's heads is asleep, the other is awake.

Actions

Multiattack. The Tasting Beast makes three attacks: one with its chomp and two with its slice and dice.

Chomp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage plus 1d10 necrotic damage.

Meaty Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Slice and Dice. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6+7) slashing damage.

Butter Bomb (Recharge 5-6). The Tasting Beast hurls a magical ball of butter that explodes at a point it can see within 120 feet of it. Each creature in a 30-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 28 (8d6) bludgeoning damage and 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

After it explodes, the butter bomb leaves a thick layer of slippery grease behind. For the next minute, the affected area is considered difficult terrain and a creature that starts its turn there has disadvantage on Dexterity saving throws. A creature that enters the area or ends its turn there must also succeed on a DC 18 Dexterity saving throw or fall prone.

Legendary Actions

The Tasting Beast can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Tasting Beast regains spent legendary actions at the start of its turn.

Move. The Tasting Beast moves up to its speed without provoking opportunity attacks.

Shake That Booty, Y'all. The Tasting Beast makes a tail attack.

Eat Fast, Die Young (Costs 2 Actions). The Tasting Beast chooses one creature it can see within 30 feet of it. That creature must make a DC 18 Constitution saving throw, taking 21 (4d6+7) necrotic damage on a failed save or half as much damage on a successful one. The Tasting Beast regains that many hit points.



Wagon Wrangler

Wagon wranglers are an integral part of the Walmoria service team, part customer service reps, part intrepid beastmasters that tame draggin' wagons for customer use. Since their escape into the wild, the population of draggin' wagons across Murka has skyrocketed. As a result, wagon wranglin' has become a popular profession, and their work can be found in nearly every shop large enough to utilize magical wagon creatures.

Wildly Wunderappreciated. Wagon wranglin' is advertised as a wild new profession made for the red-blooded murkan seeking a new beginning. In reality, they are rarely compensated more than Unpaid Interim Servants and are treated even worse by employers. So any and all assistance they receive from outside forces is more than appreciated.

Tamers and Users. In combat, the ideal wagon wrangler focuses their attention on wagons and/or wagon-like beasts. Wranglers typically work alone or in pairs, and are always accompanied by a crowd of 3 to 5 **draggin' wagons** per wrangler.



Wagon Wrangler

Humanoid (medium), lawful evil

Armor Class 16 (Medium Armour)
Hit Points 39 (6d8+12)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2
Skills Animal Handling +2, Persuasion +2, Intimidation +2
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical weapons
Condition Immunities charmed
Senses passive Perception 10
Languages Employese
Challenge 2 (450 XP)

Pack Tactics. The wagon wrangler has advantage on an attack roll against a creature if at least one of the wrangler's allies is within 5 feet of the creature and the ally isn't incapacitated.

Oh No You Don't! The wagon wrangler may always make an attack of opportunity with their cart-chain attack, even if its target used a Disengage action this turn.

Actions

Multiattack. The wagon wrangler makes two attacks, one with its wagon-chain and one with its crowbar.

Crowbar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Wagon-Chain. *Melee Weapon Attack:* +4 to hit, reach 10ft., one creature. *Hit:* 6 (1d8+2) slashing damage and the target is grappled (escape DC 14). Until the grapple ends, the wagon wrangler can't use its wagon-chain on another target.

Walrog

Present through all of Walmoria's recorded history, the Walrog stalks from aisle to aisle in a shroud of bowtie-adored devastation that sends lesser beings fleeing for the safety of unknown perils. While the Walrog appears to be the last of his kind, the oldest of all employee handbooks tell tales of an army of walrogs storming through the depths of Walmoria in a tide of bureaucratic oversight no mortal could endure .

Menacing Manager. An instrument of the Manageri, the Walrog keeps closely to his schedule, with the aim of running "the perfect store." As such, he doesn't take kindly to disruptions, and does not hesitate to rend, mangle, or annihilate adventurers, customers, or anyone else, who stands in his way. In one clawed hand, he drags along a massive chain-like whip encased in flames, and in the other, a mysterious metal clipboard, upon which is etched a checklist labeled "to do list" and a collection of unknowable arcane sigils.

Busy Beelzebub. The Walrog dresses sharply, usually with a flare of style in his colorful bowties. He always seems incredibly preoccupied, eager to get to his next appointment. Constantly taking on new projects, praising his superiors, and aiming to please, the Walrog doesn't have time to adjudicate petty employee squabbles.

Tyrant's Tirade. The Walrog navigates a cram-packed schedule that leaves little time for petty revenge, but he will certainly pencil in appointments to slaughter mischief-making or shoplifting adventurers whose destruction might improve his quarterly metrics. When slighted, though, the Walrog can spiral into passive aggressive fits for several days at a time, with an emphasis on "aggressive." If such slights or taxations on his time continue, the Walrog slips into a fiery, mindless rage that consumes his every thought. Until the focus of his ire is destroyed utterly, the Walrog's explosive temper and need for violence cannot be sated by anything less than an unexpected promotion from the Manageri - who have, on occasion, fabricated entirely new positions to promote the Walrog to.

Lair

The Walrog, when not dominating the aisles of his home store, can be found in his pocket-dimension office, which is intrinsically and magically connected to every point in Walmoria simultaneously. He carries a gift from the Manageri known as the pocket dimension protector which grants him the ability to create a portal into his office from anywhere. Accessing the Walrog's office without the key is possible, but requires someone who knows the way, or who can make a counterfeit Office Key.

