The Seeker's Guide to
ENCHANTING
EMPORIUMS
ELDERMANCY
5E
COMPATIBLE

ELDERMANCY

CREDITS

Original Concept: Martin Hughes, Ona Kristensen
Lead Design: James J. Haeck
Writing Team: Anne Gregersen, Anne Smith, Austin Knight, Ben Byrne, Brooks Donohue, Carl Sibley, Crit Crab, Derek Hudson, Ethan Yen, Ginny Di, Jacob Budz, James J. Haeck, Joshua "HTTPaladin" Mendenhall, JVC Parry, Kelly McLaughlin, Lexi McQueen, Logan Reese, Martin Cahill, Martin Hughes, Montgomery Martin, Shawn Merwin, Taylor Navarro, Zac Goins
Editing: Matt Click, Joe Raso
Proofreader: Mishka Rae, Mitchell Brown
Art Direction: Ona Kristensen
Graphic Design: Martin Hughes
Cover Illustrator: Kme
Interior Illustrators: Anna Verhoog, Arthur Marques, Bianca Vrinceanu, Cainã L. Fontes, Devon Rubin, Elizabeth Peiró, Emanuel Silva, Felipe Pérez, Gaga Turmanishvili, Grzegorz Wlazło, Ignacio Corva, Kata Kemi, Kerstin Evans, Kme, Mariana Livraes, Martina Levrini, Mateusz Wilma, Omercan Cirit, Ona Kristensen, Patrycja Wójcik, Rafael Dantanna, Samantha B. Lucas, Toni Muntean, Will Hallett, Yara Abril
Cartographers: Ona Kristensen, Vita Naumavičienė
Product Design: Simon Sherry, Josh Orchard
Project Management: Joe Raso

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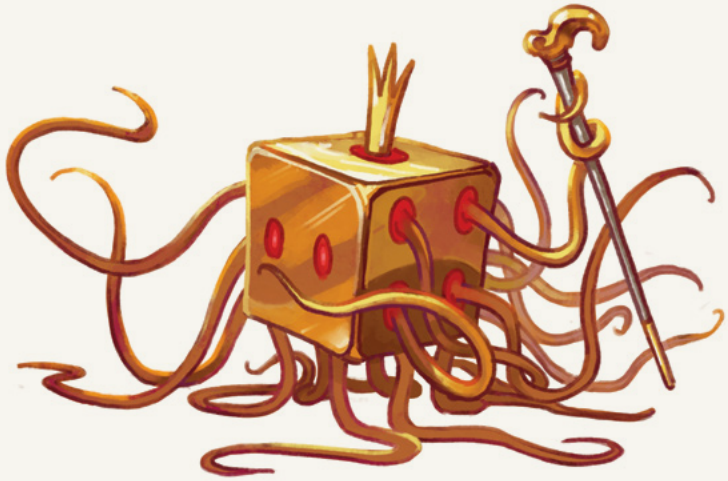

Ghostfire Gaming

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Production Studio

Head of Production: Simon Sherry
Lead Producer: Joe Raso
Principal Designer: Martin Hughes
Graphic Designer: Josh Orchard
Lead Developer: Mark McIntyre
Lead Game Designer: Shawn Merwin
Art Direction Team: Marius Bota, Matt DeMino, Ona Kristensen
Project Support: Ethan Yen

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INTRODUCTION

Let your brave adventurers lighten their load—or their pockets, at least. You need something for them to do with all that gold, right? Hundreds, no, thousands, no—hundreds of thousands of gold pieces, just sitting in their *bags of holding*, waiting to be spent. If there's no magic item shop in their campaign, what are they gonna spend it on? War elephants? Sailing ships? A stronghold they'll inevitably leave behind when they chase their next villain?

Magic item shops are where it's at, and the Seeker has crammed this book full of intriguing shops to visit, vibrant shopkeepers to fall in love with, and new magic items to acquire. These shopkeepers also provide quests and events to undertake to further their connection to the shop.

And if it's not brick-and-mortar shops you're after, there's a veritable army of wandering merchants with packs full of items and quests, too. These colorful souls can appear anywhere to liven up your next travel montage.

USING THIS BOOK

This book is a collection of modular magic item shops that you can drag and drop directly into your ongoing fifth edition campaign. The emporiums aren't just magic item shops—they're adventuring hubs for new quests, locations to explore, and new allies (or enemies) to make.

Each shop in this book has the following elements:

Shopkeeper. The shopkeeper is the star of the show! This character is an NPC with a personality and goals of their own. The shopkeeper has the potential to become a beloved recurring NPC in your campaign, especially if the characters come back to their shop again and again.

Shop Areas. The shops in this book are physical locations with maps and detailed areas. While you could treat each shop as a menu of items and prices, we've also given you the tools to make it an explorable space, complete with its own curiosities and, oftentimes, perils.

NPCs. A shop is nothing without its staff! A small gaggle of characters add depth, conflict, and variety to each shop.

Magic Item Catalogue. Each shop has a list of new magic items, along with prices for each. There's also a selection of classic magic items. Look online at ghostfiregaming.com for a complete catalogue of every magic item in this book—maybe your campaign could treat these emporiums as mail-order shops!

Quest Hooks. As the characters become more familiar with the shopkeeper and NPCs, they may have Quests to offer. These short story seeds provide enough detail and inspiration to allow you to expand them into full adventures that fit your campaign.

Events. What's a shopping trip without a little excitement? These Events are fully detailed encounters that take place entirely within the walls of the shop.

SETTING NEUTRAL MATERIAL

Most of the shops in this book are designed to fit into any fantasy setting with only minor adjustments. Use them in your home campaign, whether it's a published setting or a homebrew one! Several shops or wandering merchants are set in worlds that you might have explored in adventures and setting guides by Ghostfire Gaming, including:

- Grim Hollow (dark fantasy)
- Arora (post-apocalyptic survival fantasy)
- The Aetherial Expanse (high-magic pirates)
- Agents of the Empire (magitech spy thriller)
- Drakkenheim (gothic urban fantasy meets cosmic horror)

MONSTERS, MAGIC, AND MORE

When reading this book, you will often see text in **bold**, which indicates a monster or NPC whose stats can be found elsewhere, either in the fifth edition core rules, or in another book by Ghostfire Gaming, like *Grim Hollow: The Monster Grimoire*.

When you see text in *italics*, that means you're looking at the name of a spell (such as *hideous laughter*) or a magic item (such as *winged boots*). New magic items are always found in that shop's Magic Item Catalogue, while classic magic items can be found in the fifth edition core rules.

> *When you see boxed text like this, the characters have likely entered a new area or triggered an event. This text is meant for the GM to read or paraphrase aloud to the players to set the scene.*

INTRODUCING A SHOP

How do the characters find these shops in the first place? Some shops have a big reputation, meaning that you can seed rumors of their existence to the players.

But other shops are more exclusive. They might require characters to go on a whole adventure just to find the shop once they've heard rumors of its existence, or of the items it's supposed to contain. Other times, a shop extends invitations to the clients it wants to attract, so only characters who have accomplished great deeds are invited in.

Once you read about a shop and decide you want to use it, it's up to you how to place it in your campaign. Here are some ways to draw the characters to its front door; choose one you like that fits the tone of the shop, or create something new:

- A flyer advertising the shop's anniversary sale arrives at the characters' camp via courier.
- The characters accidentally discover the shop's entrance while fleeing or chasing a foe.
- The characters are advised to visit the shop by a wealthy patron, who gives them a stipend of gold to purchase supplies for a quest that they're being sent on.
- A shopkeeper has heard of the characters' reputation as adventurers, and personally invites them to the shop because they want to offer them a Quest described in that chapter.

BUYING MAGIC ITEMS

Every magic item in this book has a set price listed below it in the Magic Item Catalogue. There are a rare few items that can only be earned by completing a Quest or Event described in that shop.

Pricing Items

If you want to create new magic items for sale in that shop, or introduce a magic item from another fifth edition source to a shop, use the following prices and modifiers:

Magic Item Cost

Item Rarity	Base Cost
Common	50 gp
Uncommon	250 gp
Rare	2,500 gp
Very Rare	25,000 gp
Legendary	75,000 gp
Artifact	Priceless

Pricing magic items is more art than science—especially since every campaign's distribution of treasure is different. Each magic item can vary up to 50 percent lower or even up to 100 percent higher than its base cost. Good rules of thumb to keep in mind are:

- Does the item have limited uses, like a potion? If you think the item will be used up before it becomes outclassed, reduce its price by 50 percent.
- Does the item trivialize an element of the game? If any of the three pillars of the game (social interaction, exploration, or combat) are made easier by this item (like how a *carpet of flying* makes escaping land-based random encounters trivial), its base price should be raised between 25 percent (for trivializing small or insignificant encounters) to 100 percent (for trivializing major encounters).
- Does the item require major creativity to be powerful? *Marvelous pigments* can be used to enormous effect, but only by a highly creative player. Reward creativity by reducing such an item's base price by 25 percent.
- Is this item necessary to your game running smoothly? In a party without clerics, *potions of healing* are vital. In a party without a rogue, you might need a *chime of opening*. Give these items base price a 25-percent reduction.

Haggling

The first time the characters heft their bag of gold coins onto the shop counter and point to a gleaming suit of armor on the wall, consider letting them know that they can haggle with the shopkeeper—if they think that the shopkeeper is the type to haggle.

This book won't tell you directly whether a shopkeeper likes to haggle or not, or how much. That's a decision you get to make based on their personality. When a character goes to buy an item, they can make a Charisma (Deception, Intimidation, or Persuasion) check. This check has a variable DC, so the number they roll determines how big a discount they can get out of the shopkeeper.

Haggling

Charisma check result	Result
Natural 1	Shopkeeper irritated; price +10%
DC 5	Shopkeeper declines; no price change
DC 10	Shopkeeper amused; price -5%
DC 15	Shopkeeper charmed; price -10%
DC 20	Shopkeeper convinced; price -15%
DC 25	Shopkeeper astounded; price -25%
DC 30+ (or natural 20)	Shopkeeper enthralled; price -50%

NPC Dispositions

NPCs are sometimes described as having a certain disposition toward the characters, such as "Hostile," "Indifferent," or "Friendly." In general, this offers a streamlined approach to how the NPC treats the characters. Hostile NPCs are surly and possibly outright aggressive, whereas friendly NPCs go out of their way to help the characters, possibly even putting themselves at risk.

These dispositions also have mechanical effects:

- **Hostile:** The DC of all Charisma checks made to haggle or influence this NPC is increased by 5, and failing a Charisma check by 5 or more may cause the NPC to harm the PCs (at the GM's discretion).
- **Indifferent:** No effects.
- **Friendly:** The DC of all Charisma checks made to haggle or influence this NPC is decreased by 5.

FAVELL

HOUSE OF FAVELLI

When clothes don't work on you, my dear, ***you*** *end up working on* ***clothes.*** *It started with making things to fit my own needs, and now I've drafted, cut, and sewn everything from a fairy's armscye to a fire giant's inseam. I've appliquéd dragon scales and threaded needles with phase spider silk. My clients are highly discerning, and my waitlist is the length of a dragon's tail. Why? My dear, the answer is obvious: Favelli is the best there ever was.*

–Madame Favelli

For those with taste, the House of Favelli is the most legendary establishment in the world for tailoring and couture. Fabrics of exquisite quality and origin become personalized garments with passion and experience in every last stitch. The clothing lasts a dragon's lifetime, it is said, and can be outfitted with all manner of personal customizations to please even the most particular clients.

The Illustrious Madame Favelli has clothed queens and kings, sultans, suzerains, ministers, archdeacons, archmages, and college presidents, not to mention countless tastemakers and fans who recommend the Illustrious Madame's services to anyone in need. Although most of her clients occupy society's upper echelons, Favelli gives an audience to anyone able to afford her services — or who pique her interest with a new challenge.

Characters will likely hear of Madame Favelli and her shop from a well-heeled patron or ally. She does not advertise, nor does she need to; her clients' rave reviews garner her unrelentingly steady work. Her shop, deliberately off the beaten path, is usually only found by those who already know where it is and is only open by appointment. Characters hoping to visit must first figure out how to reach the shop, then have a plan to get the Illustrious Madame and her team to give them the time of day.

If the characters overcome these obstacles, the House of Favelli stands ready to bring their wildest sartorial dreams to life. Madame Favelli's selection of materials and the collective experience of her staff are unparalleled in all the realms, and she yearns for new problems to solve with her prodigious skill. A visit to the House of Favelli is not just a shopping trip but an opportunity to witness the pinnacle of couture tailoring.

MADAME FAVELLI

Lawful Neutral, Female Halfling Noble

Zimandra Dentrecasto Branavanti Oscurina Favelli Nero takes her work — her art, as she would correct you — extremely seriously. The Illustrious Madame Favelli's fame as a designer began with robes, leading to lucrative contracts with wizarding guilds and religious institutions. These contracts propelled her to further heights, designing high fashion for aristocracy and the nouveau riche. The name Favelli is synonymous with haute couture in all the great cities of the realm.

Although she stands just two-and-a-half feet tall, Madame Favelli makes up for her stature in both hairstyle and bearing. A soaring violet pompadopur nearly doubles her height, and a high-collared white robe trimmed in gold thread gives her the appearance of a priestess of a god of glamor. However, the leather bandolier, whose pockets are filled with pincushions, spools of thread, and fabric shears, makes it clear that Favelli still makes all her best garments herself.

History

Born to a family of halfling mummers, Favelli was exposed to halfling saga-plays from a young age. Her stage fright led her away from performance and to costuming. Her family's travels exposed her to myriad cultures and gave her opportunities to gain experience under innumerable masters. After hundreds of plays and thousands of costumes made, she needed a new challenge. A tearful goodbye and a business loan later, she settled in a great realm's capital city and styled herself the Illustrious Madame Favelli, opening the doors of her fashion house to the world.

Now well into middle age, Madame Favelli has built a reputation for excellence in the intervening years. The Illustrious Madame's intimate acquaintance with power players of all stripes has made her an invaluable asset, which may be why she has assiduously stayed so far out of the public eye.

Roleplaying Madame Favelli

When the characters interact with Madame Favelli, consider these roleplaying traits when deciding how they respond:

Personality Traits: "The line 'twixt cockiness and confidence is drawn in raw talent."
Ideal: "Style. Everyone deserves to look their best, but only some can afford it."
Bond: "Excellence is not a standard nor a promise — for me, to excel is to breathe."
Flaw: "Criticism needn't be taken seriously. I have no rivals, only pretenders to the throne."

The Illustrious Madame believes that she has earned every last iota of business that has come through her door with her own impeccable taste and ingenuity. She speaks to her clients in the third person and maintains a detached aloofness by simultaneously drafting designs in one of her hundreds of sketchbooks.

The only people whose own ingenuity she entertains are those she sees as suffering from the injustice of the clothing industry as a whole — people whose bodies or sensibilities are not accommodated by what can be found on the market. This side of her business is decidedly more private because it is produced at a loss for the House — but these clients are the only ones for whom she would consider extending a compassionate discount.

Deep down, however, the Illustrious Madame is still Zima, the bright-eyed little seamstress with something to prove.

Goals

Madame Favelli is a skilled couturier, but she also understands how to run a business, which means always having a next step.

Spreading the Word

Although the House of Favelli has a vice grip on the local market, the Illustrious Madame has long sought to extend word of her service to new markets—perhaps her childhood wanderlust manifesting in some small way. Anyone who presents an inroad to a new source of commissions, wealth, and prestige is at least entertained by the Madame or one of her staff. There's no such thing as too much business, after all — what else are waitlists for?

Her Own Worst Critic

Favelli disregards all critics — except herself. Although she sees her experience and creations as second to none, she is aware of the numerous techniques she has yet to master and the ideas she has yet to encounter. If presented with a new technique, material, or enchantment, she is an eager and diligent pupil.

The House of Favelli Staff

Despite the Illustrious Madame's best efforts, she cannot run her shop alone, and she has handpicked a staff of elite artisans to help her in her projects. Select shop staff are described more in "NPCs in the House of Favelli" later in this chapter.

- Dhavaak Bloodfang, Draper (Lawful Neutral, Male Half-Orc **Noble**), who abdicated his title to follow his true passion: textiles (see "NPCs in the House of Favelli" later in this chapter).
- Tackmin Spurs, Head Cutter (Lawful Neutral, Male **Deep Gnome**), bespectacled and dour, his speech as exacting as his chalk marks.
- Starless Sky, Robe Tailor (Chaotic Neutral, Female Catfolk **Spy**), a free spirit who sings to herself as she wields shears in one paw and a needle and thread in the other.
- Canter Meneon, Trouser Tailor (Lawful Good, Male **Centaur**), who has an easy smile and the only pair of pants fitted to a horse's body you've ever seen.
- Yen Tzaka, Shirt Tailor (Neutral, Female Dragonborn **Commoner**), a hulking individual with delicate and absolute control over her sewing needle.
- Aralypsis Penitence, Apprentice (Neutral Good, Female Tiefling **Acolyte**), the youngest member of the House's staff, always ready with a quick one-liner or magic trick for clients (see "NPCs in the House of Favelli," later in this chapter).
- Floorboard, Perfumier (Chaotic Good, Male Tengu **Spy**), a small, crowlike being who surreptitiously tries to gather clients' personal scents when they aren't looking.

Magic Item

Robe of Forms

Wondrous Item, Varies (Requires Attunement)

This hardy flannel robe, intended for outdoor wear, has colorful patches depicting a stylized animal on the front and the back. First made as a novelty for nobles to mimic the abilities of druids, these robes became symbols of influential aristocratic houses, and recently experienced a surge in popularity as they became available to a broader market. Once per day, while wearing the robe, a character can use an action to transform for a number of rounds equal to their level into the animal depicted on their robe.

This transformation is otherwise identical to the *shapechange* spell.

Many varieties of this robe exist; these are six of the most well-known, if not the most common. Varieties available may be contingent on local noble families and their respective heraldic beasts.

Robe of Forms Types

Type	Rarity	Price
Giant Crab	Uncommon	400 gp
Mastiff	Uncommon	400 gp
Giant Crocodile	Rare	3,500 gp
Owlbear	Rare	2,750 gp
Giant Ape	Very Rare	11,000 gp
Wyvern	Very Rare	12,000 gp

INSIDE THE HOUSE OF FAVELLI

Hidden in an alleyway in an artsy neighborhood of a great realm's capital city, this simple wooden door is adorned with only a letter F rendered in silver filigree, run through by a golden needle. A button on the doorpost — stylized as though it had been sewn there with thread — rings a bell within the building, and the door unlocks and opens inward to reveal a cozy, welcoming space belied by the rugged exterior.

House of Favelli Features

The House of Favelli interior has the following features:

Ceilings. The ceilings of this shop are 10 feet high, and its doors are 7 feet high, with smaller halfling-sized doors inset.

Doors and Walls. The shop's wooden interior doors can be locked from inside. To break down a locked door, a creature must use its action to make a successful DC 15 Strength check. A door has AC 13, 10 hit points, and immunity to poison and psychic damage. Its walls' statistics are identical but have 30 hit points per 5-foot section.

Light. Wall sconces provide clear, warm light throughout the building, and a large chandelier lights the foyer.

Areas of the House of Favelli

The following areas can be found in the House of Favelli.