The office itself is a small, cramped space for a creature of the Walrog's size. It contains a desk sized for a Large creature as well as an unused degree, employee of the month awards, and a bookshelf containing knick-knacks, outdated educational resources, university textbooks covered in layers of "used" stickers, and employee safety manuals. Given the Walrog's propensity to leave dire situations with his office key, fighting him in his office is the only way to truly corner him into a standoff. However, once inside the office space, there's nowhere left to flee.

The Walrog when encountered in his lair has a challenge rating of 25 (75,000XP)

Lair Actions

While fighting inside his lair, the Walrog can invoke his influence over his office to take lair actions. On initiative count 20 (losing initiative ties), the Walrog can take one lair action to cause one of the following effects.

- The Walrog's pocket dimension office utilizes its arcane air-conditioning powers to cast *ice storm* at 5th level centered on a point the Walrog can see.
- The Walrog and each creature friendly to it are dragged into the Ethereal Plane until the start of the Walrog's next turn. The Walrog can interact with creatures and objects in its office normally even while in the Ethereal Plane.
- The Interdimensional WiFi goes out! All concentration spells end.

Walrog

Huge fiend, lawful evil

Armor Class 24 (natural armor)
Hit Points 333 (23d12+184)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Str +17, Dex +9, Con +15, Wis +12
Skills Athletics +17, Intimidation +24, Perception +12
Damage Immunities cold, fire, poison; bludgeoning, piercing and slashing from non-magical weapons
Condition Immunities frightened, poisoned
Senses truesight 120ft., passive Perception 20
Languages Common, Biznish, Infernal
Challenge 23 (50,000 XP)

Bull Rush. If the Walrog moves at least 10 feet straight towards a target and then hits with a gore attack on the same turn, the target takes 22 (4d10) extra piercing damage. If the target is a creature, it must succeed a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Innate Spellcasting. The Walrog's spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components.

At will: *detect magic.*
3/day each: *dispel magic, bestow curse, hunter's mark, maze, firestorm.*

Labyrinthine Recall. The Walrog perfectly recalls any path he has traveled and he is immune to the maze spell. The fiend can easily traverse Walmoria and seems immune to its confusing random alterations.

Legendary Resistance (3/Day). If the Walrog fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. The Walrog's weapon attacks are magical.

Reckless. At the start of his turn, the Walrog can gain advantage on all melee weapon attack rolls during that turn, but attacks against him have advantage until the start of his next turn.

Actions

Multiattack. The Walrog makes three attacks: two with its management chain and one with its gore, or one attack with its management chain and two with its gore. Then uses its bonus action to use its Write-up ability.

Management Chain. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 17 (2d6+10) bludgeoning damage plus 17 (5d6) fire damage. If the target is a creature, it is grappled (escape DC 25). Until this grapple ends, the target is restrained and takes 14 (4d6) fire damage at the start of its turn and the Walrog can't make management chain attacks.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10+10) piercing damage and 17 (5d6) fire damage.

Write-up. As a bonus action, the Walrog writes down the true name of a creature it can see onto its clipboard. Until the end of the Walrog's next turn, he has advantage on attack rolls against that creature, and saving throws against spells and abilities of that creature.

Legendary Actions

The Walrog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Walrog regains spent legendary actions at the start of his turn.

Management Chain. The Walrog makes a management chain attack.

Management Team Meeting. The Walrog spends its action to summon denizens of Walmoria to its aid.

2/Day: Salesman
1d6: Loss Prevention Ogres
1d4: Grr-eaters

Cast A Spell. The Walrog casts a spell.

Bull Rush (Costs 2 Actions). The Walrog moves up to his speed, then makes a gore attack.



Cults

Cult of Kaeren

Kaeren cultists come from all walks of life. As long as a creature believes that their world experience is inherently more important than the experiences of others, they may embrace Kaeren. Most cultists hide in plain sight, only donning their ceremonial blonde wigs when in the presence of the Kaerenal priestesses. The true nature of a Kaerenite cultist rarely stays hidden for long though, as eventually someone's 'misstep' inevitably upsets them.

Goals

Pride and self-righteousness; establishing themselves as superior to all, and especially to laborers and service workers.

Typical Cultists

Noble, archmage, cultist, cult fanatic, veteran, and priests.

Signature Spells

handshake (cantrip), *vicious mockery* (cantrip), *cha-ching* (1st), *enthrall* (2nd level), *patriotism** (3rd level)

Boons

Kaeren's Cultists can gain the Furious Demand ability. Cult leaders can also gain the Yelling Means I'm Right trait.

Furious Demands. This creature has advantage on Intimidation and Deception checks made to berate others. As an action while it can see a creature within 60 feet of it that has the Yelling Means I'm Right trait, each creature of the Kaerenite's choice that can see and hear it takes psychic damage equal to the number of Kaerenites that it can see and hear.

Yelling Means I'm Right. This creature deals an extra 1d6 psychic damage whenever it deals damage. Creatures damaged in this way must succeed on a DC 13 Wisdom saving throw or be frightened of all Kaerenites until the end of its next turn.

Cult of the Colonel

The Cult of the Colonel is devoted to summoning The Blend in order to bring about The Blend of The World: an herb-coated calamity which wreaks untold havoc and destruction. Their day-to-day activities are hard to tie to that ultimate goal, as many cultists spend their time working in Court of the Colonel restaurants, slinging dubious poultryoshka to dubious customers.

The cult recruits any and all to their cause, which tends towards the young and inexperienced, the desperate, and the aimless. Cultists subsist almost entirely on food prepared in Court of the Colonel restaurants and always travel with a group of live poultryoshka.

Goals

Serving Colonel Kahn Taukee, bringing about the mysterious Blend of the World, gaining more and more followers.

Typical Cultists

Gladiator, commoner, cultist, cult fanatic, acolyte, and spies.

Signature Spells

butter fingers (cantrip), *grease* (1st level), *bacon wrap* (2nd level), *food fatigue* (3rd level)

Boons

The Colonel's cultists gain the Finger Lickin' Good trait. Cult leaders also gain the World Famous Poultryoshka trait.

Finger Lickin' Good (recharges after a short or long rest). This creature deals double damage to fowls and avian creatures. Whenever this creature deals enough damage to kill a poultryoshka, it regains hit points equal to the amount of damage dealt. Any amount healed above its hit point maximum becomes temporary hit points which last until it finishes a short or long rest.

World Famous Poultryoshka (recharges after a long rest). As an action, this creature summons 2d4 poultryoshka. The summoned monstrosities are loyal to this creature and appear in occupied or unoccupied spaces within 5 feet of it; Medium or smaller creatures in those spaces are shoved into the nearest unoccupied space. This ability recharges automatically when this creature scores a critical hit.

Cult of Kap Saysin

Kap Sayasin is an ancient and malevolent spice elemental who adores flavor and abhors cleanliness. Kap uses cheap food to lure potential cultist recruits into his establishment, The Spicy Pepper, which is located in the Hall of Murka. Young people often eat there in an attempt to save money, only to find themselves stricken with one of Kap's many manufactured illnesses. And yet, they continue coming back for more.

Every ailment, from irritable bowels, to foot fungus, to itching scabs, is eventually seen as a blessing to those who follow Kap Sayasin. Where plagues are found, worshippers are soon to follow–as quickly as their blackened lungs allow them. While the cult is small and generally unsuccessful, it can be found beyond the walls of The Spicy Pepper, in hidden, molding places throughout Murka.

Surprisingly, Kap Sayasin has been unsuccessful in recruiting any aaracockra or kenku members.

Goals

Spreading filth, disease, and flavor through any unhygienic means at their disposal.

Typical Cultists

Mage, druid, cultist, cult fanatic, berserker, and guards.

Signature Spells

poison spray (cantrip), *false life* (1st), *psychedelic wave** (2nd), *stinking cloud* (3rd)

*found in *Monsters of Murka* core book

Boons

Kap Sayasin's cultists gain the Chili Con Carnage ability. Cult leaders also gain the E-kill-i trait.

Chili Con Carnage (recharge 5-6). As an action, the creature may spew a stream of chunky, partially-digested foodstuffs in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw or take 4 (2d4) poison damage from the spicy brownish-green slurry.

E-kill-i. When this creature deals poison damage or hits a creature with a melee attack, the target must succeed on a DC 15 Constitution saving throw or be afflicted by a Kap Sayasin foodborne illness (see page 108). The symptoms begin immediately.

Your Cult and You

Player Characters may find themselves, for some peculiar reason, willing or even excited to join one of the many cults and orders that dwell in the flavorful corners of Murka.

Consider allowing the player character to join at a great cost, such as a dangerous quest, a costly rite, or a disgusting eating competition that really no one enjoys. When they are accepted, they gain the cult's signature cantrip and 1st level spell which they can cast once per day.

Every 2 character levels after that, the party gains access to 1 additional spell, in order. At 5th level and 10th level, a character may be given one of the boons (GM's discretion) but such gifts should be reserved for the truly loyal that actively work toward the cult's goals.