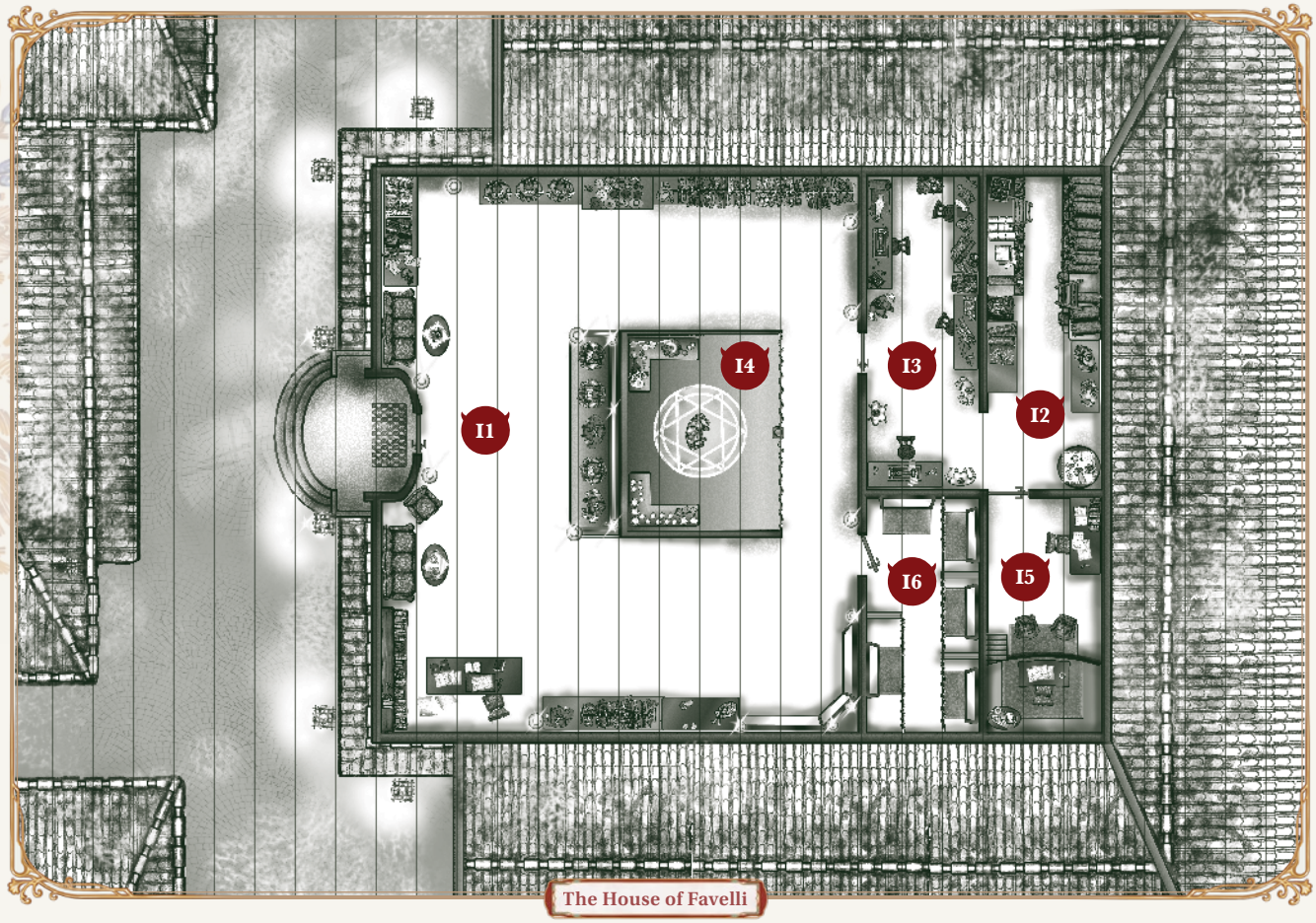
I1: Foyer

The first time the characters enter the shop, read or paraphrase:

> *You walk through the door, and the alleyway gives way to a large, well-lit space smelling of incense and cinnamon. A stately desk covered in drawing books overshadows two clusters of tables and couches. Along the walls are legions of mannequins in extravagant outfits. A three-section full-length mirror takes up a far corner.*

The first time the characters enter this shop, Dhavaak Bloodfang (see "NPCs in the House of Favelli" later in this chapter) sits at the desk, examining different fabric swatches with a jeweler's loupe.

Fragrances. A rack of tiny glass vials is adorned with a hand-painted sign: "Inspiration by Favelli." The perfumes and colognes are priced at 5 gp a vial, which contains 10 applications of the fragrance. A character who applies a unit gets advantage on their next Charisma check.



The House of Favelli

Mannequins. The five mannequins closest to the door are Constructs that only animate to apprehend anyone who draws a weapon on the premises or enters the shop without permission. The mannequins do not attack shop staff. A mannequin uses **animated armor** statistics with the following changes:

- Its AC is reduced to 14.
- It is vulnerable to fire damage.

I2: Fabric Room

> *This trove of textiles is organized into floor-to-ceiling shelves. A rolling ladder grants access to the highest tiers of fabric.*

This is where fabric is kept on-site. Dhavaak Bloodfang can speak to the qualities and provenance of any bolt on the shelves, which range in value between 20 gp for a bolt of wool to 200 gp for one of woven mithral.

I3: Workshop

> *This room is dominated by tables, upon which work the cutter and three tailors. Several dress forms show works in progress, and tools like shears and measuring sticks hang from a rack on the wall.*

Each table in the room is somewhat descriptive of the tailor it belongs to, with different styles of tidiness and organization (and vastly differing table heights) being visible. Favelli permits modifications to help each tailor function best.

I4: Enchanting Room

> *Central to this strong-scented room is a magical circle precisely burned into the floor. In the middle of the circle is a mannequin carved with runes. Two desks stand in the corners, with a complex alchemical set taking up the third and a table of tools and magical reagents in the last.*

This room is the domain of perfumier Floorboard and enchanting apprentice Aralypsis (see "NPCs in the House of Favelli" later in this chapter). It is where Favelli's magical garments are produced after being sewn together. Aralypsis writes and prepares spells at her desk, then casts rituals with the magic circle. Floorboard, who owns the alchemical tools, is responsible for the room's complex odor.

I5: Office

> *The back third of this room is a 3-foot dais, with stairs sized for a halfling leading up to it. A tea set with an ornate samovar stands in the corner of the dais.*

On the dais are set a halfling-sized chair and desk, with standard-sized chairs sitting off the dais facing the desk. In her own space, Madame Favelli insists on looking her clients in the eye.

I6: Fitting Rooms

Lush fitting rooms are outfitted with ornate mirrors and made private by velvet curtains.

Slim-Fitting Shirt

Wondrous Item, Rare (Requires Attunement)

Despite its name, this crisp linen shirt feels blousy when first donned. When the command word "dart" is uttered as a bonus action, your silhouette suddenly becomes so thin you can hardly be seen from the side, although from face-on, you appear unchanged.

The shirt was developed initially for master thieves aiming to slip through narrow gaps, such as between doors and their jambs or windows and their frames. When activated, you become flat enough to move through a gap of one-eighth of an inch in width. Your movement speed is reduced by half, and you can be knocked prone by any wind more significant than a gentle breeze. You have advantage on Dexterity (Stealth) checks when viewed from the side, and can be folded up as small as one-quarter your normal height without discomfort, though you're incapacitated until another creature unfolds you.

You are returned to your normal dimensions by uttering the command word "rip," or when you take any damage. Once you return to normal form, you can't assume flat form again until the next dawn.

Price: 3,500 gp

Magic Item

NPCs in the House of Favelli

In addition to the shopkeeper, the characters can meet the following NPCs in this shop. They may work in the shop, be regular customers, or do something else entirely. Some NPCs have quests to offer the characters (see "Quests and Events" later in this chapter).

Dhavaak Bloodfang

Lawful Neutral, Male Half-Orc ***Noble***

The tall, sinewy half-orc Dhavaak Bloodfang is the most tenured member of the current staff and the closest thing the shop has to an assistant manager. Dhavaak is often at the front desk, making him the first person most clients encounter upon entry. He evaluates clients before calling the Madame down from her office.

He dresses in immaculately tailored suits that sit perfectly on his broad frame.

Roleplaying Dhavaak

When the characters interact with Dhavaak Bloodfang, consider these roleplaying traits when deciding how he responds:

Personality Traits: "After thirty years, I've seen it all. Doesn't matter the problem, I've got the solution."
Ideal: "Professionalism. The client's happiness is our happiness."
Bond: "The shop comes first. We share the hardship so we may share the success."
Flaw: "Sometimes, I feel like the only person here with the bigger picture in mind."

Scion to the mighty Bloodfang Dynasty, Dhavaak left his palace at a young age to pursue the dream that he now lives. He makes himself a counterweight to the Illustrious Madame's grandeur and ego by staying grounded and relatable for the shop's clients and staff.

Aralypsis Penitence

Neutral Good, Female, Tiefling ***Acolyte****

After dropping out of a local college of wizardry, Aralypsis Penitence (Ari, to her friends) had only debt, a bit of natural charm, and unfinished studies to her name. Serving at a local tavern paid the bills, but Ari always wondered how she could put her knowledge to use. Only after Madame Favelli became a regular did Ari become curious about the world of couture. A friendship blossomed, and a job offer came soon afterward.

Though Aralypsis uses **acolyte** statistics, she draws her spells from the wizard spell list rather than the cleric spell list. Also, her Intelligence and Wisdom scores are swapped.

Roleplaying Aralypsis

When the characters interact with Aralypsis, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I get to meet people, help them feel confident, and fulfill their needs. This is a dream job."
Ideal: "Legacy. Someday, I'll have a spell and a garment named after me."
Bond: "I need to become the best enchanter I can be — I owe it to Madame Favelli."
Flaw: "The staff here needs to lighten up a bit. Why must we always be so serious?"

As the youngest person and most recent hire to Favelli's staff, Aralypsis brings a vibrant energy to what could otherwise be an austere space. Madame Favelli has deliberately set Ari away from clients to help her focus on her on-the-job study, but that doesn't stop the girl from taking breaks in the foyer and chatting up clients. Her garrulousness will likely get her in trouble someday; her tendency to discuss work outside of the shop violates a fundamental tenet of Favelli's: stay private.

Quests and Events

Madame Favelli has tried to make her shop self-reliant and she has mostly succeeded. However, there are some obstacles that even the Illustrious Madame herself cannot overcome, and for those, she begrudgingly asks those she trusts for help.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Appointments Only

Questgiver: A wealthy ally or associate of the characters
Quest Beginning: The ally asks the party for a favor
Suggested Level: 1st through 4th

The characters learn of the greatest clothier in the world, the Illustrious Madame Favelli, by an associate who dreams of having a garment made by her atelier. The problem is that Favelli only works on referral, and the characters' ally doesn't have one. The shop can only be found by those who already know where it is — thus the only way to get in is to follow someone there.

The characters hear of a young wizard, Aralypsis Penitence, who can't help but excitedly share her stories of working with the Illustrious Favelli to her friends. They can seek out Ari at the Fox's Fang, a tavern where she used to work and still regularly meets with her old coworkers. They can either engage her directly and try to earn her trust, or subtly tail her on her way to work and try their chances at getting seen with neither a referral nor an appointment.

A Stitch in Time

Prerequisite: Purchase at least one garment from Favelli

Questgiver: Madame Favelli
Quest Beginning: The characters enter the shop when it is in a state of frantic action
Suggested Level: 1st through 4th
Content Warning: Attempted assassination

Two wealthy clients of Favelli's, Dyfed Watkins and his fiancé Delwyn Thorne, are to be married today, and the work just finished on their outfits. The robes must be delivered across town in time for their nuptials, but Madame Favelli sees the situation—and the characters' sudden arrival—as an opportunity to test her new friends' mettle. The couple has countless backstabbing noble enemies who would do anything to sabotage their wedding, including killing the couriers and burning the garments.

Favelli gives the characters a map of the city and the venue's address, then tells them that the route and method are up to them as long as the goods are delivered in an hour. The time limit will be tricky during morning traffic, but it's far from the characters' biggest problem. Little do they know that to reach the wedding, they must escape a gauntlet of hired goons and killers.

Undercutter

Prerequisite: Complete at least two Quests

Questgiver: Dhavaak Bloodfang
Quest Beginning: The characters arrive at the House of Favelli in the immediate aftermath of a theft's discovery
Suggested Level: 5th through 10th

Although most ex-employees of the House of Favelli left on favorable terms, there are always exceptions. The elf Svalin Vesque, once undercutter to Tackmin Spurs, has opened his own tailor shop, and bolts of fabric have started to go missing from Dhavaak's stores ever since. Vesque was banned from the shop since his dismissal, suggesting he has a mole in the House…but who, and why?

Having dabbled in magic, Vesque used his arcane talents on one of the shop's mannequins. Now, at his command, the mannequin steals bolts of fabric and exits through a window, delivering the goods to Vesque before returning to the shop. The characters must catch it in the act and figure out how to implicate Vesque in the crimes.

In-Shop Event

This event occurs within the shop after the characters have made several visits. Perhaps they're picking up a garment when this event begins!

The Wrong Crowd

Prerequisite: Complete at least two Quests

Event Initiator: The Midnight Syndicate
Event Beginning: A bottle of alchemist's fire is heard crashing through an upper window
Location: Foyer
Suggested Level: 5th through 10th

The Illustrious Madame clothes high rollers of all stripes, including people who pay with ill-gotten gains. A dwarven crime kingpin named Big Sigrund Steelwhisker has bought his shirts and trousers from Favelli for a long time, but his requested turnaround time has grown shorter and shorter over the years. When the Madame denied his latest demand to expedite a commission, he promised a reprisal, and signs now point to an imminent attack on the House.

Sigrund's mob, the Gharz Dhavakhed (roughly translated as "the Midnight Syndicate"), is known for their ruthlessness. Five syndicate **veterans** led by a dwarf **medusa** and her pet **chimera** attack the House of Favelli, heralded by a flask of alchemist's fire before smashing through the front door. To save the House, the characters must help put out the fires and defend the staff from the mobsters, perhaps later taking the fight to the syndicate.

HOUSE OF FAVELLI
MAGIC ITEM CATALOGUE

The following magic items are available for purchase in the House of Favelli. All garments are custom-tailored, and new clothes can be made from scratch if desired.

Deepreach Culottes

Wondrous Item, Uncommon

Sewn from a plush, lustrous midnight blue silk, these flowy pants hold a secret: magical pockets deep enough to hold any object that can fit through their 12-inch-wide opening. Only one such item can be stored in the pockets at a time.

Only the person who stowed such an item can retrieve it. Although often found in the wardrobes of clowns and magicians, the pants are also ideal for smuggling weapons into buildings or storing tools for future use. Two copper pieces appear each sunrise in the buttoned coin pocket on the front of the pants.

Price: 350 gp

Mithralweave Raiment

Wondrous Item, Rare

This set of belted silver robes is made from mithral links so fine they flow like airy cotton. Even woven this finely, the weave can repel almost all strikes from sharp weapons, including swords, axes, and arrows – although it does little to absorb the impacts of blunt ones.

You gain a +1 bonus to AC while wearing these robes and have resistance to slashing and piercing damage.

Price: 2,500 gp

Boatman's Cloak

Wondrous Item, Rare

This hooded cloak, stitched of slick gray-purple kraken skin, features a curious design on the inside, looking almost like the ribs and spine of a fileted fish. While wearing the cloak, you are immune to exhaustion, disease, and being moved against your will when caused by storms or wet terrain. You also ignore the effects of difficult terrain created by water.

Additionally, you can speak the command phrase "set sail" as a bonus action, causing the cloak to form a boat by stretching taut as the ribs grow into rigid, curving spars.

In this form, the cloak is a Large boat that can hold up to three passengers or 500 pounds of material. The transformation can be undone by uttering the command phrase "drop anchor," returning it to the form of a cloak, disgorging all creatures and objects inside to the nearest unoccupied spaces within 5 feet of it.

Price: 700 gp

All-Weather Coat

Wondrous Item, Very Rare (Requires Attunement)

This shin-length, raglan-shouldered belted overcoat seems nondescript at first glance. Upon closer inspection, however, threads of blue, silver, navy, gold, and white have been woven through the rough, brown fabric — in daylight, it shimmers with subtle color.

This coat has 2 charges, and regains both charges each day at dawn. When a character wears it while outside, they can expend a charge to change the local weather in a 2-mile radius to any of the following: mild, heatwave, fogbank, thunderstorm, downpour, or blizzard. The weather takes 1 minute to fully change, after which it may be changed again, and the new weather lasts for 6d10 minutes before reverting to its original state before the spell was cast.

Furthermore, the coat is waterproof and maintains a comfortable temperature under all conditions.

Price: 12,000 gp

Trousers of the Jump

Wondrous Item, Uncommon

These trousers are crafted of supple black doeskin, with a striking white stripe zig-zagging down each side. Although they fit close to the body, they're light and comfortable. While wearing these trousers, you have advantage on initiative checks.

Additionally, when you make a Dexterity (Acrobatics) check or a Strength (Athletics) check involving jumping or leaping, you can roll 3d4 and add it to the total. Each time you use this trait, you roll one fewer 1d4. The number of d4s you can add to your check is restored to 3d4 at dawn each day.

Price: 800 gp

Oaf-Slapping Gloves

Wondrous Item, Uncommon (Requires Attunement)

Especially popular among the aristocracy, white gloves like these are a staple of courtly dress. Subtle gold lines weave around the gloves' wrists. When worn, these lines create a magic circle, allowing the wearer to separate their hands from their wrists and reach out to touch, grab, or even smack someone at range.

You can cast the *mage hand* spell at will with the following changes:

- The hands use your Strength score to make checks and determine what they can pick up.
- You can deliver spells with a range of touch with these hands.
- The two hands can act independently but can't be farther than 5 feet apart from each other.
- The spell lasts until you reattach your hands to your wrists.

While detached, your hands are Tiny Humanoid creatures. Each has 3 hit points and an AC of 13. A hand reduced to 0 hit points is severed from the spell and falls limp. Only *regenerate* or greater magic can reattach it.

Price: 600 gp

Classic Magic Items

Favelli doesn't sell magic items she hasn't crafted herself but knows dozens of other clothiers throughout the realms. She's happy to recommend the characters to someone who can craft them any Wondrous Item of clothing in the fifth edition core rules.

FORGE OF ASHEN HENGES

Deep, my child, deep in the woods beyond our village, is a ring of standing stones. They say the Nordenlanders gather there to dance like ghouls and sing like ravens at the witching hour, and smoke pours from the stones like they were the very fangs of Hell itself. There, the witches hammer blades, and the daemon bells ring 'til sunlight ... then silence, but for one last, bleak peal that rings hollowly 'til morn.

–Anonymous Storyteller

Long has the Bürach Empire (described in ***Grim Hollow: The Campaign Guide***) ruled the forest-folk of Nordenland. The maps of the realm and the high ivory towers of Erlefurt would have you believe the dark forests are the northern reach of their empire — but the trackless forestland and staggering bluffs are untamed by imperial blades. These wilds teem with flesh-eating spirits and Nordenlanders whose arrows yearn for Büracher blood.

In this land, the druids of the Ashen Henges breathe their forge-smoke into the moonlit skies. Here, souls of the departed are bound into blades and hammered into corslets and mail so that the fallen may fight forever. The arms and armor forged here yearn to accomplish deeds they could not achieve in life, and the druids of the Ashen Forge are more than willing to grant them a second chance by refashioning them into unthinking tools.

The archdruid of the circle, a hulking ogresh as wide as two men, does not balk at adventurers purchasing her druids' weapons and turning them to causes other than Norden freedom. Blades may be at a premium in the fight against Büracher hegemony, but as valuable as steel and souls may be, an adventurer's gold is more precious still.

ARCHDRUID GWAHERIS LARYEN

Chaotic Neutral, Female Ogresh Druid

Broad, powerful, cunning, a river of gold flowing to her people — these are the words used to describe the archdruid of the Circle of the Ashen Henge. To her foes, she may be a lumbering ogresh wreathed in fire and daemon-soot, but not to her people. To them, she is a pioneer of alloying souls with steel.

Any who enter her storefront at the foot of the Ashen Henge see her golden eyes glinting out of the soot-strewn darkness before her immense and powerful form approaches them, wreathed in white hair, dressed in a leather apron, homespun cloth, charms of bird skulls, and a crooked smile.