Index

Symbols

+1 Bacon, 179
1-Star (bard), 23
20 Piece "Nuggets", 174

A

Abandoned Plaza, 113
A. Charr of the Malicious Minds (barbarian), 19
A Chocolatey Conspiracy, 104
Action Figure Combat Commander, 244, 246
Action Figure Combat Medic, 244, 245
Action Figure Foot Soldier, 244
Action Figure Troopers, 244, 245
Addatives (sorcerer)
  That Deep Chill, 52
  The Extra Heat, 52
  The Thiccness, 52
Ads and Adventure Hooks, 92, 127, 167
  2 Delivery, 2 Knights, 92
  A Crisis Story, 168
  A Fine Adventure, 127
  A Grung by Any Other Name, 92
  Allure Blossom vs. The World, 128
  A Murkan Pie, 93
  Ancient Evils, 93
  A Quiet Spot, 167
  Are You Chicken?, 93
  A Store Is Born, 168
  A Tale of Two Toys, 167
  Child of the Corn, 92
  Cold Fusion, 168
  Commercial Treasure 2: Shelf of Secrets, 167
  Cooped Up, 92
  Delivery 5, 93
  Delivery Knights, 92
  Delivery Knights 3: Portal Drift, 93
  Disco Inferno, 167
  DIY, Clothing Rack, Toy Aisle, Spy, 168
  Does Maltron Dream of Ethereal Bucks?, 129
  Duelist Kingdom, 168
  Everyone Must Stay, 168
  Food Fight, 127
  Gummytastic Safari!, 127
  Haircules, 129
  Hip Deep in Beef, 92
  I.C. Winners, 168
  Illusory Pursuits, 127
  In The Parlor's Dim Light, 92
  Justice For Soo Chal, 167
  Legend of the Secret Sauce, 128
  Malf Ado About Nothing, 127
  Merchant Mystery, 127
  Mission Implausible, 92
  My Kingdom For A Breadstick, 92
  Neither Rain, nor Sleet, nor Clerk of Night, 167
  Old Friends, 128
  On His Rat-jesty's Secret Service, 128
  Panman and Boofer, 129
  Queste del Saint Slurp, 93
  Raiders of the Lost Aisle, 167
  Recipe in an Unknown Language, 94
  Required Experience For A Dream, 168
  Revenant of the Theater, 128
  Saving Some Guy Named Ryan, 167
  Soy Enfermo!, 168
  Spice Up Your Life, 93
  Sssssaw, 128
  Tales of Umami, 92
  The Basics of Decency, 167
  The Cerulean Cougar, 128
  The Duke And The Pizza Guy, 93
  The Electrum Ticket!, 127
  The Greatest Tragedy, 93
  The Hall is Not Enough, 128
  The Last Action Nanny, 127
  The Malt Chocolate Falcon, 128
  The Package, 93
  The Pauladeen's Creed, 93
  There's a Grimlock on the Wing, 129
  There's Something On The Shelf... Some...THING!, 167
  The Smoking Dragunne, 128
  The Taste of Butter, 93
  Tim?, 92
  Victor's Missions, 129
  Way Too Big, 129
  Wicked Wagons, 168
  Wigging Out, 167
  You Got Caught Up In The... CROSSFIRE!, 168
  You Shouldn't Even Be Here, 167
Advanced Stocking Techniques (rogue), 48



Aerial Stocker (rogue), 48
A Fallen Hero (Crown Management), 126
Ahegao Jerkin, 180
Aisle-Climber, 181
All Leaf Garden, 74
All Murkan Bullion Buffet, 225
A Murkan Pie, 179
Anathema to Dignity, 193
Ancient Reservoir, 118
and the game masters keep it., 133
Animate Food, 226
Animate Food (wizard), 56
Arcane Ingredient (wizard), 57
Archvanillachino-frappachego Milkshake, 181
Artifacts, 217
Artificer
  Custodian Specialist, 14
A Salt Rifle, 179
Astra-Bellum, 101
At What Cost?, 315
Aura of Zest (paladin, flavor), 40
Autobeast, 247
A Way With Words (bard)
  Criticize, Review, 22

B

Bacon Wrap, 226
Bag of Chips, 181
Bake Familiar (wizard), 56
Bam!, 227
Barbarian
  Path of the Punk, 17
Bard
  College of Ya'Elp, 22
Barfullo Wicked Wings, 73
Baron of the Bands, 101
Batter Beast, 257, 258
Beating the System, 141
Be Gone! Fiend Repellent, 181
Benne Jerryzet, 81
Benne Jerryzet Faction Opinions, 82
Benne Jerryzet Neophyte, 4
Big Spender, Big Payoff (fighter), 32
Billy Goat the Strong Arm (barbarian), 19
Bjorn the Big Fuschia Barffulo, 330
Bjorn The Big Fuschia Barffulo, 329
Bjorn the Fuchsia Barffulo, 124
Blitzkrieg Blast (barbarian), 19
Blubber-wrapped Tent, 175
Blue Light Special (ranger), 41
BOGOF (ranger), 43
Bomberry, 252
Bonus Proficiencies (ranger), 41
Bonus Proficiency (paladin, deliciousness), 38
Bonus Proficiency (paladin, flavor), 39
Book of Many Coupons, 176
Boomeringued Weapon, 182



Bottle of Ranch Dressing, 182
Bougie Grille, 74
Brain Bleach, 182
Breaker (encofement style), 32
Brix-It Building Blocks, 182
Broiler Plate, 183
Bulletproof Vest (artificer), 16
Burnt Out, 241
Business in Front, Party in Back (fighter), 32
Business Savvy (warlock), 54
But Somebody's Got To Do It (artificer), 15
Butter Fingers, 227
Buyers Remorse Cursed Item, 183

C

Caddy's Piece of Chit, 184
Cake-Cutting Knife, 184
Candied Weapons, 185
Capitalism Is Magic, 25
Cathy S. Liett, 88
Catti Smyth (barbarian), 19
Cha-ching, 227
Chain Smokers, 67
Channel Divinity
  Char the Tasteless (paladin, flavor), 39
  Impart the Flavor (paladin, flavor), 39
  Maize's Touch (cleric), 25
  Unhealthy Appetites (paladin, deliciousness), 38
  Unstoppable Craving (paladin, deliciousness), 38
Channel Divinity (paladin, deliciousness), 38
Channel Divinity (paladin, flavor), 39
Charlotte E. Damm's, 70
Chef's Jacket, 185
Chik-N-Fella, 106
Chik-N-Fella Sandwich, 186
Chili Con Carnage, 340
Chortles, 186

Chronicles of Ya'Elp, 186
Circle Spells (druid), 28
Clash of Misfits (barbarian), 17
Class Spell Lists, 223
Cleanliness is next to cultiness!, 108
Clean Sweep, 227
Clean-up Kit, 172
Cleric
  Doughmain of Ca$h, 24
Colonel Kahn Taukee, 83
Commune with Cuisine, 229
Conjure Spice Elemental, 229
Conspiraseeding, 252
Conspiraseedling, 253
Contract Negotiator (fighter), 30
Copy/Pastry, 230
Corporate Lackey, 256
Corporate Plants, 252
Corporate Vouchers, 173
Corrupted Supervisor, 250, 251
Corrupted Worker, 250
Coupon Selection
  Buy In Bulk, 43
  Doorbuster, 43
  Floor Model Discount, 43
  Friends and Family Discount, 43
  Holiday Rush, 43
  Magical Gift Card, 43
  One Buck Off, 43
  Paper Gold, 43
  Shopping Spree, 43
  Sweepstakes, 43
Coupon Selection (ranger), 43
Courthouse of the Colonel, 84
Court of the Colonel, 83
Court of the Colonel Faction Opinion, 84
Craft Coupon (ranger), 41
Crafting Supplies, 152
Crown Management, 123
Crown Management Offices, 123
Cuckoo-Cola, 187
Cult of Kaeren, 339
Cult of Kap Saysin, 340
Cult of the Colonel, 339
Cupcake Construct, 257, 259
Current Events
  Benne Jerryzet, 83
  Crown Management, 126
  Merchants of Murka, 123
  Paladins of Flavor, 87
  Pauladeens of Deliciousness, 89
  Shop Lifters, 164
  The Court of the Colonel, 85
  The Cult of Kaeren, 155
  The Manageri, 158
  The Night Shifters, 161
Curried Favor, 187
Cypressassin, 252, 254

D

Dagon Chang, 65
Daily Special (sorcerer), 49
Das Kapital, 261, 263
D'borah The Voiced, 153, 289, 291
Deadly Deals Monster, 265
Dee Gem Works, 113
Defense Measures, 138
Delicious Destroyer (paladin, deliciousness), 38
Demigehenna, 76
Discount Yogurt, 188
Disrupting The Market (warlock), 54
Djaque's Surplus Weapons, 117
Dogged Hunter (fighter)
  Enforcement Styles, Enforcement Dice, 30



Domain Spells (cleric), 24
Domesticon, 267
Donkey Sauce, 188
Double-Down, 84
Down The System (barbarian), 17
Draggin' Wagon, 272
Druid
  Circle of Pavement, 28
Ducktape, 189

Duke Buckethead, 84

E

E-kill-i, 340
Elementals (Spice), 273
  Chili Elemental, 275
  Herb Elemental, 275
  Pepper Elemental, 275
  Pumpkin Elemental, 275
  Salt Elemental, 275
  The Blend, 273
Enforcement Styles (fighter), 32
Environmental Effects of the Smoking District, 68
Epic Boons
  Boon of Confidential Conference, 58
  Boon of Tall Tales, 58
  Boon of the Adamantine Chef, 58
  Boon of the Capitalist, 58
  Boon of the Plutophage, 58
  Boon of the Silent Tongue, 58
Expanded Infusions (artificer)
  Expanded Replicable Items, 16
Expanded Spell List (warlock), 54

F

Faction Opinion
  Court of the Colonel, 84
  Crown Management, 126
  Hallrats, 121
  Merchants of Murka, 122
  Paladins of Flavor, 86
  Pauladeens of Deliciousness, 89
  Shop Lifters, 164
  The Benne Jerryzet, 82
  The Cult of Kaeren, 155
  The Manageri, 157
  The Night Shifters, 161
Factions, 81, 119
Fashionista, 279
Father Johan's Perplexing Pie, 230
Feats
  Favored Customer
   Insured, 12
Fierre's Deadly Drive-Through Dash, 231
Fighter
  Soldier of Fortune, 30
Filling District, 72
Finger Lickin' Good, 339
Fish Flops, 189
Fix-A-#, 190
Flarefly Hair Tonic, 189
Flavius VaFlay's Flavor Cave, 77
Flavor City, 63
Flavor City Citizen, 5
  Feature: Heart of Flavor, 6
  Sign of Taste, 5
Flavor Dragonborn, 3
  Shelter in the Freezer, 5
Flavor Dragons, 297
Flavor Glaive, 190
Foodborne Illnesses
  Chili Corn Collywobbles, 58
  Fajita Fever, 59
  Guac Gut Rot, 59
  Pinto Pox, 59
  Red Hot Chili Chills, 59
Food Fatigue, 231
Forever 201, 110
Fragrant Illusion, 231
Frost-Tipped Spear, 217
Frozen in the Middle, 149
Frozen Legends, 149
Fun For The Whole Table, 105
Funnel Snake, 280
Fur Baby, 281
Furious Demands, 339

G

Garnish Gardens, 74
Geralt Way of My Consuming Rage (barbarian), 20
Glitter Bomb, 191
Glue Bomb, 191
Goldleaf Chaybin, 88
Gor'don Ramsbane's Kitchen Night Terrors, 231
Gourmomancy Prodigy (wizard), 56
Grab-&-Go, 137
Gray V, 84
Greenhouse, 148
Gren Dranzag of the Mist Fists (barbarian), 19
Griffon Down Tyrant Collection, 175
Grim Gummy, 283
Grr-Eater, 284, 285
Guillame's Flavor City Chow Palace, 78
Gummy Beast Powder, 191
Gum of Resistances, 193