History

Northward, Valikan ships burn and pillage the Norden coastline, felling oaks as ancient as the roots of the earth to craft new ships. To the south, legions of Bürach pikemen run their deadly iron through the flesh of the Nordenland and raze entire forests with flame for fear of the shadows that flit between their boughs.

These dark times have lasted since the death of the gods, and unless something is done, they will continue until nothing remains of the Nordenland but blood-drenched soil. Decades ago, a fiery-tempered and idealistic Gwaheris Laryen, then a Smoke-Reader of the druids, foresaw this grim future in secret words written by the trails of smoke that rose from her circle's fires. She was her archdruid's right hand, supporting him all her life. Now, though, she and a small group of like-minded druids rejected neutrality in the face of the ravaging of their homeland. The archdruid would not act against the invaders that surrounded them, and so he had to die.

When Gwaheris Laryen raised the bloody head of her former archdruid above her and let his lifeblood paint her face, her circle nearly fragmented. Yet despite her brash and bloody actions, she knew how to change people's hearts. Druids that had for untold centuries tended to the Norden forests and sought balance with nature begged the woods for forgiveness, cleared its forests, and mined its earth themselves to fuel their forges. It was a temporary pain, the archdruid counseled sagely. A controlled burn that, while ugly now, would strengthen the forest for generations.

Their forges would birth armies. The souls of the dead — ally and enemy alike — would fight to defend Nordenland.

Roleplaying Gwaheris

When the characters interact with Archdruid Gwaheris Laryen, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I am the archdruid. Like the elder yew, I will live until I am felled. Now that I have this gift, I do not wish to lose it."
Ideal: "Survival. Act first, mourn later."
Bond: "Like the climbing vine, my druids seek the light, no matter what shapes it twists our trunks into."
Flaw: "The land gives life. My druids tend the land. Yet both are expendable here and now if it secures our future. Outsiders more so."

Gwaheris is a woman on a mission. Her role in a campaign may simply be to sell weapons and armor, and she is slow to trust any group of outsider swords for hire, even if one or more of them is Norden. Aiding her through the Events and Quests later in this chapter can earn her respect and even her trust.

Archdruid Traits

Gwaheris is a hulking seven-foot tall ogresh (a race described in *Grim Hollow: The Player's Guide*) but uses the statistics of a **bloodwood vine caller** (from *Grim Hollow: The Monster Grimoire*) with the following additions that increase her Challenge Rating to 9 (5,000 XP):

Creature Type. Gwaheris is a Medium Humanoid (Ogresh).
Languages. Common, Druidic, Giant.
Timeless Body. Gwaheris is 400 years old; for every 10 years that pass, her body ages only 1 year.
Mighty Spellcaster. Gwaheris can prepare and cast a 9th-level druid spell once per day. She typically has *storm of vengeance* prepared. Instead of a druid spell, she can prepare *symbol* or *imprisonment* with this trait.
Monstrous Form. As a bonus action, Gwaheris can transform into a **styrkvisnar**, replacing her game statistics with this creature's until its hit points are reduced to 0, at which point she reverts to her original form. This feature otherwise functions as a druid's Wild Shape. She can still cast spells from her original stat block in this form.
Legendary Resistance (3/Day). When Gwaheris fails a saving throw, she can choose to succeed instead.

The bloodwood vine caller stat block is included on page 23.

Goals

Gwaheris remade her old druidic grove into the Circle of Ashen Henges, which now thrums with industrial purpose.

Liberate West Nordenland

The Nordenland is divided into East and West. The western coastal province falls fully under the control of the Bürach Empire, while its eastern reaches are held by those who have refused the edicts of their green god Ulmyr. They believe in the Old Ways of the time before pantheons and emperors, resisting the imperial loyalists' unification of the country.

Restore the Corrupted Forest

Evil-eyed things peer from the shadows of the Norden forest — and even the trees gnash their teeth for want of human flesh to gorge themselves upon. It is the Great Beast which twists Nordenland's natural majesty into abominations. Gwaheris's ambition is not to fell the Great Beast, if indeed any mortal can, but to keep her homeland's corruption at bay.

Locate the Holy Artifacts

During the Gods' End, Norden druids believed that the four sacred artifacts held by Emperor Leopold I of Bürach could restore the gods' sanity. But the artifacts vanished without a trace, and now the gods are dead. Gwaheris is too practical to actively pursue the lost artifacts, but she has occasionally mused how she would use them against the empire.

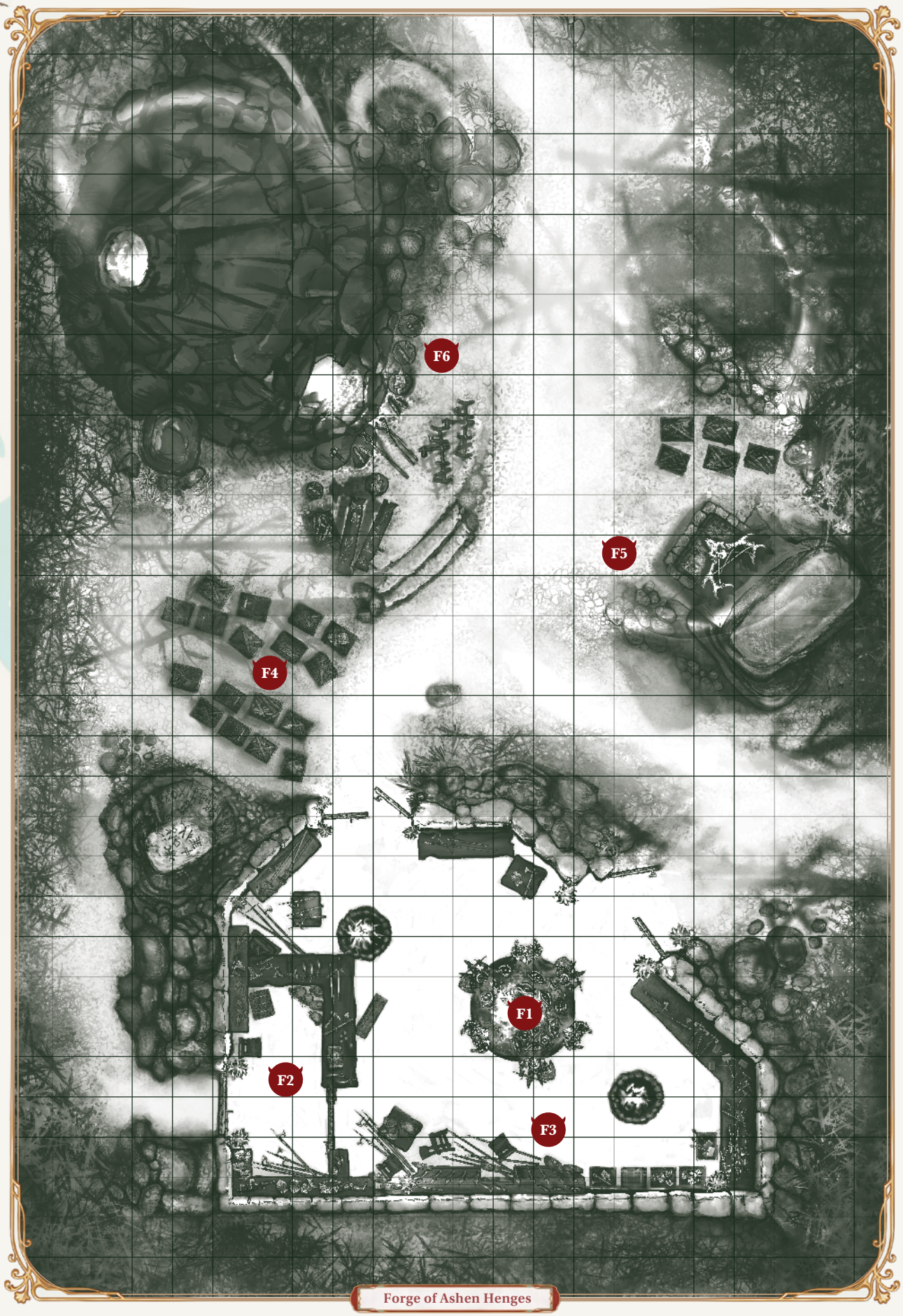
Druidic Aides

Other druids of the Ashen Henges tend to the day-to-day running of the Forge. Most of the druids of this circle are human or ogresh. In addition, 1d4 **bloodwood giants*** are present in the circle at any time.

The shop staff are described more in "NPCs of the Forge," later in this chapter.

- Kelleswaith (Lawful Neutral, Female Human **Druid**); as Gwaheris's Smoke-Reader, she is second-in-command of the Ashen Henge. She also runs the smithy when Gwaheris is away.
- Balyk Zantz (Chaotic Neutral, Male Ulmyrite **Downcast Sangromancer***): This would-be turncoat keeps his divine provenance a secret as he seeks to use Gwaheris's soul-steel to aid the Bürach forces in the West.
- Spirit of the Forge (Chaotic Evil **Forgeblight***); an elemental bound by Gwaheris to devour tormented souls and forge them into deadly steel.

*see *Grim Hollow: The Monster Grimoire*



1 square = 5 feet

Forge of Ashen Henges

INSIDE THE ASHEN FORGE

The Forge of Ashen Henges was built within an existing druidic stone circle. From the path approaching the Forge, the characters can see:

- **Area F1: The Stone of Witnessing.** A druidic standing stone emerging from the roof of a ramshackle shop clearly built around it.
- **Area F4: The Stone of Warding.** Crates containing weapons and armor beneath a standing stone.
- **Area F5: The Stone of Awakening.** A grisly druidic altar for performing Rites of Awakening upon soul-steel creations.
- **Area F6: The Devouring Forge.** The blazing, green-flamed maw of the Forge and its towering smokestack.

Beyond the map of this area are more standing stones and simple houses for the druids who tend the Forge.

Forge Exterior Features

Exterior areas of the Forge of Ashen Henges have the following features, unless noted:

Objects. This shop is filled with suits of armor, furniture, and other large items. A creature can share a space with an object to gain half cover. Most sizable objects can be flipped over as an action and used as three-quarters or total cover. Additionally, if a Large or larger creature attacks a creature sharing a space with an object, that object is knocked over and can be used as cover, at the GM's discretion.

Light. Flickering green torches line the path from the shop to the forge. Their illumination is instantly swallowed by forge-smoke, which chokes the air. During the day, all areas are lightly obscured. At night, all areas are heavily obscured.

Thick Undergrowth. All exterior areas without a path are covered in thick, coiling, thorned vines. These vines are difficult terrain and deal 1d4 piercing damage to a creature for every 5 feet it moves through them.

Forge Interior Features

The Forge's only interior area, the shop, has the following features:

Ceilings. The ceilings of this shop are 15 feet high, and its doors are 7 feet high.

Doors and Walls. The shop's wooden interior doors can be barred from inside. Breaking down a barred door requires a creature to use its action to make a successful DC 15 Strength check. A door has AC 13, 10 hp, and immunity to poison and psychic damage. Its walls' statistics are identical but have 30 hp per 5-foot section.

Light. Two large fire pits light this shop's main hall. At night, people carry candles while moving about the hall.

Areas of the Ashen Forge

The following areas are keyed to the map of this location.

F1: Stone of Witnessing

The first time the characters enter the shop, read or paraphrase:

> *You open the door to the ramshackle wooden shop and come face-to-face with a standing stone etched with Druidic glyphs and pictograms of eyes that give you the eerie feeling of being watched. The shop spreads outward beyond it, and several suits of gleaming, menacing armor stand on racks around the stone.*

The first time the characters enter this shop, it's tended by Kelleswaith Smoke-Reader (see "NPCs in the Ashen Forge," later in this chapter). She casts *invisibility* when they first enter the shop and sits silently in area F2 observing them, letting the dark, mystical atmosphere of the shop speak for itself.

Standing Stone. This druidic stone is a conduit that lets anyone who touches it and knows how to command it — achieved with a DC 20 Intelligence (Arcana) check — see through permanent *arcane eyes* Archdruid Gwaheris has created throughout Nordenland. These eyes are positioned near places that are (or were) imperial military camps and even within major cities like Erlefurt.

Armor. The five menacing suits of armor that stand watch at the front of the shop comprise five **animated armors** which are immune to the *banishment*, *detect magic*, and *heat metal* spells. They spring to life if the command word "Apprehend" or "Kill" is said in Druidic, followed by the name or description of a creature. Kelleswaith and Gwaheris use them to stop thieves. When reduced to 0 hit points, the animated armors become suits of *+1 plate*.

F2: Shop Counter

Once the characters move past the armor racks in area F1, or if they spend a few minutes examining the armor, read or paraphrase:

> *"Outsiders are rarely welcome in the home of druids." A woman's smokey voice floats from the darkness behind the shop counter, and her physical form emerges from the shadows moments later. A pale woman with ash-gray hair and a face painted with intricate red lines takes a long draw from a pipe the length of her arm and slowly exhales a cloud of smoke while keeping perfect eye contact. "But we make an exception for people who can pay. Common things are to the side … special items are behind the counter."*

This is Kelleswaith (see "NPCs in the Ashen Forge," later in this chapter). Despite her ominous greeting, she's fond of outsiders and is eager to raise money to fund their guerrilla war against the Bürach Empire. She can explain the history of the Circle of Ashen Henges (described in the "History" section, above) and tells it in a way that frames Archdruid Gwaheris as an innovator who has reimagined their traditions for this dark age.

Weapons on Display. The Forge's most common magic items are on display in area F3. If the characters ask about more powerful ones, the shopkeeper offers to show them, but only under her supervision.

Hidden Weapons. The most powerful magic items in this shop are kept behind the counter. All items in the New Magic Item Catalogue are individually stored in unlocked iron containers surrounded by barriers of magical force that can only be destroyed by a *disintegrate* spell or by disabling the magic of the Stone of Warding (see area F4).

F3: Weapon Racks

> *Dozens of blades are racked within the shop. They are functional weapons, far from elegant, yet each is veined with a dull green metal that glints with apparent malice in the lamplight. Also, several flat wooden crates sit half-closed beside the weapons.*

The weapons on display are *malcinder blades*. The nearby crates contain a dozen *hex-blazoned heaters* (see "New Magic Item Catalogue" later in this chapter for both). These simple magic weapons and shields are mass-produced here to outfit the guerrilla warriors in East Nordenland.

F4: Stone of Warding

> *A rune-graven stone towers above a pile of rain-damaged crates. A few boxes are open and in the process of being filled with blades and shields.*

The Stone of Warding is filled with druidic magic to defend the circle's precious objects. This spell-imbued stone creates the force barrier protecting the magic items in area F2 and the defensive charm protecting the forge-blight in area F6.

Dispelling the Stone. The spells weft through the Stone of Warding are variations of an *alarm* (a 1st-level spell affecting the stone), a *wall of force* (a 5th-level spell affecting area F2), and an *imprisonment* spell (a 9th-level spell affecting area F6). Casting *dispel magic* on the stone requires the caster to make an ability check with their spellcasting ability, possibly dispelling one or multiple magical effects based on the result.

Destroying the Stone. If the stone is destroyed, all of its magical effects end. The stone has an AC of 15, 120 hit points, immunity to poison and psychic damage, and vulnerability to bludgeoning damage. Once the stone is attacked, the alarm on the stone activates, alerting both Archdruid Gwaheris (in area F6) and Kelleswaith (in area F2). They attack, as described in **Quest: Death to the Archdruid**, later in this chapter.

F5: Stone of Awakening

> *An altar draped with green cloth, covered with iron filings, and watched over by an antlered elk skull sits beneath a standing stone.*

Once fresh steel has been shaped in the Devouring Forge, druid-smiths take their creations to the Stone of Awakening to unleash the power of the tormented souls within.

Imbue Power. Any creature with the Spellcasting trait can use the Stone of Awakening to cast *magic weapon* using one of their spell slots, even if they don't have the spell prepared. If the weapon targeted by that spell was forged with a soul in the Devouring Forge (area F6), the spell's duration increases to permanent and doesn't require concentration. The stone can let characters create more powerful magic weapons at the DM's discretion.

Dispelling the Stone. Like the Stone of Warding, this stone's magic can be broken with *dispel magic*. Its power is equivalent to a 7th-level spell.

Ulmyr's Eye

At the founding of the Bürach Empire, each of the four gods gifted the new emperor a sacred artifact brimming with their divinity. Religious texts claim Ulmyr plucked one of their eyes as a gift for the first emperor. With it, Emperor Indorius I and his descendants would act with a measure of Ulmyr's foresight and wisdom. The eye was kept inside the Sovereign's Orb, a golden reliquary inlaid with jewels mined from across Bürach, to remind the emperor of their duty to the realms they ruled. The eye within has a black sclera flecked with gold, a vibrant green iris that catches light like a gemstone, and a twitching optic nerve as fine as an angel's hair.

For a time, Bürach's emperors used the power of the eye to dominate Etharis. However, the divine essence within these relics were not isolated fragments but direct conduits to the omnipotent spirits of the gods, corrupted by the gods' fall to madness and ruin. During these dark times, Emperor Leopold was killed, and his assassins stole the four holy artifacts, which have vanished from history.

The Church of the Hearthkeepers, the state religion of the Bürach Empire, keeps forgeries of the four relics in the imperial palace while secretly seeking the originals. Despite the church's official word, many factions in Etharis suspect the truth and seek the missing relics to harness a fragment of the gods' lost power.

F6: The Devouring Forge

> *At the center of the druidic henge is a forge whose smoke-belching funnel towers above all the standing stones and whose mouth contains an inferno of emerald flames. Anvils, quenching troughs, and other smithing tools surround the forge's maw.*

The Devouring Forge is Archdruid Gwaheris's crowning achievement. The fire within is a **forgeblight elemental** (*see The Monster Grimoire*), trapped within using an *imprisonment* spell. She calls this being the Spirit of the Forge.

Spirit Communion. The Spirit of the Forge hates creatures of flesh and blood and will not speak to anyone who doesn't hint at freeing it, present a delicious spiritual offering, or make a successful DC 16 Charisma check.

Sacrificial Pyre. When the moon rises on a forge night, the Druids of the Ashen Forge bring prisoners from the Pit (area F7) to sacrifice to the fires. The bodies are hurled into the flames and instantly turned to ash — but their souls will burn hot and bright, imparting a howling fragment of a soul into 1d10 weapons or suits of armor per soul devoured, which can be brought to the Stone of Awakening (area F5).

These sacrifices disgrace the Druids of the Ashen Henges. Still, they accept their cruelty as a necessity to win their freedom from the imperial forces plaguing their homeland — and their shame winnows away into the dull throb of mundanity with each passing atrocity.

F7: The Pit

This area isn't shown on the map. Behind the Devouring Forge is a concealed trapdoor that leads to a grotto the druids simply call the Pit. This natural oubliette is where the druids keep Büracher prisoners of war. Times are so desperate that there are even one or two Nordenlander freedom fighters in the Pit, kept here because their wounds are too severe for them to ever fight again.

There are 2d4 prisoners in the Pit at any time. Their gear and a few belongings with sentimental value alone are kept in a locked chest, which requires a successful DC 17 Dexterity check with thieves' tools to unlock.

Grim Hollow Material

This shop references lore described in *Grim Hollow: The Campaign Guide*, races from *Grim Hollow: The Player's Guide*, and stat blocks from *Grim Hollow: The Monster Grimoire*. We trust you to make any necessary changes if you want to use this emporium outside of the dark fantasy setting of Grim Hollow!

Bloodwood Vine Caller

Huge giant, neutral evil

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	10 (+0)	16 (+3)	12 (+1)

Skills Perception +6
Senses passive Perception 16
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Bleeding Strikes. A creature that takes damage from the giant's Blood Spear attack must succeed at a DC 14 Constitution saving throw or gain the Bleeding condition *(see Grim Hollow: The Campaign Guide).*

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Innate Spellcasting. The giant's spellcasting ability is Wisdom (spell save DC 14). The giant can innately cast the following spells, requiring no material components:

At will: *barkskin* (self only), *druidcraft, poison spray* (at 5th level), *spare the dying*
3/day each: *entangle*
1/day each: *blight, detect poison and disease, faerie fire, find traps, pass without a trace*

Actions

Multiattack. The giant makes two Blood Spear attacks.

Blood Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 15 ft. or range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Bloodvine. *Ranged Spell Attack*: +6 to hit, range 60 ft., up to three targets. *Hit:* 16 (2d12 + 3) piercing damage, and the creature is poisoned for 1 minute. The target can make a DC 14 Constitution saving throw at the end of each of its turns. On a success, the target is no longer poisoned.

Reactions

Bloodvine Drinker. If the giant damages a target with a Bloodvine attack, the giant regains 10 hit points.

NPCs in the Ashen Forge

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have Quests to offer the characters (see "Quests and Events," later in this chapter).

Kelleswaith Smoke-Reader

Lawful Neutral, Female Human ***Druid***

Kelleswaith — Kel to her friends — is Archdruid Gwaheris's right hand. Kelleswaith is a model lieutenant. While she disapproves of Gwaheris industrializing their druidic circle and feeding souls to the Devouring Forge, she ignores those feelings. She joined the druid circle just a few years before Gwaheris took power and knows many East Norden warriors currently fighting for freedom. She agrees that liberating West Nordenland from Bürach's control is vital, and she is fundamentally loyal to her archdruid, especially when she is rewarded with comfort and authority for it.

The role of Smoke-Reader is one of the oldest and most revered positions within Kelleswaith's druid circle. Long has the circle's Smoke-Reader divined the future from the curls and patterns of smoke rising from the controlled burns the Ashen Circle once made in the Norden forests. Now, she looks to the smoke of the forge for portents, and every day, she sees signs of doom from the forge. So devoted to her archdruid is Kelleswaith, however, that she reads these portents as a sign that they must continue fighting against the Bürach Empire, lest the doom she reads come to pass.

Roleplaying Kel

When the characters interact with Kelleswaith, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Things may be dire these days, but I have to laugh to keep it together. A little theatricality makes a dark day brighter!"

Ideal: "Loyalty. If we break ranks and pursue our own ideals individually, our enemies will pick us apart like a fox hunting lost hens."

Bond: "Archdruid Gwaheris is my leader. She's strong, kind to her people, and ruthlessly dedicated to her cause. I live in awe of her."

Flaw: "I love my people so much. I don't know if I can be as steely as Gwaheris. I wish I could be that strong, but I know I can't…"

Kelleswaith eagerly befriends any character that shows loyalty to her archdruid and the East Norden cause. However, characters who confront her with the fact that East Norden warriors are being sacrificed to the Devouring Forge (see area F7) can make a successful DC 13 Charisma check, breaking her devotion on a success. In that case, she becomes an ally of any characters trying to depose the archdruid.

Where is Kelleswaith?

The first time the characters visit, she tends the shop (area F2). On future visits, she hammers blades at the forge (area F6).

Alignment in Grim Hollow

Grim Hollow is a dark fantasy setting ravaged by war and supernatural devastation. It's expected that even heroic characters must often choose the lesser of two evils. Likewise, NPCs may do terrible things for sympathetic reasons, and the players must decide whether the ends justify the means. Except for supernaturally good or evil creatures, or the most irredeemably vile or incorruptibly pure NPC, most NPCs in Grim Hollow have a neutral moral alignment, as they're capable of good or evil.

Balyk Zantz

Chaotic Neutral, Male Ulmyrite ***Downcast Sangromancer*** *(see The Monster Grimoire)*

Balyk Zantz is one of the downcast — a former angel rent into mortal form following the death of the gods they attended. As an immortal, Balyk served the god Ulmyr, a patron deity of the Norden people when they converted from the so-called pagan ways to the Bürach Empire's faith.

Balyk is panicked by his mortal lifespan. He arrived in the Circle of Ashen Henges in disguise as a mortal Nordenlander, and he heard of the archdruid's passing desire to find the sacred artifacts and use them against the Bürach Empire. Balyk believes — with a zealot's arrogance — that he could use his celestial blood, the Devouring Forge, and *Ulmyr's Eye* to revive his dead god and restore his immortality. The eye's powers of farsight are inconsequential to Balyk. Its only value is the fragment of Ulmyr's divine essence, which he prays it contains.

He frequently volunteers to leave the circle to capture prisoners of war and uses his time in the field to search for leads towards the eye. He also secretly feeds intelligence about freedom fighter troop movements to Bürach's command in Erlefurt in hopes of ending the war quickly so that the chaos of battle won't interfere with his desperate hunt.

Roleplaying Balyk

When the characters interact with Balyk Zantz, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I have more important tasks eating away at an ever-shortening lifespan. Talk to me about the eye or begone."

Ideal: "Personal Gain. I have neither malice nor benevolence in my heart. All that matters to me is restoring my immortality and, in doing so, my god. I will do as much good and as much evil as I must to achieve this end."

Bond: "I have what you might call a bond with the Bürach Empire. Their people worshipped Ulmyr before the fall. I could call a Büracher a friend."

Flaw: "I am aware that I am not enjoying the sensual blessings of this brief, brutish mortal life. It matters not. The eternal stability of immortality is superior."

Balyk has no use for friends, but he does have use for allies. If the characters help him find *Ulmyr's Eye* (see page 22), he will gladly help them overthrow the archdruid and claim the Devouring Forge for himself.

Where is Balyk?

The first time the characters visit, Balyk enchants blades at the Stone of Awakening (area F5). On future visits, there is a 75 percent chance he's out in the field, hunting for the *Ulmyr's Eye (see the sidebar found earlier in this chapter)* and retrieving prisoners for the Pit.

Heinrich Urban

Lawful Neutral, Male Human ***Veteran***

A soldier of the empire through and through, Heinrich Urban was captured by a commander of the Nordenlander brigade named Elzbieta Baranek in a surprise attack in the woods not far from here. He was brought to the Pit by Balyk Zantz and remains imprisoned there (area F7). He longs to escape this "cult of insane druids" and return to Erlefurt, where he hopes he can reunite with his wife and children.

Elzbieta Baranek

Chaotic Neutral, Female Half-Orc ***Gladiator***

Elzbieta was once a commander of a brigade of freedom fighters. However, she was gravely wounded in battle by a Büracher soldier named Heinrich Urban. Her leg is now horribly infected, and if it isn't amputated, the wound will kill her a week after the characters first meet her.

Elzbieta doesn't expect to escape, but if she meets the characters, she believes she can at least get vengeance on the "traitorous, lying druids" who make sacrifices of her wounded kin.

Quests and Events

The quests and events detailed in this shop are specific to Etharis, and may need alteration to work if you use this emporium in another campaign setting.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Quest: Blades of the Revolution

Prerequisite: Questgiver is asked about the purpose or history of the Forge

Questgiver: Kelleswaith or Gwaheris
Quest Beginning: Gwaheris tasks the characters with delivering weapons to Norden freedom fighters
Suggested Level: 1st through 4th

The Ashen Forge exists to arm Norden guerrillas, but its druids are not warriors themselves. Gwaheris gives the characters each a *malcinder blade* and *hex-blazoned heater* if they transport a shipment of fifty such blades and shields through the dark woods to a guerrilla camp.

Two **druids** from the Ashen Circle join them. Along the way, they are attacked by an **awakened tree** clung to by ten **grippers** (see *The Monster Grimoire*) and followed by two **swarms of grotesquerie minions** (see *The Monster Grimoire*).

The characters are invited to spend the night in the guerrilla camp. Soldiers keep watch over the threatening forest, but the evil approaching isn't aberrant monsters; it's men. At dawn, the camp is ambushed by Bürach soldiers from Erlefurt, and the camp explodes into chaos.

Quest: The Eye in the Walnut

Questgiver: Balyk Zantz
Quest Beginning: Balyk tells the characters a tale of *Ulmyr's Eye*
Suggested Level: 5th through 10th
Content Warning: Fantastical madness

Balyk Zantz does not hide that he seeks the lost artifact *Ulmyr's Eye* (see page 22). Archdruid Gwaheris allows him to indulge his foolishness so long as it doesn't interfere with his work. When he meets the characters, he asks if they know the history of this artifact, and describes it to them if they don't. He urges them to watch for the telltale signs of someone afflicted by its power, for one might use it without knowing its true nature:

- An addiction to the worldly knowledge granted by the eye's farsight.
- Manic, obsessive artistic creativity.
- Paranoia — the eye is sought by many who would kill for its power.

He urges them to find him if they ever find the eye, for he believes he can use it to save the Bürach Empire.

At some point after learning this information from Balyk (or perhaps before!), the characters meet an NPC who displays these symptoms in a remote corner of the Bürach Empire. This NPC could be a new character of your own creation or one of the following:

- Professor Terrence Myron von Küfen (described in a later chapter), a Morencian academic and magizoologist and not a slayer of beasts. He hasn't researched it much and thinks *Ulmyr's Eye* is a particularly unusual *Eye of the Aether Kindred* that helps him observe monsters from afar.
- Kaine Gundrig, a Castinellan human who once served the Arcanist Inquisition, now a bandit and a heretic. He looted *Ulmyr's Eye* from a trade caravan. He wants to be free of an assassin hired to kill him, Alister Gaunt, the "Mad Jester."

Regardless of who possesses it, they do not know the true nature of *Ulmyr's Eye*. It changed hands many times as it slipped through the pages of history, leaving suffering and divine madness in its wake. Its golden casing, the Sovereign's Orb, has long since been dismantled and pawned, and the eye itself is kept in a walnut shell. They may not even be aware that it's the eye itself granting them farsight. They might not even use its farsight consciously—instead, seeing visions in their dreams.

Finding the artifact should be a remarkable event. *Ulmyr's Eye* is exceedingly powerful and details of its abilities are beyond the scope of this text. Should you allow the characters to find the artifact, Balyk will sense it if the characters return to the Forge. He intends to feed the Eye to the Devouring Forge to comingle this fragment of Ulmyr's divine spirit with the Spirit of the Forge. He believes this will be the first step to resurrecting Ulmyr.

However, Balyk is wrong. Completing his ritual will invoke terrible suffering and should be a cataclysmic event including the summons of a **caprathorn** (see *The Monster Grimoire*) overseen by the hulking presence of the Great Beast watching the resulting carnage with unsettling silence.

Quest: Mystery of the Druids

Prerequisite: Haven't yet visited the Pit (area F7)

Questgiver: Elzbieta Baranek
Quest Beginning: A prisoner dying of a gangrenous leg finds the characters
Suggested Level: 1st through 4th
Content Warning: Dismemberment, infection

You can use this Quest to lead the characters to this shop for the first time and to raise suspicion of it from the beginning. Or it can be used to introduce the mystery of the Pit to characters after they've visited the shop previously.

Elzbieta Baranek (see "NPCs in the Ashen Forge," earlier in this chapter) has managed to escape the Pit and is fleeing. However, her injured leg is infected, and she is close to death. She finds the characters by chance just before she dies, and she has five levels of exhaustion. She babbles: "You must find the druids' forge. I was in the Pit. They're killing us. Even the ones they say they're trying to save. Please…" If the characters ask any follow-up questions, she tries to rise to her feet to look at the characters, but the exertion causes her to gain a final level of exhaustion, and she dies.

Casting the *lesser restoration* spell on her ends the disease and prevents her from gaining more levels of exhaustion. If she lives, she can lead them back to the Forge in secret once she's healed, and will join them as an ally (see **Quest: Death to the Archdruid**, below).

Quest: Death to the Archdruid

Prerequisite: Befriended Balyk or saved the prisoners in the Pit (area F7)

Questgiver: Balyk Zantz, Heinrich Urban, or Elzbieta Baranek
Quest Beginning: One of the Quest-givers meets with the characters in secret
Suggested Level: 5th through 10th

This Quest is for characters who have allied with NPCs that want to overthrow Archdruid Gwaheris and take control of the Ashen Forge. Whichever NPC the characters are closest with approaches them in secret and arranges a plan with them — and whatever NPCs they want to integrate into their group — to ambush the archdruid and kill her.

On her first turn in combat, Archdruid Gwaheris calls for aid; her voice can be heard for a mile around. If Kelleswaith is loyal to her, she rolls initiative immediately. Additionally, the 1d4 **bloodwood giants** (see *Grim Hollow: The Monster Grimoire*) roaming the woods around the druid circle arrive on initiative count 20 of the next round, then roll initiative.

Once Gwaheris is reduced to half her hit point maximum, she rushes to the Devouring Forge (area F6). While she's within 20 feet of the forge, her spells and weapon attacks deal an extra 7 (2d6) radiant damage.

When Gwaheris dies, any of her surviving allies temporarily cease fighting. The characters can attempt to make a DC 20 Charisma (Intimidation or Persuasion) check to get them to lay down their arms for the good of their circle. Most of the druids are eager for a return to their old ways, and checks that appeal to dismantling the forge have advantage.

Quest: Death to the Downcast

Prerequisite: Completed **Quest: The Eye in the Walnut**

Questgiver: Gwaheris
Quest Beginning: Gwaheris approaches the characters, suspicious of Balyk
Suggested Level: 5th through 10th
Content Warning: Betrayal, cold-blooded murder

Archdruid Gwaheris has been growing suspicious of Balyk Zantz for some time now. She allows him to continue his hunt for *Ulmyr's Eye* without interference to keep him from realizing she suspects anything. However, if the characters become close enough with him to not just seek out *Ulmyr's Eye* but to give it to him, she intervenes as soon as she finds them.

She urges them to use his trust to learn what he intends to do with the eye and, if his intentions are dangerous to Circle of Ashen Henges, to murder him. If they attack, they can signal her to join the fight, and she will aid them.

If the characters press Balyk about his intentions with the eye and make a successful DC 15 Charisma check, he reveals his intentions and urges the player characters to help him.

Grim Hollow Monster Replacements

If you don't have access to *Grim Hollow: The Monster Grimoire*, the consider using the following monster stat block replacements:

Grim Hollow Creature	5e Alternate Monster
bloodwood giant	hill giant
caprathorn	pit fiend
downcast sangromancer	archmage but limited to casting spells of 7th-level or lower
forgeblight elemental	fire elemental
gripper	2 awakened shrubs
styrkvisnar	chimera
swarms of grotesqueri minions	swarm of insects

FORGE OF ASHEN HENGES
MAGIC ITEM CATALOGUE

This shop primarily crafts *+1 weapons*, *malcinder blades*, and *hex-blazoned heaters* for captains of Norden guerrilla brigades. Other items for sale here are prototypes made for Norden champions. The druids are happy to sell them to adventurers to fund the war.

Malcinder Blade

Weapon (Any Slashing or Piercing), Uncommon

The soul-infused steel of this magic weapon pulses with sickly emerald veins. Once per turn, when you hit a creature with this weapon, you can force it to make a DC 11 Wisdom saving throw. On a failed save, the creature takes 1d4 radiant damage and is marked with a Malcinder Hex. At the end of its next turn, a marked creature takes 2d4 radiant damage, and the Malcinder Hex disappears.

Your attacks with this weapon also deal an extra 2d4 radiant damage to creatures marked with a Malcinder Hex.

Advanced Weapon. This weapon is an Advanced Weapon (see *Grim Hollow: The Campaign Guide*). When purchased, choose for it one of the following Advanced Weapon properties: Brutal, Guard, or Swift.

Price: 500 gp

Advanced Weapon Properties

Brutal. When you score a critical hit against a creature, you can roll one additional damage die when determining the extra damage the target takes.

Guard. If you did not move on your last turn and a hostile creature moves within your reach, you can use your reaction to make a weapon attack against that creature. If the attack hits, it deals no damage, the creature immediately stops moving, and its speed becomes 0 until the end of its turn.

Swift. When you miss with an attack, you gain advantage on the next attack roll you make with the weapon against the same target.

Hex-Blazoned Heater

Armor (Shield), Uncommon

The soul-infused steel of this magic kite shield is emblazoned with a hex glyph that pulses with sickly emerald light. Once per turn, when a creature within 30 feet of you misses you with an attack, you can use your reaction to force that creature to make a DC 13 Wisdom saving throw. On a failed save, the creature takes 1d4 radiant damage and is marked with a Malcinder Hex. At the end of its next turn, it takes 2d4 radiant damage, and the Malcinder Hex disappears.

Price: 400 gp

Fusillade of the Lone Warrior

Weapon (Javelin), Uncommon

This javelin is tipped with black iron that gleams with emerald veins and has a bushel of black feathers tied to its butt.

Fusillade Throw. Once per turn, when you make a ranged attack with this magic weapon, you can cause it to burst into three copies of itself. Choose two creatures that are both within 30 feet of the original target and within 30 feet of you. Make a single attack roll, which applies to all three targets of this attack, and roll damage separately for each hit.

Recovery. Only one of the three copies has the tail of black feathers. This javelin is crafted with ten feathers, and one of the feathers burns away each time its Fusillade Throw trait is used. Once all the feathers burn away, it loses that trait and becomes a *+1 javelin*.

Price: 450 gp

Armor of Iron Thorns

Armor (Medium or Heavy, but not Hide), Rare (Requires Attunement)

This suit of magic armor's limbs are coiled with thorny iron vines. As a bonus action, when you grapple a creature, you can animate the iron vines and coil them around the limbs of your target. The target takes 1d4 piercing damage when it's first coiled. A Fey creature takes 2d4 piercing damage instead.

As an action on your turn, you can cause the vines coiled around a creature to slither off your armor and bind it completely. The creature must make a DC 15 Strength or Dexterity saving throw (its choice). On a failure, a creature is restrained and takes 2d4 piercing damage at the start of each of its turns (or 4d4 piercing damage if it's a Fey creature). It can repeat this save again at the end of each of its turns.

Price: 4,000 gp

Wrathal Helm

Wondrous Item, Rarity Varies (Requires Attunement)

This helm is shaped like the snarling head of a wolf and has an emerald gem embedded in its forehead. You have a +1 bonus to AC while wearing it. When you take damage, you can use a reaction to charge an equal amount of damage as radiant flames within the emerald gem up to a certain maximum.

Wrathal Helm Rarities

Rarity	Maximum Damage
Rare	5
Very Rare	15
Legendary	30

If you deal radiant damage before the end of your next turn, you deal additional radiant damage equal to the amount stored in the gem. Unspent damage stored in the gem dissipates at the end of your next turn.

Price: 1,500 gp (rare), 15,000 gp (very rare), 75,000 gp (legendary)

Malcinder Breastplate

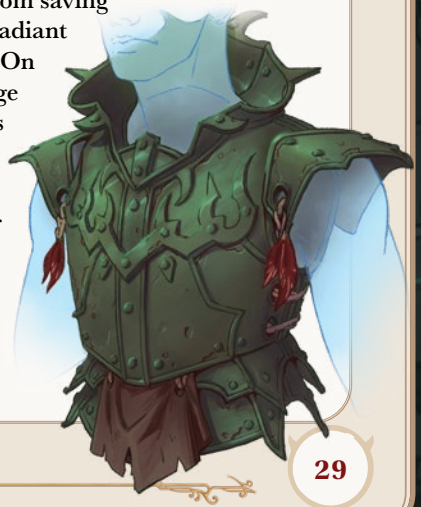
Armor (Breastplate, Half-Plate, or Plate), Rare (Requires Attunement)

The thrill of bloodshed lights a profane flame of sacrifice within you. You can activate this armor as a bonus action in combat. While activated, you take an additional 1d4 radiant damage whenever you take damage from an attack. However, you also gain the following traits:

- Your AC increases by 2.
- When a creature within 5 feet of you hits you with an attack, it takes 1d4 radiant damage.
- Your weapon and spell attacks deal an additional 1d4 radiant damage.
- As an action, you can create a burst of pale flames. Creatures within 30 feet of you must make a DC 15 Wisdom saving throw. On a failed save, they take 4d4 radiant damage and gain a level of exhaustion. On a success, they take half as much damage and aren't exhausted. Once you use this action, you can't use it again until you activate the armor again.