H

Halen's Comic Shop, 115
Hall of Murka, 97
Hallrat
  Feature: Subterranean Living, 8
Hallrats, 119
Hallrats Faction Opinion, 121
Hand of the Devourer (paladin, deliciousness), 38
Hand of the Preserver (paladin, flavor), 40
Handshake, 232
Hangry Haze of Lord LaGrasse, 232
Harlan Morenmore, 86
Heartstones, 112
Horsey Sauce, 192
Hostile Takeover (warlock), 55
Hot Dog Water, 193
Hot Keeto, 193
How far does the Back Reach?, 147

Humby Bumby's Bubble, 193

I

Ignore the Label., 195
I Know Someone (cleric), 25
Impenetrable Cuddle Cave Deluxe, 175
Insta-ration!, 194
Invocations
  Business Ethics, 55
  Company Mascot, 55
  Eldritch Friend, 55
  The Eldritchest Friend, 55
Invocations (warlock), 55
iPatch!, 238
Iron Gripper (encofement style), 32
It's A Family!, 83
It's A Thankless Job (artificer), 14
It's Not A Cult, 83
It was made by those who master games, 133
It Which Clerks In The Darkness, 159, 286, 287

J

Jayme Woolivah, 86
Jerk Werk, 195
Jetta the Black Heart (barbarian), 19
Jey and The Silent Tongue, 97
J&J's Baby Soft Body Butter, 195
J&J's Beauty Extraordinaire Set, 194
J&J's Bijou 'Be You' Bath Salts, 195
J&J's Fresh and Full Fruit Exfoliant, 195
J&J's Hail & Hearty Heel Footbalm, 195
J&J's Locks of Lush Luxury Tonic, 194
J&J's Sublime Sunrise Shower Jelly*, 195
Just For The Hell Of It, 99

K

Kaerenites, 289
Kale'fornia Pizza Titan, 79
Killer Tofooze, 292, 293
Killing The Name (barbarian), 19
Kitchen Helper, 195
Krablene, 133

L

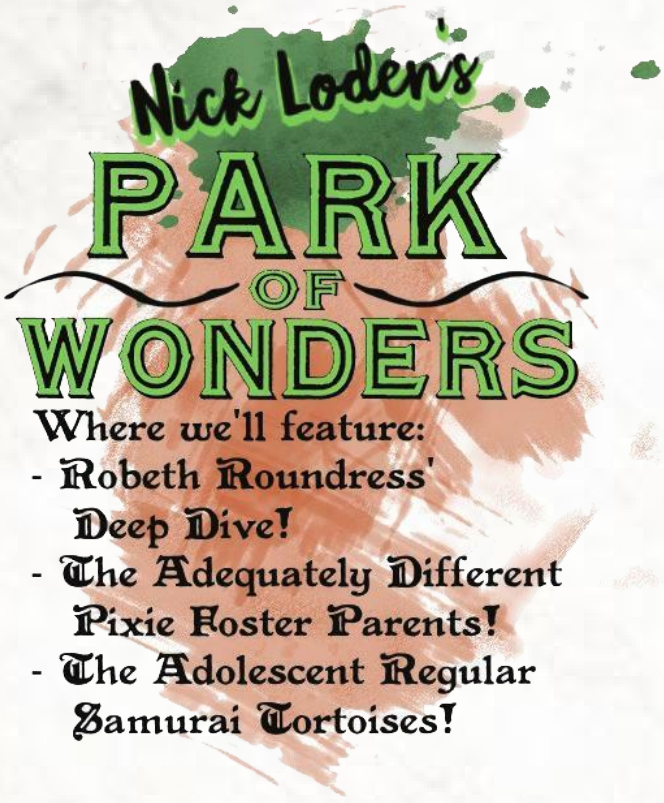
Life in the Backreaches, 146
Liquorice Whip, 196
Living Quarters, 115
Loading Docks, 115
Lord Guillaume Fierre, 86, 297, 300, 301
Loss-Prevention Ogre, 303
Loyalty Program
  50% Off, 43
  Complimentary Gifts, 43
  Two for One, 43
Loyalty Program (ranger), 43
Lunaris Tent of Cloaking, 175

M

Magic Spheraser, 267, 271
Mag-X Cards, 213
MAG-X: The Pieces of Orthos, 215
MAG-X: Warfare Continuum, 103
Maize's Lock-Chop, 197
Maize's Marvelous Micro-Wave, 232
Major/Minor Tier Items, 172
Make-A-Minion, 112
Mama's Meatball of Murder, 235
Map of Flavor City, 89
Map of Mall of Murka, 130
Map of Walmoria, 169
Marius Fatali, 88
Marked for Cleaning (artificer), 14
Maul of Murka, 197
Max's Miraculous Growth, 197
Meatier Storm, 235
Meat* Items, 174
Mega Meat* Meal, 66
Memories of Bubblegum-Jabbar (monk), 33
Merchants of Murka, 121
Metropolitan Mastery (druid), 29
Middle Manager
  Department
    Feature: What Would You Say You Do Here?, 9
Mini Meat* Master, 66
Minivanimal, 247, 249
Miscellany, 152
Mitch's Yelling Stars, 198
Monk
  Way of the Benne Jerryzet, 33
Mopping Up (artificer), 15
Motivation
  Benne Jerryzet, 82
  Court of the Colonel, 84
  Hellrats, 120
  Merchants of Murka, 122
  Paladins of Flavor, 86
  Pauladeens of Deliciousness, 88
  Shop Lifters, 163
  The Cult of Kaeren, 155
  The Manageri, 157
  The Night Shifters, 160
Motivations
  Crown Management, 125
Munchivore, 307, 308
Munchy, 305
Murka Magic Prices, 172
Mystery Meat Monster, 304
Mythic Quest, 104