The armor remains active for 1 minute or until you end it early as a bonus action. You can't activate the armor again until you complete a short or long rest, or until you kill a Humanoid creature.

Price: 5,000 gp



BLADES OF GLORY

"No greater honor than a life lived on the edge of a blade. No greater glory than a death received from an equal. In between the two, ideally, is comfort. And, for the very best, luxury. Luckily for you, luxury is our specialty."

–Aetheldern Arrack, the Blade of Glory

Adventuring is a risky business. Most who undertake it are undertaken themselves before the year is out. For those who live longer, mere survival is the best for which they can hope. But for the select few whose devious cunning and propensity for violence is enough to bless them with long and prosperous careers, the wealth and fame they earn is enough to make their suffering worthwhile. These people are the best of the best, invited to the Blades of Glory, a storied guild of legendary adventurers.

The Hall of Blades is built in the heart of a capital city's business district, with black marble columns like a bank and gold-leafed friezes like a temple. Ostensibly, it's an inn. Some wealthy merchants and traveling nobles stay in its lower rooms, marveling at how the light of its lobby's crystal chandeliers glints on the black-green, adamantine-plated walls, unaware of the secrets these walls conceal.

Adventurers seem to all the world to be young upstarts eager for quick wealth, but the Blades of Glory are dignified and proud of their history. They present themselves as lowborn nobility, whose wealth is earned from their adventures rather than inherited. The Hall of Glory's rich mahogany furniture, historic tapestries, and impeccably elegant sense of style certainly give this impression. Those invited to the ranks of the Blades of Glory can partake in its trophy rooms, libraries, studies, parlors, taprooms, private lodgings, and armories. It is the one-stop hub for the adventurer of taste and prestige.

While its lowest floor is an expensive hotel, its upper floors are reserved for its truly powerful clientele of mighty adventurers. No one is permitted to know where this store is, but more to the point, no other is permitted to even know of it to begin with.

AETHELDERN ARRACK

Neutral, Female High Elf Paladin

The name of Aetheldern Arrack, the Blade of Glory, is remembered by the people of her nation with pride and veneration; she is an adventurer from of a previous age, whose wealth was gained from plundering tombs of ever more ancient ages. Her considerable strength has turned back conquering armies, rampaging monsters, and more—but no longer. She has been retired for over two centuries, and anyone who heard of her would believe she died on some distant battlefield or retired to some secret paradise of the elves.

In a way, that's true, though the paradise is one of her own making, decorated not with divine ambrosia but with the gold and relics she's plundered. Now, she supports other adventurers who seek the same glory she did.

Her retirement has done nothing to deter her from wearing armor over her clothing, nor has it stopped her from maintaining the muscle mass that she developed during those years. These aren't the only things to continue since her change of profession, either: her hair is still cut short to prevent it from being grabbed in battle, a knife made of magically reinforced platinum is still on a sheath at her stomach (which is frequently drawn and gesticulated with while talking), and even her smile looks menacing.

History

Several hundred years ago, Aetheldern was a gladiator who lived for her fans' applause. Over time, she desired greater accolades and turned her passion for violence into a passion for surrounding herself with trophies of her conquests. She made a happy living for herself alongside her fellow adventurers over six human generations in a guild called the Blades of Glory.

Her strength and fame only grew, even as her companions died and were replaced by lesser progeny. As the decades rolled by, her fellow adventurers became footnotes in her story, and Aetheldern herself became *the* Blade of Glory. She fought alone to destroy godlike foes and claim treasures from across the planes. Aetheldern took to these tasks with glee and found victory over all of them. It became less about obligation in her profession, less about the rewards for her violence, but about the unbridled joy she took from how great the fights were.

But even these fights lost their luster without her old companions. Aetheldern vanished from the solo adventuring life and founded a new Blades of Glory. She knew no one would ever be able to match her in prowess, but she could create a community so that no glory seeker would ever be alone.

Roleplaying Aetheldern

When the characters interact with Aetheldern, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Everything dies. It takes effort to keep going."
Ideal: "Glory. All the effort in the world is meaningless unless people give it meaning."
Bond: "The Blades are my people—all I ask is that they earn the privilege of my aid."
Flaw: "I'm simply the best, and I make sure everyone knows it."

Aetheldern is brash and often overbearing in trying to get adventurers to improve and do more. Since others are usually not as long-lived as her, she doesn't keep track of how long people typically live, only keeping in mind that their death is "imminent." She becomes anxious if guild members spend too long in the facilities without working.

Tonwick III

Aetheldern in Combat

Aetheldern is a paladin sworn to a glorious oath. She only enters battle when she has a chance to add to her glorious legacy, making her a selfish and single-minded combatant. She uses **solar** statistics, except her size is Medium, her type is Humanoid (Elf) rather than Celestial, and she lacks the Divine Awareness trait.

Goals

The guild master of the Blades of Glory doesn't run this establishment just to make money; she has a purpose.

A Happy Retirement

Aetheldern's most straightforward desire is to live out her retirement in comfort and luxury. Running the Blades of Glory helps her do so while still feeling useful.

A Blade to Surpass the Blade

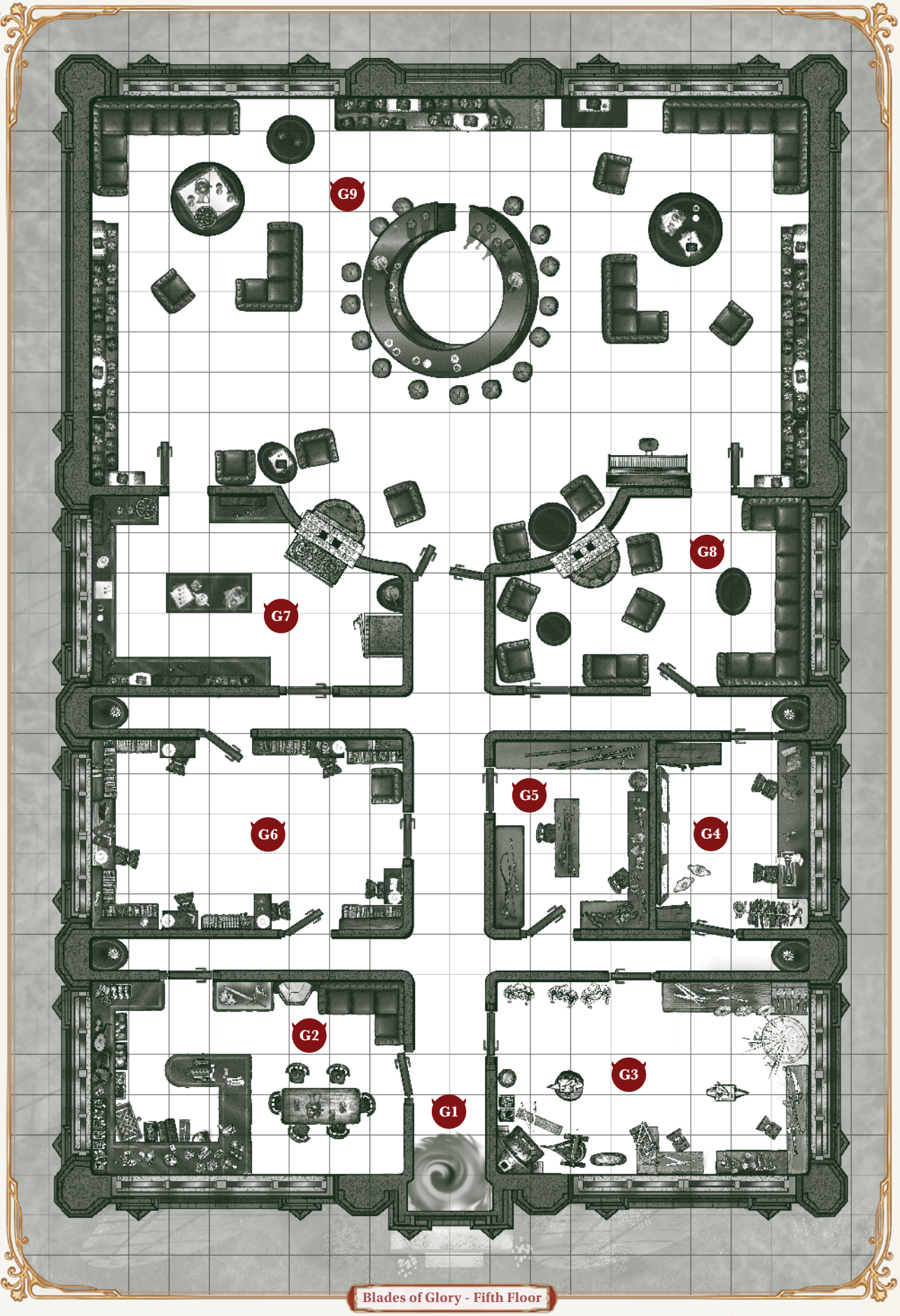
Aetheldern secretly hungers for defeat by a worthy foe — not death, mind. She wants to see that she is not the best the world has to offer. She doesn't take on pupils directly but wants the Blades of Glory to see her as a goal to be surpassed—and to be challenged when the time is right.

Blades of Glory Staff

The Blades of Glory employs under two dozen staff in different areas as needed: an armorsmith and weaponsmith, a tavern tender, wait staff, cleaning staff, four spellcasters who operate the enchanting of both amenities and purchasable goods of the business, and many others. Their uniforms resemble one another, consisting of deep purple trousers and a shirt paired with a gold pin on the collar, with the only variance being based on profession. The smiths, for example, wear heavy leathers and protective gear suiting their profession.

The shop staff are:

- Tonwick III, Head of Staff (Lawful Neutral, Male Human **Noble**; described more in "NPCs in Blades of Glory" later in this chapter)
- Adjavac Oakley, Prime Enchanter (Neutral, Female Human **Archmage**; described more in "NPCs in Blades of Glory" later in this chapter)
- Munson Tadtch, Clubhouse Barkeep (Lawful Good, Female Dwarf **Gladiator**; described in "NPCs in Blades of Glory" later in this chapter)
- Sheln Tuofo, Head Tailor (Neutral, Male Human **Thug**)
- Oglen and Oglarn Karden, Smiths (Lawful Evil, Male Dwarf **Commoners**)
- Enchanting Staff: Clemens "Whiplash" Donny (Chaotic Neutral, Male Gnome **Adept**), Dagnar "Candy" Rangad (Chaotic Neutral, Male Dragonborn **Adept**), and Jenny "Jenny" Jenny (Chaotic Neutral, Female Dragonborn **Adept**)



1 square = 5 feet

Blades of Glory - Fifth Floor

INSIDE THE BLADES OF GLORY

The Blades of Glory appears as an upscale inn in a metropolis, with rooms that are exorbitant to most visitors. The first two floors are a strict front for the guild hall, with rooms to rent for wealthy clientele. Floors above the second are used for the actual guild hall facilities.

Most rooms in the building are accessible by guild members, with non-members only able to access the first two levels. Guild members and staff are prohibited from entering the Penthouse without an invitation.

The six-story building's floors are organized as follows:

- **First and Second Floors:** The Gallant Bells Hotel
- **Third and Fourth Floors:** Blades of Glory member's residences
- **Fifth Floor:** Common Areas for Guild Members
- **Sixth Floor:** Guild Master's Penthouse Suite

A map of the fifth floor is provided herein. The layout of the building's other floors are left to the GM's discretion.

Blades of Glory Features

The Blades of Glory has the following features unless otherwise noted:

Objects. The Gallant Bells Hotel Floors have all the hardwood, crystalline, and floral decorations expected of a stately and expensive inn. The private rooms on the third and fourth floors are similarly lavish but feel more like a hunting lodge or trophy room than an upscale hotel. Taxidermied monsters, murals from long-lost civilizations, and other relics donated by guild members are displayed in the halls.

Ceilings. The ceilings of the rooms and hallways in the Blades of Glory are 15 feet high, and its doors are 8 feet high.

Doors. The doors of the business are made to last, and are reinforced with iron in their construction. Breaking down a reinforced door requires a creature to use its action to make a successful DC 20 Strength check. A door has AC 15, 20 hit points, and immunity to acid, fire, poison, and psychic damage.

Light. Common areas in the inn (areas G1 through G5) are lit by hanging lanterns, and each inn room has a supply of candles. Areas open to guild members only (areas G6 through G15) are lit by various floating magical lights; private rooms are illuminated by an unseen source, changeable in brightness at will by its user.

Walls. The business's exterior walls are black marble, and the interior walls are primarily dark, stately wood timbers.

Windows. Each private room has at least one iron-frame window (AC 18, 10 hit points, immunity to poison and psychic damage). The windows on the third floor and above are tinted black.

Gallant Bells Hotel Floors

The bottom two floors of the building house the Gallant Bells Hotel.

The Gallant Bells Foyer

The Gallant Bells Hotel is the public front for the Blades of Glory's secret guild hall. Wealthy merchants and politicians can be seen here at all hours of the day.

> *The smoking chairs around low tables, vines and lanterns hanging from support beams, and a majestic fireplace give this foyer an elegant demeanor. A wide, dark oak counter rests opposite the fireplace. Wait staff in sharp suits carry trays of drinks to the hotel's wealthy clientele.*

The foyer for the Bells of Gallantry impressively dominates the ground floor. It serves as check-in for inn visitors and guild members.

When characters first enter, the head of staff for the Blades of Glory, Tonwick III (see "NPCs in Blades of Glory"), is ready at the front desk to help guests with room keys and to provide new Blades of Glory members with their *glorious brooch* (see "Magic Item Catalogue").

Accessing the Guild Hall. The management restrooms beside the front desk also include a single stall without a chamber pot and a glyph engraved wall. Pressing a *glorious brooch* to it activates portals to the hotel's third, fourth, and fifth floors.

A butler (use **veteran** statistics) is always nearby to drive off nosy guests or help tidy any guild member's appearance as needed, with permission.

Inn Kitchen

> *A woodfire oven dominates the far corner of this kitchen. Shelves and barrels are filled with food supplies, and large sections of meat hang from hooks. A center table serves as a workstation for the cooks here.*

This ground floor kitchen prepares food for the Gallant Bell's guests. One end of the kitchen includes a large walk-in pantry for storing supplies.

Main Hallway

> *A long hallway leading from the foyer has doors on both the left and right for guest rooms. A staircase heads up to the second floor, and around it are more guest rooms.*

This hallway connects the first-floor guest rooms to the foyer. The staircase leads to the second floor.

First Floor Guest Rooms

This pleasant room, smelling of lilac and wood, contains all the decorations and furniture of an upscale establishment. In one corner, a well-cushioned bed big enough for two rests, and against the walls are an armoire, nightstand, and writing desk with chair. The window has a planter box filled with flowers outside.

These rooms are available to non-guild members. If the guild hall rooms are full, these rooms are provided to members without additional charge. Eight such rooms are available on the first floor.

Second Floor Guest Rooms

Identical to the First Floor Guest Rooms, sixteen additional rooms fill the second floor along a central hallway.

Blades of Glory—Residences

The third and fourth floors of the building are inaccessabile to the general public.

Guild Quarters

This room has a deep smell of lavender and leather. A four-poster bed sits against one wall, flanked by nightstands on either side. A wide desk is situated against one side of the room. An expansive closet is against another wall, with a full-length mirror located nearby. A comfortable couch and side table complete the space.

Whenever a member of the Blades of Glory returns from the field, they are granted one of these personal rooms free of charge. There are twenty-four rooms in total, taking up all of the guild hall's third and fourth floors.

Guildhall Portal

Each of the guild hall's floors include a portal at the end of its main hallway that provides access to other floors by using a *glorious brooch* as described in the Gallant Bells Foyer section.

Blades of Glory—Fifth Floor

The keyed map provided illustrates the hotel's fifth floor, the guild hall itself.

G1: Guild Hall Portal

As with the other guild hall's floors, this portal provides access to the hotel's other floors through the use of a *glorious brooch.*

G2: Enchanter's Facility

The smell of ozone greets visitors, removing the smells and odors of the plethora of ingredients and devices held in cabinets, cases, or stored on tables and desks. A table occupies half of the room, along with two chairs and a ceiling-to-floor mirror. The other half contains materials, diagrams, and display pieces available for purchase.

The guild hall's workshop and storefront for enchanting services are found here. At all times, at least two apprentice enchanters work here, with Adjavac Oakley (see "NPCs in the Blades of Glory"), who deals directly with guild members.

The apprentices manage inventory, clean and improve items, or help with new creations. Often, Adjavac will start an item and have one of the apprentices finish it, giving them hands-on experience under her expert tutelage.

G3: The Twins' Forge

The heat of the forge fills this room. The smithy includes a pair of dwarf-craft anvils and worktables littered with minerals, gems, and molds, while all other items are hung or stored on the walls. A revolving pillar is lined with weapons at the room's far end, while mannequins on a strange pedestal sit opposite. Apart from the single forge, everything else appears to come in twos.

The twin smiths, Oglen and Oglarn, constantly compete with one another. While one dwarf works the forge, the other sleeps, tends the shop, or helps customers. Each twin is obsessed with topping the other's skill.

Guild members can purchase weapons and armor from the twins. While they don't enchant equipment themselves, their skill is enough to let them work with most known materials.

G4: Couturier's Cabal

Tailors work at tables laden with mundane and magical tools. Near the back of the room stand several armoires, clothes hanging from hooks, all flanking three floor-to-ceiling mirrors. The air is heavy with the smell of flowers and leather.

This room serves guild members by creating or fixing clothing for them. While repairing nonmagical garb is free of charge, fixing magical clothing or crafting new apparel is provided for a modest fee. Head tailor Sheln Tuofo works on new designs while his assistants take measurements and chat with their clients.

G5: The Fletcher's Finest

This room is filled with the scent of wood and leather. A long workbench hugs two walls, covered by a sprawling mess of bowyer and fletching supplies such as arrowheads, feathers, leather cords, and several tools. A small table in the room's center provides additional crafting space. Multi-drawered cabinets stand against the remaining walls, upon which rest several bows.

This room provides everything a bowyer or fletcher might need to craft high-quality bows and arrows. No attendant is on duty, though a staff member occasionally arrives to replenish supplies and tidy up. Invariably, there will be a few finished shortbows, longbows, and dozens of arrows and crossbow bolts available for guild members.

G6: Guildhall Library

This warm room smells of old glue bindings and aging wood. On all of its walls are bookshelves, covering any potential window. Overhead lighting comes from an enchanted light, and above each bookshelf rests a plaque dedicated to one person or another. Writing desks and small end tables are matched with smoking chairs, and sound seems muffled from things too far from you.

The guild hall library is always open to guild members, offering its vast pool of knowledge to anyone who enters. Food and drink are not permitted in the library. There is no librarian here in the library, and all books are enchanted to return to their place on the shelves should any come within range of the threshold to the room. A second spell placed on the library muffles and dampens any sound once it goes beyond a specific range from its source.

The plaques above the bookshelves are dedicated to Aetheldern's former adventuring companions. They display their names, the years they were born, and the years they passed.

G7: Kitchen

This room is a well-organized kitchen, with ample counter space brightly illuminated by well-positioned enchanted lighting.

This room contains all the tools, stoves, and counters for the round-the-clock cooking that the guild hall requires. At least one member of the staff (**commoner**) is always on hand to fulfill orders. A tall slim box with a single door stands against one wall but its interior is an extradimensional space, larger than the kitchen itself. Contained within are all the ingredients and supplies needed to keep guild members satisfied.

G8: Private Parlor

A cozy fireplace illuminates this room, casting a comfortable glow across plush armchairs, side tables, and a well-upholstered couch.

This room serves as a quieter place for guild members to hold meetings and quiet conversations.

G9: The Clubhouse

Long curtains cover the windows of this cavernous taproom, and colorful lamps and silk tapestries dangle from its high ceiling. Spaced around the room are heavy circular wooden tables decorated with copper inlay, while booths nestle against the wall with rectangular tables of similar make. A long tavern bar takes dominance on one long side of the room, the wall behind it a gallery of different drinks and tinctures, interrupted only by a door leading to the tavern's kitchen. Taking residence in one corner of the room is a raised platform for use as a stage for performers and troubadours.

A tavern for the exclusive use of guild members, boasting drinks and food from around the capital, country, and continent. Staff are available day and night to serve guild members food and drink. High-quality meals and beverages are sold at market cost, ranging from 1 gp for simple sandwich plates to 100 gp for specialty items like poached pufferfish. A wide variety of wines are available for purchase, including some worth as much as 300 gp per bottle. The room's walls are enchanted to keep noise from escaping the room. Hired entertainment performs every other night, though guild members with proven skills are encouraged to perform at their leisure.

Blades of Glory—Penthouse

A large single room occupies the top floor of the building.

Aetheldern's Penthouse

This penthouse is spacious and, unlike the rest of the guild hall, is filled with deep gouges and cuts into the floors, walls, and ceiling. A broad and spacious bed rests against the corner, and next to it is a series of weapon racks, armor displays, and personal trophies from monsters of all shapes, sizes, and menace.

The topmost room of the Blades of Glory is Aetheldern's personal quarters, which serves primarily as her personal training room and secondarily as anything else one would need a bedroom to be. Hung here are the most dangerous of her kills, and access is strictly limited to a few staff members.

NPCs in Blades of Glory

The guild hall employs ex-adventurers, particularly powerful people or those with esteemed qualities, to work on this premise. Many people come through the doors of the Blades of Glory, and only the most dedicated can keep up with the many varied demands and requests its clientele may ask.

Tonwick III

Lawful Neutral, Male Human ***Noble***

Tonwick III is the head of staff and is a linchpin to the Blades of Glory's success, managing internal affairs with employees and external affairs with guild members. The day-to-day functions of the business rest heavily on Tonwick's professionalism, flexibility, and mindfulness.

Always seen in uniform, Tonwick is usually at the foyer's front desk of the Gallant Bells, only leaving to deal with urgent guild hall matters or to eat and rest. Affable, dependable, and available, many equate both the Gallant Bells and Blades of Glory with Tonwick himself.

Tonwick is the third head of staff for the establishment. Tonwick's father held the position before him, and before that was Tonwick's grandfather, who had once adventured with Aetheldern. Tonwick suspects his son will take over one day after he retires.

Roleplaying Tonwick III

When a character interacts with Tonwick, consider these roleplaying traits when deciding how he responds:

Personality Traits: "Every problem can be solved with the resources we have at hand. Why else would we have such esteemed clientele?"

Ideal: "Professionalism. My priority is you and your satisfaction. If something is amiss, I'll ensure it hits the mark."

Bond: "Aetheldern and the guild hall are as close to me as my own father and mother. To do right by them is to do right by my parents, and vice versa."

Flaw: "No guest is above guild hall rules. Should the safety of the guild hall and a member come into conflict, we shall simply lose one member—regardless of the method."

Tonwick is an elegant and stately face for the guild's day-to-day business and welcomes anyone who obeys guild hall civility rules. No one else on staff is envious of the long hours that Tonwick puts in to keep the guild hall running, and even the most grizzled members of the guild give Tonwick a smile when he passes. Unless, of course, they've gotten on Tonwick's bad side. Once this man's good graces are lost, it's all but impossible to regain them.

Where is Tonwick?

Tonwick spends most of any given day or night behind the front desk in the Gallant Bells Foyer. When not here, he is either at his own residence or attending to a matter somewhere within the guild hall.

Adjavac Oakley

Adjavac Oakley

Neutral, Female Human ***Archmage****

One primary way the Blades of Glory helps adventurers is by ensuring they can better equip themselves. While anyone welcomed into membership has shown promise or capability, the storefront part of the guild hall is essential in ensuring people can push themselves or achieve more. Adjavac is entrusted with this task, overseeing every aspect of item trade under the Blades of Glory's roof.

Adjavac is an arcane prodigy whose talent earned her early tutelage, resources, and recognition. She honed her skills with several different adventuring parties but never clicked with any of them—the adventuring life simply wasn't fulfilling for someone whose main interests are languages and enchantments. When she received an invitation to the Blades of Glory, she hesitated. Still, faced with the prospect of entering academia or becoming some bloviating monarch's court mage, she decided to risk working with adventurers again.

Adjavac's current responsibilities have her focusing on the creation and upkeep of equipment and magic items used by guild members, working to make sure all guild members are adequately equipped, and training her three apprentices so that they can better handle the demands that guild members put on them for better and better tools.

Adjavac uses the **archmage** stat block with the following changes:

- She can speak all languages except for Druidic
- She is proficient in the Intimidation and Persuasion skills, giving her a +7 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks

Roleplaying Adjavac

Should a character approach Adjavac for conversation, use the following traits to determine how she responds:

Personality Traits: "I like working hard. It makes relaxing on my days off even better."

Ideal: "Peace. I'm not lazy; I just like appreciating where I am in life. What's wrong with taking time to smell the roses?"

Bond: "I don't want to sound weird, but I care for the people I work with."

Flaw: "Enchanting this took a single day but a week to get to. I wasn't too busy, either. Should I be in charge of all these people, then?"

Adjavac is a calm, soft-spoken, and friendly woman. The responsibility of overseeing the item trade of the guild hall, working with guild hall customers, and training her apprentices, all while keeping up with her own studies and hobbies, keeps her humble and busy. While she isn't the most outgoing of people in the Blades of Glory, she is a recognizable and formidable presence. She uses much of what she has learned from Tonwick when it comes to being professional with people, both easy and difficult to help. She keeps strict business hours for herself and doesn't like working outside of those set limits.

Adjavac is easy to become acquaintances with and becomes friendlier with characters who request custom items or complicated repairs, and such work becomes a good teaching tool for her apprentices. Upsetting her workplace, diminishing her and her workers' efforts, or making workplace hours insufferable can cause her to close off guild hall services to such people.

Where is Adjavac?

Adjavac is most often found in her shop (area G2). When not there, it's usually because she's either asleep, kicking back with an imported wine in the Clubhouse (area G9), or seeing to a magical issue in another part of the guild hall. However, she cannot be found on her days off and outside work hours, as she frequently uses *teleport* to return to her snowy hometown.

Munson Tadtch

Lawful Good, Female Dwarf ***Gladiator****

Many Blades of Glory members move into the guild hall permanently, and the guild does nothing to discourage this to build stronger bonds between its members. Resident members need food, and the pit-fighter-turned-barkeep Munson Tadtch will give it to them.

Munson is an ex-adventurer herself. She was a member of the Blades of Glory when she traveled the land looking for dragons to slay. Eventually, the road wore her down, and she decided to take a steady job with the guild hall, the closest thing she had to a home. That was almost a century ago—these days, she runs the whole Clubhouse.

Munson uses the **gladiator** stat block with the following changes:

- She has a Wisdom score of 16 (+3)
- She is proficient and has expertise in the Perception skill, giving her a +9 bonus to Wisdom (Perception) checks and a passive Wisdom (Perception) score of 19

Roleplaying Munson

Should a character approach Munson for conversation, use the following traits to determine how she responds:

Personality Traits: "Some rules are from the guild hall, and some are from me. I'll enforce Aetheldern's rules because I like my job, but when you force me to enforce mine, I do that with a passion."

Ideal: "Recovery. These adventurers have an awfully tiring job. While they're here, I just want them to have a good time, and be rested for the next time they head out."

Bond: "I'm just here to do a job that I love for people I'm concerned about."

Flaw: "Gambling is banned in the Clubhouse, and uh, yeah. I'm the problem. Well, I've *got* a problem."

Munson, a longtime adventurer herself, understands more keenly than other guild hall staff the weariness that comes from adventuring and, as such, readily takes to her work with a keen eye and an anticipatory menu. She is always ready to chat up a guild member, skilled in balancing the needs of different patrons at a time, and prepared to put down her hammer on guild members who disturb the friendly atmosphere of the guild hall tavern that she and other staff so painstakingly work to maintain.

Where is Munson?

Munson is actively devoted to her work and is often found at the Clubhouse (area G9).

Quests and Events

People flow in and out of the Blades of Glory in a river of ego, gold, and camaraderie. Since the etiquette of this shop forbids haggling, the only recourse for those who lack the funds to purchase vital adventuring equipment here is to perform an occasional quest or service for their fellow guild members. This barter of services for goods isn't against the rules as a matter of necessity; the constant demand for materials and supplies is an ache keenly felt by every shopkeeper within the guild.

Rare materials, ranging from adamantine and mithral to arcane crystals and extraplanar metals, are always in demand, and some adventurers have made their fortune acquiring, transporting, and selling such materials.

Quest Hooks

The following quest hooks are inspiration for quests, requisitions, and tasks that can be found within the Blades of Glory.

While many members hear the word "materials" and envision lumps of rare and expensive metal or exquisite fabric, these members learn the hard way that it also includes the body parts of sometimes powerful creatures who are not always organic in nature. Rather, some material requisitions and asks are, in fact, requests for the hunting and slaying of dangerous creatures, and staff are keen to stress this for any who want to take up work with the guild hall like this directly.

Tough Roads

Questgiver: Adjavac Oakley
Quest Beginning: Adjavac pulls the party aside
Suggested Level: 5th through 10th

The Blades of Glory rely on a few special merchant contracts to keep commonly requested or used supplies in stock. From spices to livestock, clothing to bedding, furniture to paint, certain things are present at the guild hall thanks to trade. One of the rarer and more challenging to obtain items, and one often sought by guild members new and old alike, is adamantine. Recently, Adjavac's primary supplier has gone missing; she needs someone she can trust to investigate what happened to them.

In truth, the supplier's route has been overrun, with the primary point of contact killed in the initial takeover. All contracts are understandably on pause, with many not known yet to the new person in charge. To clear the mine, the characters must take down a nearby raider camp. There are five members: a **stone giant** with an Intelligence score of 17 (+3), three **hill giants**, and a dwarf **mage**.

Azure Legacy

Questgiver: Aetheldern Arrack
Quest Beginning: Aetheldern summons the party
Suggested Level: 11th and up

In her adventuring days, Aetheldern accrued countless trophies and victories. But in those many decades of learning and fighting, she also earned her fair share of enemies. One of them was an ancient blue dragon named Cilnanedje. Aetheldern outlived Cilnanedje—the dragon was slain in a war a century ago—but Aetheldern found her before the end and remarkably swore to watch over her children.

Due to her responsibilities with the guild hall, she cannot check in on them as often as she would like and is entrusting the characters to do so in her stead. She knows their names and general locations and will provide a scale from each to help them track the children down. There is one adult blue dragon, two young blue dragons, and two blue dragon wyrmlings. Aetheldern stresses that it is simply to check in on them, and not to kill, harm or harass them. She also notes that the dragons are protected from scrying and other forms of divination magic and will need to be found in person.

Bolt with the Bolt

Questgiver: Adjavac Oakley
Quest Beginning: Adjavac has to pause too many high-end clothing orders
Suggested Level: 5th through 10th

The security at the Blades of Glory is heavy, but the same cannot be said of surrounding city merchants. As such, Adjavac likes to stay aware of how the other merchants and stores in the city are doing to ensure nothing is amiss or wrong. Lately, Adjavac has heard that some of the tailors and other magic item stores that rely on cloth have had some shipments stolen in the city, leaving them at a loss of supply.

Adjavac asks the characters to investigate these thefts. She doesn't want to share information about the club's stores and enterprises, so she and other staff are prohibited from directly intervening. She also stresses that the players cannot reveal the guild hall's true nature.

In-Shop Events

This event occurs within the Blades of Glory.

Impostor Syndrome

Prerequisite: Become Trusted by Tonwick III

Event Initiator: Tonwick III
Event Beginning: Characters enter the building, confusing Tonwick III
Location: The Gallant Bells Foyer (area G1)
Suggested Level: 5th through 10th

Someone has entered the guild hall disguised as one of the characters. As the character passes by the foyer, Tonwick asks for a moment of their time. If the character is with others, Tonwick will ask for a moment of their time in private. If the character obliges, read the following aloud. Tonwick shows a rare break in his professional demeanor, showing confusion and concern:

> *"I don't mean to alarm you, but you arrived here a few hours ago. As you know, impersonating another member is strictly prohibited by guild hall rules. So, if you're the one impersonating, you are formally informed to end the charade, and we will ignore this transgression. If not, then someone is breaking our guild hall rules."*

Tonwick reaches under the desk and pulls out a *glorious brooch* (see "Magic Item Catalogue" later in this chapter) made of silver.

An **oni** named Loak has acquired a *glorious brooch* and is currently disguised as the character who was pulled aside. Loak acquired the brooch months ago while traveling and stalked his way to the guild hall. After a failed attempt to enter with a face that, as the people inside said, they didn't recognize, Loak spent a week observing the guild hall for anyone entering and exiting. Selecting someone at random who they hadn't seen in days, Loak entered. But the person chosen was indeed the character that Tonwick would eventually pull aside.

Tonwick asks the characters for help finding and apprehending the impostor, ideally without disturbing other guests or business, if possible.

Who is Loak? Loak is an aging oni who has survived as long as he has by being more clever, deceptive, and subtle than others. By keeping his hunger in check and never directly confronting people who he thinks could pose a risk to him, he has survived and become more powerful with time. He isn't flagrantly malicious and takes his time with his plans.

Loak uses **oni** statistics, with the following changes:

- He has a Charisma score of 16 (+3), giving him a +10 to Charisma (Deception) checks
- Loak is able to cast *detect magic* at will
- He is equipped with *+1 chainmail*, making his AC 17
- He is equipped with a *+2 glaive*, giving him a +9 to hit and dealing 17 (2d10 + 6) points of damage

What is Loak's Goal? Loak wants to learn more about this guild hall, make use of its resources, and sate a nearly bottomless hunger. After seeing the people who entered and exited the guild hall and the kind of armaments and items they would leave with, he wants items of similar quality. As he has acquired some already, he fully intends to acquire more.

Confronting Loak. Loak is currently in the guild hall tavern, eating an immeasurable amount of food to keep his hunger abated. He eats during the busiest hours of operation, makes any item orders in the late morning, and spends the rest of his time in a guild hall room alone. Tonwick tells the characters which room Loak is staying in and provides them with a key. Confronting Loak in the tavern is something he anticipates, and if characters confront him there, he makes a panicked scene to rally others to stop the characters. If a character succeeds on a DC 20 Charisma (Persuasion) or Charisma (Intimidation) check, he cannot rally people to his side and uses his gaseous form to escape.

If characters confront Loak in his room, he tries to bargain with the players, asking them not to reveal his deceptions to the guild hall. If they agree, he is willing to give them their choice of an item he's commissioned. Their options are between a *bag of beans*, a *medallion of thoughts*, or a *ring of protection*. Loak will defend himself if attacked but will use *gaseous form* if his hit points fall below 50.

Ignoring Loak. If the characters do nothing about Loak, other guild members and staff remark about seeing the impersonated character so often, and eventually, Loak departs.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolve this Event.

Rigorous Checks. If the characters fight or confront Loak in the tavern, the guild hall's security increases to ensure fewer breaches like this happen again. In exchange and as an apology for this occurrence, the guild hall offers a permanent 20 percent discount on all shop prices.

Unsightly Contact. If the characters decide to let Loak go or do as he wishes without revealing him to the guild hall, he will occasionally impersonate one of the characters during his trips to the guild hall. There is also a chance of encountering him in the broader world, and he will remain friendly with the party.

Personal Strangers. If Loak is not confronted and left undisturbed, he eventually leaves and makes return trips to the guild hall. Each time he and the characters are at the guild hall, see above for how he reacts to them.

BLADES OF GLORY
MAGIC ITEM CATALOGUE

Within the guild's walls, there is no bartering, haggling, or dealmaking. Even though the guild's clientele comprises adventurers, they strive to cultivate a higher class of plunder here. Haggling with a shopkeeper would be déclassé.

Members of the Blades of Glory can find the following items within the Blades of Glory:

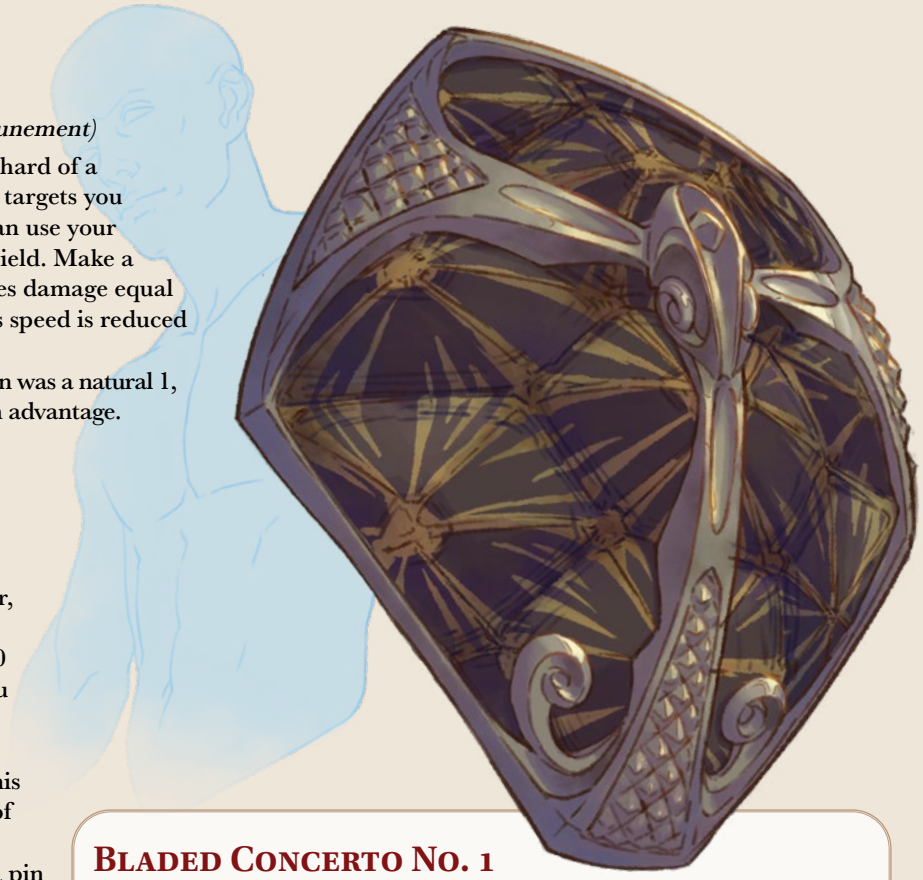
Titan's Shell

Armor (Shield), Uncommon (Requires Attunement)

This shield looks like it was made from a shard of a titanic tortoise shell. Whenever a creature targets you with a melee attack roll and misses, you can use your reaction to bash your attacker with this shield. Make a melee attack roll. If it hits, your target takes damage equal to 1d8 plus your Strength modifier, and its speed is reduced to 0 until the end of your next turn.

If the attack roll that triggered this reaction was a natural 1, your attack roll with this shield is made with advantage.

Price: 1,500 gp



Glorious Brooch

Wondrous Item, Rare

This brooch is shaped like a copper dagger, with an enchanted emerald embedded at the hilt. The first time you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point and the emerald shatters.

Guild Membership. While wearing this brooch, you are recognized as a member of the Blades of Glory.

Replacing the Emerald. If you have a pin with a shattered emerald, you can buy a new enchanted stone from Adjavac's apprentices for 1,000 gp. Someone who's lost their brooch can buy a new one from Tonwick for the same price.