N

Navigating The Backreaches, 147
Nick Loden's Park of Wonder
  Rides and Attractions, 99
Nick Loden's Park of Wonder, 98



No Insurance? No Problem!, 142
Non-Executionary Repeating Firearm, 198
No Rest For The Wicked, 236
Not-Quite-Noble Collection, 175
NPCs
  Benne Jerryzet, 82
    Cookie, 82
    Daev, 82
    Elli, 82
  Crown Management, 125
    LaFive-Oh, 125
    Maltron Prime, 125
    Patrik, Thane of Shops, 125
  Hellrats, 119
    Djaque, 119
    Jey and The Silent Tongue, 120
    Sevens, 120
  Merchants of Murka
    Allure Blossom, 122
    Tinker Fuzzybang, 122
    Zadine the Winsome, 122
  Shop Lifters
    Diligence, 163
    Madame Snap, 162
    Radiance, 163
  The Cult of Kaeren
    Dogolas the Hunter, 154
    Sarahmon The White, 154
    Soosan the Ostentatious, 154
  The Manageri
    Lancelost, 156
    Lumbergh Ya'thanx, 156
    Sybil, 156
  The Night Shifters
    Arfur Foxache, 160
    Theor Bearsbane Rose I, 160
    Tim Bundydill, 159
Nusret Bey, 86

O

Oath Spells (paladin, deliciousness), 36
Oath Spells (paladin, flavor), 39
Observe and Report (fighter), 32
of a Traveler, 147
OH SNAP, 236
Oils Department, 142
Oldbucks, 107
Oldbucks Coffee (magic item), 199
Oldbucks Refreshies, 199
Onivore, 307
ony Boudin, 63
Opportunist (encofement style), 32
Optional Rule:, 99
Optional Rules, 58
  Capitalism is Magic!, 58
  Epic Boons, 58
  Flavor Manifest, 59
  Foodborne Illnesses, 58
  Getting Hired, 59
  Recovering from Walmoria Weirdness, 60
Oxidized Rubber Duck, 313, 314

P

paid sponsorship by Golden Arch, Inc., 66
Paladin
  The Oath of Flavor, 39
Paladin (paladin, deliciousness)
  The Oath of Deliciousness, 36
Paladins of Flavor, 85
Patch Job, 236
Pauladeens Faction Opinion, 88
Pauladeens of Deliciousness, 87
Pay to Win (cleric), 24
Pay Wall (cleric), 25
Pepperbox, 199
Pepper Spray, 238
Peppie's, 69
PeptoAbyssmal, 200
Phil the Swift's Flexible Seal, 200
Piece O'Reez, 201
Pigeon Down Peasant Collection, 175
Pint of Benne Jerryzet's Ice Cream, 202
Plastik, 150
Poindexter Of The Awful Springs (barbarian), 20
Poisons, 108
Populating the Crowd, 137
Poultryoshka, 309
Price Checker .38 Special, 202

Price Slasher, 203
Psychedelic (barbarian), 17
Purple Vest, 203

Q

Quality Assurance, 238
Quiet as a Mouse (druid), 29

R

Ranger
  The Bargain Hunter, 41
Rare Stockables Table (rogue), 48
Ratinim, 310, 312
Read Aloud
  The Aisle of Newfound Toys, 150
Read-Aloud
  The Court of Food, 106
  The Crown Floor, 109
  Victor's Secrets, 117
Recipe for This Caster (wizard), 56
Recounted story, 147
Reef Ridgerator, 203
Refined Palate (wizard), 56
Reliable Stocker (rogue), 48
Richard's Hunting Wares, 103
Rogue
  The Stocker, 46
Roombuddy, 267, 268
Rubber Duck, 313, 314

S

Sad, 322
Sauce Boss (sorcerer), 51
Saucerer's Flying Saucer (sorcerer), 51
Saucerer's Stone (sorcerer), 51
Scent of Zeffyra, 204
Sculpting Your Flesh, 110
Secret Sauce (sorcerer), 49
Sedanimal, 247, 248
Seers, 100
Self-Interest (cleric), 25
Senservant, 267, 268
Sentinel of Reez, 201
Shaker (encofement style), 32
Shameless Plug, 55
Sharpened Tongue (bard), 22
Sharpening File, 204
Shelf Gremlin, 317
Shelf Life (rogue), 46
Shiny New Toys, 151
Shop Lifters, 161
Shredding axe (barbarian, equipment), 20
Slomm, 99, 318
Slomm Slinger, 318, 319
Smells Like Home (druid), 29
Smog Cloud, 238
Snack Aisle, 149
Sniffer Rifle, 205
Soo Chal Justicé, 162
Soosan the Ostentatious, 290
Soosan The Ostentatious, 289
Sorcerer
  Saucery, 49
Sorta Beds, 175
Sorta Portable Campsites, 175
Soy Infectious, 295
Soylent Beans, 205
So You've Become Part of the Walmoria Family..., 59
Speaker Spider, 320
Spice Elemental, 276
Spindle Spider, 322
Spirits (barbarian), 19
Stereotypes
  Crown Management, 125
  Hellrats, 121
Stereotypes and Tropes
  Benne Jerryzet, 83
  Court of the Colonel, 85, 87
  Merchants of Murka, 123
  Pauladeens of Deliciousness, 89
  Shop Lifters, 164
  The Cult of Kaeren, 155
  The Manageri, 157
  The Night Shifters, 161
Stewer Beasts, 325
Stewer Croco-Dill, 325
Stewer Rats, 326
Stockable Items Table (rogue), 47
Stocker Features (rogue), 46
Stock or Steal (rogue), 46
Striking a Bargain, 99
Stuffed Companion, 112, 205
Stuffed Companion Heartstones, 112, 205
Suh'mores, 206
Super Shooter Fun Guns, 206
Sweet Murder, 219