Price: —
(given by Tonwick to new members of the guild)

Bladed Concerto No. 1

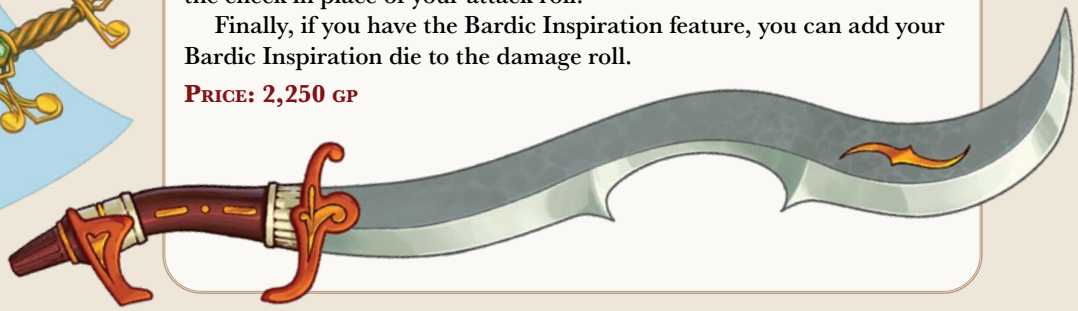
Weapon (Any Sword), Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This blade was forged from a song made into steel. When this weapon is made, its creator chooses a musical instrument to fashion the weapon after. If you are proficient with that musical instrument, your attacks with this weapon deal an extra 1d10 thunder damage.

Additionally, when you make an attack roll with this weapon, you can make a Charisma (Performance) check instead, using the result of the check in place of your attack roll.

Finally, if you have the Bardic Inspiration feature, you can add your Bardic Inspiration die to the damage roll.

Price: 2,250 gp



Eclipse Racer

Weapon (Any Bow), Legendary (Requires Attunement)

This bow is immaculately made, with one arm adorned with gold and the other adorned with platinum. You gain a +3 bonus to attack and damage rolls made with this bow. The short and long ranges of this bow are four times that of normal bows of its type.

As an action, you can call down the searing light and encompassing dark of an eclipse on a creature. Make a ranged attack roll against this creature. If the attack hits, it takes an extra 4d6 radiant damage and must make a DC 17 Wisdom saving throw. On a failed save, they are blinded while they remain your line of sight. The effect ends after they leave your line of sight or after 1 minute has passed.

Price: 40,000 gp

Blade of Glory

Weapon (Any Slashing Melee Weapon), Very Rare (Requires Attunement)

This iconic weapon is the symbol of the Blades of Glory. Its hilt is wrapped in black leather and red cloth, and a few links of a gold chain hang from the end. You have a +1 bonus to attack and damage rolls made with this weapon. When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 14 slashing damage.

Glorious Synergy. If you are wearing a *glorious brooch*, you can call the weapon to your hand regardless of its distance from you as a bonus action, as long as it's on the same plane of existence.

Adaptable Blade. As an action, you can retract the blade of this weapon. As a part of this action or an action on a later turn, you can touch the hilt to another object of Small size or smaller (or up to Medium size if the weapon has the Heavy and Two-Handed properties) to attach the object to the hilt and use it as an improvised weapon with the same properties as this weapon.

Price: 25,000 gp

Butcher's Best Behavior

Weapon (Shortsword), Rare (Requires Attunement)

This blade looks like a butcher's cleaver with an extra grip for stability. You have a +1 bonus to attack and damage rolls made with this weapon. Killing a creature with this weapon nourishes you, and you are treated as having had food and water for the day.

Any creature you kill with this weapon is immediately affected by the *gentle repose* spell.

Price: 1,500 gp

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Adamantine Armor	500 gp
Ammunition, +3	1,000 gp each
Amulet of the Planes	30,000 gp
Armor of Invulnerability	90,000 gp
Carpet of Flying	25,000 gp
Demon Armor	10,000 gp
Dragon Slayer	2,000 gp
Dwarven Plate	20,000 gp
Folding Boat	1,500 gp
Giant Slayer	2,500 gp
Glamoured Armor	1,000 gp
Handy Haversack	1,000 gp
Helm of Comprehending Languages	400 gp
Helm of Teleportation	5,000 gp
Horn of Valhalla (Silver)	2,500 gp
Luck Blade (no wishes left)	3,000 gp
Marvelous Pigments	10,000 gp
Pearl of Power	500 gp
Rod of Lordly Might	75,000 gp
Rope of Entanglement	4,000 gp
Staff of Power	20,000 gp
Staff of Striking	15,000 gp
Wand of Enemy Detection	3,000 gp

THE GRAFTER'S HUT

Welcome to the Grafter's Hut, the go-to location for all your grafting, crafting, and drafting needs! Here at the Hut, we offer bloody work and bloody goods alike–provided you have the guts for it. And that's meant literally. Coin has the habit of eroding around here.

–Insitio the Grafted

The Grafter's Hut is the perfect place for intrepid adventurers looking to physically prepare themselves for the fight ahead. Through the process of grafting, the limbs, hide, and organs from monsters are attached to a humanoid to grant new abilities to better defeat their foes!

Several services can be found within the Hut, as seen in their tagline: ***Professional Grafting, Crafting, and Drafting***. The first of these services is by far their most popular, and in reality, the only service provided to customers. Through the process of grafting, a humanoid has monster parts grafted onto their bodies in a, more or less, seamless fashion. The skin around a grafting site contorts in response to the strange appendage affixed there, becoming hot and sore as the body keeps infection at bay. Once the graft heals, it provides its wielder with great power.

The Hut has been in operation for about a decade and is owned by a giant sentient lizard called Insitio. Insitio wears a ***headband of intellect***, granting him an Intelligence of 19. Though clever, his reptilian behavior means he comes off as odd and off-putting to most people, and he leaves the responsibility of dealing directly with customers to other members of his staff.

The name of the Hut was never officially written anywhere and came about organically from locals referring to Insitio's home and workshop as "the Grafter's Hut," as only a few people knew Insitio by name, but all knew of his chosen craft. Since then, the Hut has grown beyond its meager beginnings and now services people from all over the realms of Arora.

The Grafter's Hut is a small locale, a solitary structure surrounded by marsh and forest. The Hut can be found in the Everglen of Khoor in the realm of Arora. It lies an equal distance from Pomus Point, Piccolo Point, and Toadmouth Bay, marking it as a center of civilization in name if not function.

Insitio the Grafted

Chaotic Good, Male Giant Lizard

Insitio prefers the company of monster corpses to people. Despite his social misgivings, he operates the Hut with keen professionalism.

Insitio's limbs regrow if lost, but they come back smaller and weaker. After acquiring his *headband of intellect*, he figured out how to replace his weakened limbs with those of other creatures—as well as how to fuse additional limbs onto his body. Insitio currently has a pair of wyvern wings grafted onto his back, the tail of a manticore, and the right arm of a black dragon. He also has a patchwork of black dragon scales grafted into his green-gray hide.

Inisitio is master grafter of the Hut and has several fledgling artisans in training. Though he is seldom seen in the store, the apprentices speak fondly of their teacher and consider him a pioneer of the grisly craft.

History

Ten years ago, when Insitio was still an ordinary lizard, he found the bloated body of an adventurer deep in the Everglen. While inspecting the body for food, the lizard accidentally slipped on the corpse's *headband of intellect*.

With the newfound intelligence granted by the headband, Insitio left the wilds in search of civilization. However, he didn't make a great first impression, as a lifetime living as a lizard meant his social skills were unrefined. He found a solution through a marketable skillset. He carved out a place for himself and built the Grafter's Hut, where he could use his grafting skills to interact with humanoids and earn their respect on his own terms.

Insitio spends most of his time either in his workshop or training his apprentices and doesn't have a lot of time to fetch suitable monster corpses. Many adventurers come through the Hut looking for work as well as services, and the Hut supplies plenty of both.

Goals

Though the Grafter's Hut has grown into a respectable enterprise, Insitio worries for the future of his craft.

Expand the Business

Grafting has helped many adventurers survive circumstances that would otherwise have killed or injured them. The professionalism of the store and the usefulness of its craft means it could expand into a chain known in all the realms of Arora.

Roleplaying Insitio

When a character interacts with Insitio, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I don't fit in. I must work twice as hard to be accepted."

Ideal: "A person's ability comes before their past. You should never squander potential, no matter where a person comes from."

Bond: "I'm old, and I fear what will become of my legacy when I'm gone."

Flaw: "I sometimes forget humanoids don't lick their own eyeballs."

Insitio has spent most of his life as a non-sentient lizard, which makes him seem cold and strange at times, but he is gentle, even if he doesn't make for a great host.

The giant lizard is not a great conversationalist, but he loves teaching others. A character can spend 1 hour per day observing Insitio work, much to the lizard's pleasure. If a character spends at least 5 hours watching the lizard work, Insitio's disposition becomes friendly.

Find an Heir

Insitio is getting old and is looking for someone to take over for him. He intends to choose one of his apprentices but has as much trouble confronting the issue as he does in telling his students they'll soon be without a teacher.

Insitio the Grafted

Large Beast, Chaotic Good

Armor Class 15 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	19 (+4)	14 (+2)	5 (-3)

Skills Acrobatics +5, Animal Handling +4, Athletics +5
Damage Resistances acid
Senses passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Regrow Limbs. If Insitio loses a non-vital limb, such as an arm or leg, it regrows in 3d4 days.

Special Equipment. Insitio is wearing a *headband of intellect.*

Actions

Multiattack. Insitio makes a Bite attack and a Claw attack, or makes two Tail Spike attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Grafting Process and Requirements

Grafted parts become permanent through a physically exhaustive process of surgical stitching and magical healing.

Before a limb or other piece of a creature can be grafted onto you, you must meet the following requirements:

- The monster part is fresh, having been harvested within the last 8 hours. This timeframe can be extended by using the spell *gentle repose* or some *oil of anti-deterioration* (described below).
- If the grafted part is a limb or organ, such as an arm, tail, or pair of eyes, it must come from a creature no more than one size larger than you or one size smaller than you. If the grafted item is a hide, it must be no more than one size smaller than you.
- You can graft more limbs onto your body than you have naturally. Doing so provides special bonuses listed in the relevant limb entry.
- The grafting process is harrowing, leaving you bruised and exhausted. A grafting procedure takes 1 hour for an Uncommon graft and 4 hours for a Rare graft. At the end of the procedure, you must make a DC 20 Constitution saving throw. On a failure, you gain four levels of exhaustion and take 14 (4d6) slashing damage. On a success, you gain two levels of exhaustion and take half as much damage.
- After the grafting process is complete, you must spend some time getting used to your new body parts. If the grafted item was a leg, set of wings, or fins, your speed using these limbs is halved for 2d4 days as your body gets used to the new appendage.
- If the grafted limb can be used as a weapon, such as a tail or claw, you are not proficient in using them as weapons until 2d4 days have passed.

Custom Grafts

There are more monstrous abilities in the roster of monstrous creatures than can be accounted for in this book. Between breath weapons with varying damage outputs and custom items made from body parts, there are endless possibilities transferring unique creature abilities onto a player character.

Copying the statistics from a creature's stat block directly is not recommended, as these abilities don't scale with levels, nor are they designed with player balance in mind. This document offers some directives for creating custom grafts below. These are suggestions, and the GM can always change them to better suit their campaign.

Action Economy. Custom grafts match the action type of the creature it was taken from, meaning an ability like a dragon's Frightful Presence or similar requires an action. An exception is a graft based on a recharge ability. These grafts can be used once per long or short rest.

Area Damage. If a custom graft deals damage to an area, the ability deals 2d6 damage on a failed save and half as much damage on a successful one (should the effect require a save). The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. The damage type is determined by the original ability.

Additional Weapon Damage. If a graft deals additional damage with a weapon attack (such as an ice devil's claws), the attack deals 1d4 additional damage. The damage increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. This additional damage can only be dealt once per turn, and the damage type is determined by the original ability.

Graft DCs. If a custom graft requires another creature to make a saving throw, the DC for this saving throw equals 8 + the character's Constitution modifier + the character's proficiency bonus.

1 square = 5 feet

The Grafter's Hut

INSIDE THE GRAFTER'S HUT

The Hut started as a simple, private workshop, and it has since expanded to contain additional rooms for workers, a common area, and a large storage room in the back. When entering the shop through the main entrance, you can see:

- **Area A1: Hall of Grafts.** The main room featuring several hunting trophies and drawings of possible procedures
- **Area A2: Storage Room.** The storage room entrance door that is rarely left open
- **Areas A3–A4: Private Quarters.** The entrances to the private quarters of Grafter's Hut personnel

Most of the rooms in the Hut are closed off to visitors, as they are either private residences of grafters working at the Hut, or the storage area where the Hut keeps its valuable monster limbs, hides, and organs. Customers are prohibited from entering these areas unless accompanied by shop staff.

The Grafter's Hut Features

The Grafter's Hut is made entirely of wood, taking the appearance of a grand lodge rather than a hut. The roof has been decorated with dragon scale shingles, and the gable on the front of the Hut has seven large hydra skulls affixed to it.

There is a near constant metallic stench of blood within the store, despite the staff's best efforts to keep the space ventilated. Skeletal trophies of great monsters adorn the walls, their skin and scales used for grafting. Glass jars line the shelves, containing strange eyeballs and clawed digits suspended in preserving liquid. Skins from dire animals serve as doormats and rugs.

The Grafter's Hut has the following features unless otherwise noted:

Objects. The Hut is an organized mess of hunting trophies, preserved monster organs, and sketches of grafting procedures. Large shelves holding glass jars and taxidermized animals make the space tight to maneuver.

Ceilings. The ceilings of the Hut are 15 feet high. Its rafters have leather sheets of acid-resistant dragon hide draped between them.

Doors. The doors are all 10 feet in height and made of wood. The entrance door is covered in black dragon scales.

Light. The Hut is illuminated by several light sources in different colors. Torches and candles offer bright illumination for reading by, but most of the light comes from bioluminescent monster hides draped over the furniture and walls.

Walls. The walls and ceiling are made of algae-stained wood taken from the local Everglen. Any wooden surface that would come into contact with the outside has black dragon scales or drapes of acid-resistant hide covering it.

Windows. There are small, glass-less windows in all the rooms save the storage room. Each window has a set of black leather curtains made from dragon hide.

Within the Grafter's Hut

The following areas are keyed to the map of this emporium. Read or paraphrase an area's boxed text the first time the characters enter it.

A1: Hall of Grafts

> *Shelves, tables, and taxidermied animals hanging from ceiling hooks all lend the large display room a crowded, stuffy feeling. The air is thick with the acrid scent of blood and chemicals. Monstrous hides drape the floor like rugs. Large canvases with precise humanoid and monster anatomy hang from the walls, while the shelves are stocked with glass jars containing preserved organs and eyeballs.*

The Hall of Grafts is the only part of the building outsiders are allowed to explore freely, and there is plenty to discover. Appendages, limbs, and organs from mighty monsters have been put on display on the nearby shelves, and the collection is always changing. As customers graft displayed pieces to their bodies, the parts are exchanged for fresher, and sometimes stranger, pieces.

The windows are kept open to let in light and air, and the drapes are only drawn if it is raining to keep the caustic downpour out of the building.

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Ammunition, +1 or +2	50 gp (+1), 150 gp (+2)
Arrow of Slaying	500 gp
Cloak of Protection	475 gp
Potion of Healing	50 gp
Potion of Greater Healing	250 gp
Potion of Superior Healing	500 gp

Magic Items

A2: Storage Room

This room has no windows and is kept in perpetual darkness. The room is filled with dead creatures in various stages of gutting and skinning. Some are displayed on shelves or on the floor, while others are wrapped tightly with leather or rope. Despite the many corpses, there is no smell of decay in the room and no flies can be heard buzzing around the dead creatures.

The storage room is the most important room in the Grafter's Hut and is always kept locked. The only people who have a key to the room are Insitio and Lucille, and they only bring in trusted customers on rare occasions.

The storage room is as packed as the Hall of Grafts, but is more organized. Though the room is stuffy from being kept closed all the time, the air is clean and free from the smells of decomposition. The apprentices of the Hut, led by Lucille, periodically cast *gentle repose* on the corpses and limbs in the storage room to keep them fit for future grafting. If a monster part has missed a casting of *gentle repose*, or is found partially rotted, any viable teeth, claws, and skin scraps are removed, and the rest of the part is discarded. The Grafter's Hut does not believe in waste.

A3: Insitio's Private Quarters and Workshop

These plain rooms lack decoration and are kept uncomfortably warm. The bedroom portion of the quarters has a bed, bookshelf, and fireplace, while the workshop portion has a single chair and several tables built for a creature much taller than most humanoids. The tables are clean, but stained with what is clearly blood, and several tools are placed neatly on racks along the walls. Among the tools are mincing knives, scrapers, bonesaws, and hammers, all larger than standard.

Master Insitio's private quarters appear barren when entering from the cluttered Hall of Grafts. Insitio stays in his workshop most days, preparing limbs and organs for grafting, and he only comes out when absolutely needed. His apprentices are allowed in when their teachings demand it, during which time they assist him while he works.

Insitio is proud of what he has accomplished with the Hut, and he likes to keep his achievements out in the common space so people can talk about him rather than to him.

A4: Apprentice Quarters

The eastern wing of the building is the newest addition, made obvious by the fresher wood lacking in acidic pockmarks. It is well made, with a single, open workshop holding three separate workstations. The workstations all have the same basic amenities available, consisting of bonesaws, knives, and scrapers, but that's where the similarities end. One workstation is neat and organized, while another has its tools in complete disarray. The last workstation is covered in a fine layer of dust, as though it hasn't been used in a while.

The eastern wing of the Grafter's Hut houses the three apprentices studying under Insitio: Lucille, Flink, and Trout. They each have a room they can decorate as they please, and the rooms are all kept locked.

The three apprentices share the workshop, but each have a dedicated workspace that they can organize as they wish. Flink and Trout's stations are polar opposites, with Flink's being neat and clean, while Trout's station is in constant disarray. Lucille's workstation is rarely touched, as she spends more of her time managing the store and dealing with customers than she does practicing the grafting craft.

Area A4a belongs to Lucille, area A4b is where Flink works, and A4c is Trout's space. These apprentices are described below. A4d is space for a fourth apprentice but is currently vacant.

Grafts and Damage Resistances

Some creatures whose limbs you use have resistances that could be useful to an adventurer. If you have three or more rare grafts from a creature with a damage resistance or immunity, you gain resistance to that damage type. The limbs don't need to be from the same creature for you to gain this benefit, but the immunity or resistance must be of the same type. For instance, if you have the wings and arm of a young black dragon, and the tail of a young copper dragon, you have resistance to acid damage, as both the creatures you got the limbs from are immune to acid damage.

NPCs in the Grafter's Hut

The Hut employs trainees who assist Insitio, and who help maintain the quality of the assorted monster limbs. Though many people come through the Grafter's Hut interested in Insitio's craft, only a handful are enthusiastic and talented enough to land an apprenticeship with the sentient lizard.

Lucille Greff

Neutral Good, Female Elf ***Mage***

Insitio's closest confidant and possible heir to the business is the store manager, Lucille, an energetic woman with elven heritage. A wizard by trade, she has helped turn the Grafter's Hut into the successful operation it is today.

Lucille is a scholar with a sense of style not found among her fellow apprentices. She keeps her clothes clean of bloodstains as she mingles effortlessly with the visitors of the Hut.

Before she started working for Insitio, monster parts needed to be kept frozen or used almost immediately upon handover. When Lucille joined the store with her spellbook in tow, she started using *gentle repose* to keep the monster limbs from decaying. That way of preservation has become standard practice in the Hut since, and has improved the Hut's ability to deliver on its services.

Lucille's current responsibilities include overseeing the catalog of available body parts, keeping the store's wares nice and fresh, and chatting up potential clients and customers.

Lucille uses the **mage** stat block with the following changes:

- She has a Charisma score of 16 (+3) and is proficient in the Persuasion skill, giving her a +6 bonus to Charisma (Persuasion) checks.
- She has the *gentle repose* spell prepared in place of *suggestion*, and she can cast the spell as a ritual.
- She has patchwork acid-resistant hide grafted onto her body, giving her resistance to acid damage.