T

Tall Hammertoe, 124, 327, 328
Tall's Tales, 124
Targeted Trend (warlock), 54
Tasting Beast, 333
Teen Rogue, 207
Teksass Trailhouse, 68
Tender, 331
Tenets of Deliciousness (paladin, deliciousness), 36
Tenets of Flavor (paladin, flavor), 39
Tezzla Bat-tery, 207
That's Not Just Spice..., 108
The Aisle of Newfound Toys, 150
The Amalgam Pizza Hovel and Taquito Chime, 72
Theaplex, 100
The Backreaches, 146, 159
The Backway, 114

The Benne Jerryzet Grand Parlor, 73
The Black Prairie, 135
The Blend, 277
The Board, 156
The Check-Out, 137
The City Never Sleeps (druid), 29
The Cornucopian Chantry, 86
The Cost of a Job Well Done (fighter), 32
The Courthouse of the Colonel, 71
The Court of Food, 105, 106
The Crown Floor, 109
The Crust District, 64
The Cult of Kaeren, 153
The Discount Gun Aisle, 151
The Essentially Oils Department, 142, 153
The Fathers, 81
The Flavor Savers, 64
The Forbidden Herb, 275
The Freezing Way (monk), 33
The Front Doors, 136
The Front-of-the-Store, 135
The Frozen Aisle, 148
Theft and the Shop Lifters, 164
The Gates of Exidor, 137
The Golden Don, 174
The Golden Scoop (monk), 35
The Hall of Living, 105
The Knights of Fierre Faction Opinion, 86
The Main Hall, 98, 122
The Manageri, 155
The Nightwatchman (barbarian), 20
The Pharmacy, 141
The Pits of Food vs Man, 71
The Rib Cage of the Titan, 87
The Salesman, 315, 316
The Secret Menu (oldbucks), 107
The Smile, 135
The Smoking District, 67
The Spicy Pepper, 107
The Tasting Beast, 87, 332
The Tissue Palisade, 162
The Tone Of My Voice (monk), 35
The Underhall, 113
The Warehouse, 152
The Well-Done District, 69
Thunderstruck (barbarian), 17
Tiny Tofooze, 292, 294
To-fu, 208
Tomes of Savings, 175
Tum Chums, 208
Tuppa's Chest of Wares, 208
Tuppa's Compact Furnishings, 209
Turkeydraught Whiskey, 209

U

uBreak, 238
Uncertain, 322
Unique Spellcasting Foci (druid), 29
Unrelenting Hunger (paladin, deliciousness), 38
Unwrapping, 239

V

Vampire Capitalist (warlock), 55
Vegivore, 307
Verified (bard), 23
Vermincelli's Memento, 210
Victor's Secrets, 116
Vinnie Onner, 121

W

Wagon Wrangler, 335
Wall of Fries, 240
Walmorian-Born
  Feature: Insider Trading, 11
Walmorian Brand Firearms, 152
Walrog, 138, 336, 337
Wand of the Confection Chef, 210
Warlock
  The Company, 54
Weapon of Choice of Flavors
  Carmelo Cronch, 35
  Chai Hulud, 35
  Muad Dip, 35
  Nia Palitan, 35
  Rocky Rhodes, 33, 35
  Strawtreides, 35
  Taiga Strype, 35
  Van Nilla, 33
Weapon of Choice of Flavors (monk), 33
Wet floor Sign (artificer), 16
What do ya' got there?, 267
What's In The Back?, 117
Whipped Peaks, 76
Wilbur Wendelseys Confectionary Consortium, 104
William Maize, 2
Wizard
  School of Gourmomancy, 56
Woodchipper, 240
World Famous, 340
Writterstorm, 241

Y

Yelling Means I'm Right, 339
Your Cult and You, 340

Z

Zeffyra, 110
Zera: Lady of War, 103
Zis-Ko Consortium Headquarters, 67

Random internet searches my party had to do because of this book



Notes

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Explorer's Guide to Wildemount Copyright 2020, Wizards of the Coast, LLC.; Authors Matthew Mercer, James J. Haeck, James Introcaso, Chris Lockey, Jeremy Crawford, Dan Dillon, Ben Petrisor, Kate Welch.

Xanathar's Guide to Everything Copyright 2017, Wizards of the Coast, LLC.; Authors Jeremy Crawford, Mike Mearls, Robert J. Schwaib, Adam Lee, Christopher Perkins, Matt Sernett, Ben Petrisor

Monsters of Murka Copyright 2020, Action Fiction.; Authors Jaron R. M. Johnson, Brad S.V. Roberts, CJ Thomas.

U.S. billionaires gained 1.8 trillion dollars in wealth during the 2020 global pandemic

That's $1,800,000,000,000.