Where is Lucille?

If there are customers in the Hut, Lucille can be found in the Hall of Grafts offering information and guidance to newcomers. Otherwise, she lingers in the storage room updating the store's catalog, or in her room going over the orders and transactions of the day.

Roleplaying Lucille

Should a character approach Lucille for conversation, use the following traits to determine how she responds:

Traits: "I love talking with people. It energizes me."
Ideal: "A happy customer is a returning customer!"
Bond: "I gave a lot of my life as an apprentice to Insitio. I would like to see the world beyond this Hut."
Flaw: "I do not take criticism well and get quite angry when people tell me how to run my business."

Lucille is a peppy, fast-talking, and charming woman. Overseeing the stores of the Grafter's Hut, as well as conversing with customers, she is prone to chatter and giving tours of the establishment. She is friendly but strikes down hard on people who break established rules, such as entering prohibited areas or trying to run off with the merchandise. She doesn't like to repeat herself, especially if the phrases repeated are "put that down" or "don't touch that." It is common enough that Lucille is the only person a customer sees in the Hut.

Lucille is easy to befriend. Every day the characters show up at the Hut, they are a step closer to becoming regulars—Lucille's favorite type of person. The third time the characters show up, Lucille's disposition is friendly. This is undone if the characters break her rules, after which the characters must start over in their attempts to befriend Lucille.

Flink Feist

Lawful Neutral, Male Kobold

Another prominent staff member is Flink Feist, a young kobold necromancer with a penchant for the dead and decaying. Like Insitio, Flink is seen as awkward and strange. He prefers to keep to himself and his studies, using his apprenticeship within the Grafter's Hut to better his magic abilities.

Flink was taught a little magic in childhood, and it earned him a place with a crowd of young bandits. They promised Flink their ill-gotten riches could help him get the education he wanted, but as time went on Flink realized he would never see enough of their score to make any meaningful change in his life. He told his crew he wanted to leave, but his crew feared Flink would rat them out and turned on him. Flink fled through the Everglen for two days, until he emerged from the brackish marsh and ran directly into Lucille who was out gathering spellcasting materials.

Lucille took in the young kobold, seeing potential and usefulness in his chosen area of study, and brought him back to the Hut.

Where is Flink?

As he prefers to keep to himself, Flink is found mostly in his room or in the apprentice workshop. Time in either room is usually spent practicing his spellcasting or grafting skills. If interrupted by a stranger, he responds to questions politely but doesn't engage in conversation unless prompted by Lucille or Insitio.

Flink Feist

Small Humanoid (Kobold), Lawful Neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	16 (+3)	12 (+1)	9 (-1)

Skills Arcana +5, History +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Spell Spike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.

Spellcasting. Flink casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):
At will: *chill touch, mage hand, prestidigitation*
2/day each: *gentle repose, mage armor, silent image*
1/day: *animate dead*

Roleplaying Flink

If characters try to speak with Flink, use the following traits to determine his responses:

Traits: "I prefer being on my own. People get to be a bit much, at least when there are several around."
Ideal: "Practicing magic is the only way I feel truly at peace."
Bond: "I owe Lucille and Insitio a life debt. I must work hard to earn my keep."
Flaw: "I think I'm less capable than I actually am and have trouble making decisions without oversight."

Flink is quiet and polite, but he lacks the adventuring sprit found among many of the people venturing through the Grafter's Hut. He prefers his work to people and doesn't like engaging with the customers of the Hut. The only people he enjoys spending time with are Lucille and Insitio. Trout, being the newest apprentice of the Hut, is merely tolerated and Flink prefers if she doesn't get too close to him while he's working.

Flink is also the only apprentice who has assistants, as the young kobold has the habit of animating small dead creatures unfit for grafting who assist him when he works. These undead critters can occasionally be found scurrying around the Hall of Grafts, if Flink has forgotten to give them a task to do. If a character brings Flink four small dead animals, it's a surefire, if strange, way to befriend the kobold.

Nalia "Trout" Scalesby

Chaotic Good, Female Human ***Druid***

The most recent resident of the Grafter's Hut is Nalia Scalesby, a young woman best known by her nickname, Trout. As the grafting process is grueling and bloody, it is paramount a healer be present for the procedure, and she is not the first apprentice with healing capabilities to reside at the Hut. Previous healers saw the violent grafting as unnecessary pain, even though it was always done with the buyers' consent. They did not learn their craft to inflict pain on others. Trout doesn't have those concerns.

Trout grew up on the edge of the Everglen. She had a peaceful childhood that was not to last, as her family homestead was raided by a roving band of pirates that left buildings ablaze and Trout orphaned. Alone with nowhere to go, Trout found a home within the Everglen among the bitter waters and acid-pocked trees. She swam with the fish and sang with the birds. This companionship with the animals turned symbiotic with time, as the beasts would lead Trout to food and fresh water, while Trout would protect them from monsters and hunters.

After living in the wild for several years, Trout had a better understanding than most about the balance of nature and what creatures threatened that balance. While some monsters live in accordance with the law of nature, most fall into roles of apex predator too ferocious and hungry to be considered safe. Her fondness for beasts was what spurred Trout to join the Grafter's Hut, as she hopes that by assisting adventurers, the only true competitor of mighty monsters, her beloved beasts of the wilds stand a better chance of survival.

Trout uses the **druid** stat block with the following changes.

- She has a Wisdom score of 16 (+3), increasing her spell save DC to 13 and her bonus to hit with spell attacks to +5.
- She is proficient in the Survival skill, giving her a +5 bonus to Wisdom (Survival) checks.
- She has the spell *cure wounds* prepared.
- She wears a *patchy resistant cloak* made from acid-resistant hide (see the "Magic Item Catalogue" later in this chapter), granting her resistance to acid damage.

Where is Trout?

Trout is the only member of the Grafter's Hut more likely to be found outside of it than within. She spends little time practicing her craft or talking to customers, and more time exploring the surrounding marshland for critters and animals. She returns to the Hut when the weather makes a turn for the worse or when a grafting procedure demands her healing abilities.

Roleplaying Trout

Use the following traits to determine Trout's responses should someone talk to her:

Traits: "I feel at home anywhere, and with anyone. With beasts all around me, like bugs and birds, I am never truly alone."
Ideal: "Thinking about where you're going is unnecessarily stressful."
Bond: "The balance of nature is in danger. We must protect it."
Flaw: "Trophy hunters are among the lowest scum in the world."

Trout often approaches visitors of the Hut directly, asking about their pasts without even introducing herself. She is especially drawn to people wearing hunting gear, and she isn't shy about giving them an earful if she finds out they kill animals for sport. She is more open to hearing stories about adventurers fighting predator monsters, as she sees their victory as a means of evening the odds for the beasts she loves.

QUESTS AND EVENTS

In the Grafter's Hut, people pay for grafting procedures not with coin, but with corpses—specifically from monsters. Though gold can purchase ammunition and other gear, grafting procedures can only be procured by bringing the hide, limbs, or organs customers want grafted themselves, or by bringing similar valued items to exchange for ones already in storage. Bringing a set of harpy wings to exchange for a pair of devil's eyes is an example of how to do business in the Hut. What one hunter sees as trash, another may view as treasure.

Not all monster parts are useful for grafting. The harvested monster parts cannot be more than a day old unless protected by magic, such as an *oil of anti-deterioration* (see the "Magic Item Catalogue" later in this chapter), allowing a corpse to be kept fresh for longer. In addition, the parts must come from creatures that are Large, Medium, or Small; sizes that fit the shop's typical clientele. The Hut maintains contracts for procuring creatures in exchange for goods and services.

Quest Hooks

The following quest hooks serve as inspiration for work and contracts that can be found within the Grafter's Hut. Working for the Hut can be lucrative. Many adventurers spend months doing so to ready themselves for future battles.

Many of the quest hooks below call for the return of a fresh corpse or parts of a creature. The Hut's staff recommends stocking up on *oil of anti-deterioration*, to ensure the creature's remains doesn't rot before delivery. Additionaly, these contracts require the creatures have physical limbs, organs, and hides that can be harvested. For this reason, undead, constructs, oozes, and elementals are rarely of interest to the Hut.

Quest: Expanding the Business

Prerequisite: Complete Event: Heir Apparent *by assisting Lucille*

Questgiver: Lucille Greff
Quest Beginning: The party returns from a Special Order quest
Suggested Level: 11th through 16th

The success of the Grafter's Hut means that expansion into the other realms of Arora is the next logical step for the store. By establishing a store in a new realm, it allows more adventurers to benefit from the Hut's services and it opens new and exciting grafting opportunities.

To make the journey, Lucille needs grobb: the naturally occurring magical foam that allows for interplanar travel between the realms of Arora. She needs 500 gp worth of grobb so she can travel to Gallaht or Prazzolar in search of a suitable location for a second store. Delivering the grobb to the Hut grants each character in the party one free Uncommon graft of their choice from the Magic Item Catalogue (up to six characters).

The characters could acquire the grobb by:

- Trading with Queen Volga of Arinok
- Stealing supply from the Arooka Mine where grobb is harvested
- Work with grobb smugglers to get some of their stores

Grobb and its sources are described in more detail in the *Arora: Age of Desolation* setting book.

Quest: Patching the Roof

Prerequisite: Befriend Insitio

Questgiver: Insitio the Grafted
Quest Beginning: Insitio calls the party to his private quarters
Suggested Level: 5th through 16th

The acid rain of Khoor has damaged the exterior of the Grafter's Hut, including the roof. The roof has sustained enough damage that holes are about to form, letting acidic waters into the store. For now, the holes can be patched with leather and hide, but it isn't a permanent solution. Large holes have started to form over the storage room, threatening to destroy corpses kept there. Insitio requests the corpse of a Large creature with acid-resistant hide so the roof can be patched properly. Four Medium creatures with the same resistance could also work.

The creature the characters hunt could be:

- A black or bronze dragon (young or older)
- A group of **mimics**
- Other creatures with acid resistance or immunity with hides that can be harvested to patch the roof

Special Order: Complete Corpse

Prerequisite: Befriend Lucille

Questgiver: Lucille Greff
Quest Beginning: Taken from the Grafter's Hut contract board in the Hall of Grafts
Suggested Level: 5th through 11th

The Hut always needs new corpses and all the potential that comes with them. The Hut is also always running low on supplies, as they complete procedures to satisfy their customers. If the party brings back a Medium or Large creature in good condition, they are rewarded with one Uncommon graft from the Magic Item Catalogue as a reward. For every third quality corpse they bring back, they are offered a Rare graft.

The creature the characters hunt could be:

- A Medium or Large creature with damage resistances or immunities
- A Medium or Large creature with condition immunities
- A Medium or Large creature with darkvision

Special Order: Hides Abound

Prerequisite: Befriend Lucille

Questgiver: Lucille Greff
Quest Beginning: Taken from the Grafter's Hut contract board in the Hall of Grafts
Suggested Level: 5th through 16th

The most popular grafting procedure is to use hides to grant additional protection. The Hut always looks to expand its stores of quality hides. For the hides to be usable, the creature must be defeated with less than 25 percent of the damage dealt to it being piercing or slashing damage. Upon delivery, the Hut pays with one Uncommon graft for a Medium creature's hide, two Uncommon grafts for a Large hide, and three Uncommon grafts or one Rare graft for a Huge or bigger hide.

The creature the characters hunt could be:

- Any Medium or larger creature that has a hide, and a damage resistance or immunity to acid, cold, fire, or lightning damage
- Any Medium or larger creature that has a hide, and the natural armor trait

In-Shop Events

These events occur within the Hut.

Event: Heir Apparent

Prerequisite: Befriend Insitio or Lucille

Event Initiator: Insitio the Grafted
Event Beginning: Insitio talks to Lucille in the Hall of Grafts
Location: The Grafter's Hut Hall of Grafts (area A1)
Suggested Level: 11th through 16th
Content Warning: Alcohol, drunkenness

Insitio finally approaches Lucille to discuss inheriting the the Grafter's Hut. Read the following when he does.

> *Insitio and Lucille converse quietly in one area of the store. The giant lizard's face remains expressionless as he talks, but Lucille's contorts into an expression of anger and sadness. Suddenly, she backs away from Insitio, and shouts, "You're the owner of this place, not me. I can't be. I haven't even seen the world yet. Besides, I'm no true grafter, not like you. This Hut would be nothing if you—" Lucille cuts herself off before turning on her heel and leaving the Hall of Grafts for the apprentice quarters, leaving Insitio standing awkwardly on his own.*

If the characters approach Insitio, he explains that he is getting old and tired, and he wants Lucille to take over the Grafter's Hut. She already manages everything anyway, so her owning the shop would be more of a formality, but Lucille refused the offer. Insitio asks for the characters' help in convincing Lucille to take over the store, or if not that, find someone else to act as his heir.

Speaking to Lucille. Lucille has locked herself in her room, and only opens the door if the characters have befriended her or if a character succeeds on a DC 20 Charisma (Persuasion) check. If the characters are let in, they are met by a tear-stained Lucille who explains that she doesn't feel as though she knows anything beyond the Grafter's Hut. She longs for adventure, even just a brief one, and if she were to accept Insitio's offer, she would feel locked to the Hut forever.

She asks the characters if they would consider bringing her along on their journey, if only for a little while. She promises she will be useful. All she wants before she would feel comfortable accepting ownership of the shop is to:

- Go someplace far away
- Do something remarkable there

Hearing Out the Other Apprentices. The other two apprentices of the Hut, Flink and Trout, can be found in the apprentice workshop or just outside the Hut respectively. Both agree with Insitio that Lucille is the obvious choice as an heir to the Hut, and neither of them seem particularly interested in taking over. Flink is the more capable of the two but is clearly frightened at the possibility of being in charge.

Ignoring the Plight. The characters can leave Insitio with the decision of what to do, going back to perusing the procedures offered by the store.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Adventurer in the Making. If the characters bring Lucille with them on their adventure or on two Grafter's Hut specific quests, she finds her taste for the adventuring life satiated and returns to the Grafter's Hut, ready to take on her new responsibilities. The Hut continues operation, with the same grafting procedures offered. This starts Quest: Expanding the Business.

Fledgling in Charge. If the characters decide to push for one of the other apprentices taking over, Flink is chosen as the heir of the store, much to his displeasure. Though he does his best in the position of leader, he is not as experienced with the grafting craft as his teacher. Rare grafting procedures are not available in the store for the next year, as Flink grows into his new position.

Leaderless. The characters do not assist Insitio in choosing an heir, leaving the lizard to his own devices. The socially awkward grafting master, having already been refused by his prime candidate for heir, leaves the matter unsettled. The tenseness left in the store means grafting procedures are less likely to occur. Only half of the listed grafting procedures are available at any given time (determined randomly).

THE GRAFTER'S HUT
MAGIC ITEM CATALOGUE

The Hut's main service is grafting, but a few magic items can be acquired within the shop. These are mostly consumables designed to make the adventuring life a little bit safer, as well as utility items given to hunters procuring corpses for the Grafter's Hut. Grafted items require the provision of the appropriate component.

Grafted Hide

Wondrous Item, Rare

You have had sections of monster hide grafted onto your body, granting you some of the benefits of the original creature it came from. Choose one:

Hard Hide. The hide grafted onto you comes from a creature with natural armor. You gain a +1 bonus to AC if you are wearing armor, and a +2 bonus to AC if you are unarmored.
Price: 250 gp

Resistant Hide. The hide comes from a creature resistant or immune to acid, cold, fire, or lightning damage. You gain resistance to that damage type.
Price: 200 gp

Grafted Organ

Wondrous Item, Rarity by Organ

You have had some of your organs switched for those of other creatures.

Amphibious Lungs (Rare). The lungs of an amphibious creature replaced your old ones. You can breathe both air and water. **Price: 250 gp**

Brave Heart (Uncommon). The heart of creature immune to fear replaced your old one. You have advantage on saving throws against being frightened. **Price: 100 gp**

Darkvision Eyes (Uncommon). Your eyes were replaced with those of a creature who had darkvision. You have darkvision out to a range of 60 feet. **Price: 50 gp**

Darkvision Eyes, Superior (Rare). Your eyes were replaced with those of a creature who had superior darkvision. You have darkvision out to a range of 120 feet. **Price: 100 gp**

Keen Eyes (Uncommon). You got a pair of eyes from a creature with the Keen Senses or Keen Sight feature. You are proficient in the Perception skill if you weren't already, and you have advantage on Wisdom (Perception) checks that rely on sight. **Price: 40 gp**

Tough Stomach (Uncommon). Your stomach was switched with one from a creature immune to the poisoned condition. You have advantage on checks and saving throws against becoming poisoned **Price: 35 gp**

Grafted Decoration

Wondrous Item, Uncommon

Your body is decorated with grafted scales and bits of bone, and piercings made from claws and teeth. Wearing these decorations grants you advantage on Charisma (Persuasion) checks while speaking with monster hunters.

Additionally, choose the type of creature from which this graft was taken:

- Aberration
- Beast
- Celestial
- Dragon
- Fey
- Fiend
- Giant
- Monstrosity
- Plant
- Undead

You have advantage on Charisma (Intimidation) checks against creatures of that type if the creature has an Intelligence score of 4 or higher.

Price: 35 gp

Grafted Limb

Wondrous Item, Rarity Varies

You have had a limb taken from another creature grafted onto your body, granting you some of the powers of the creature. The powers depend on the type of creature you got the limb from, as some creatures are more powerful than others.

Clawed Arm (Rare). You have grafted the arm of a creature onto your body. The arm allows you to make a Claw attack. The attack is a melee weapon attack that deals 1d8 slashing damage on a hit. You are proficient with this weapon.

If you have two grafted clawed arms, the arms are finesse weapons that deal 1d10 slashing damage on a hit.

If you have multiple grafted arms, you gain a bonus to Strength checks that uses your arms and to damage from your unarmed strikes. The bonus equals the number of grafted arms after the first. Attacks made with these arms are considered off-hand attacks and you cannot make more attacks on your turn that you would normally be able to, no matter how many arms you have. **Price: 250 gp**

Clawed Hand (Uncommon). Your hand has been replaced with monstrous claws or talons. The hand allows you to make a Claw attack. The hand is a light weapon and can make a melee weapon attack that deals 1d4 slashing damage on a hit. You are proficient with this weapon.

If you have two grafted clawed hands, the hands are considered finesse weapons that deal 1d6 slashing damage on a hit.

If you have one clawed hand and one clawed arm grafted onto you, you gain the fighting style Two Weapon Fighting, but only when using your claws. **Price: 50 gp**

Fins (Uncommon). You have the fins of a creature grafted onto your body, fixed to your legs, arms, and back. You gain a swimming speed equal to your walking speed. **Price: 25 gp**

Leg (Uncommon). The strong legs of a mighty creature have replaced your own. Your speed and the distance you can long jump increases by 10 feet.

If you have multiple grafted legs, you gain a bonus to Dexterity checks that uses your legs and to checks made from escaping being grappled or restrained. The bonus equals the number of grafted legs after the first. Your speed also increases by 5 feet for every subsequent leg after the first, to a maximum of 20 feet. **Price: 25 gp**

Tail (Rare). You have a new limb in the form of a tail. The tail allows you to make a Tail attack. The attack is a melee weapon attack that deals 1d8 bludgeoning damage on a hit. You are proficient with this weapon.

In addition, you also have advantage on ability checks and saving throws made to keep your balance and to avoid falling prone. **Price: 300 gp**

Set of Wings (Rare). These mighty wings were taken from an equally mighty creature. You gain a flying speed equal to your walking speed. **Price: 1,000 gp**

Oil of Anti-Deterioration

Potion, Common

The oil is greasy and viscous, coagulating into a gel when exposed to air. The oil can cover a Large or smaller dead creature, affecting it with the *gentle repose* spell. Applying the oil requires 1 minute.

Price: 50 gp

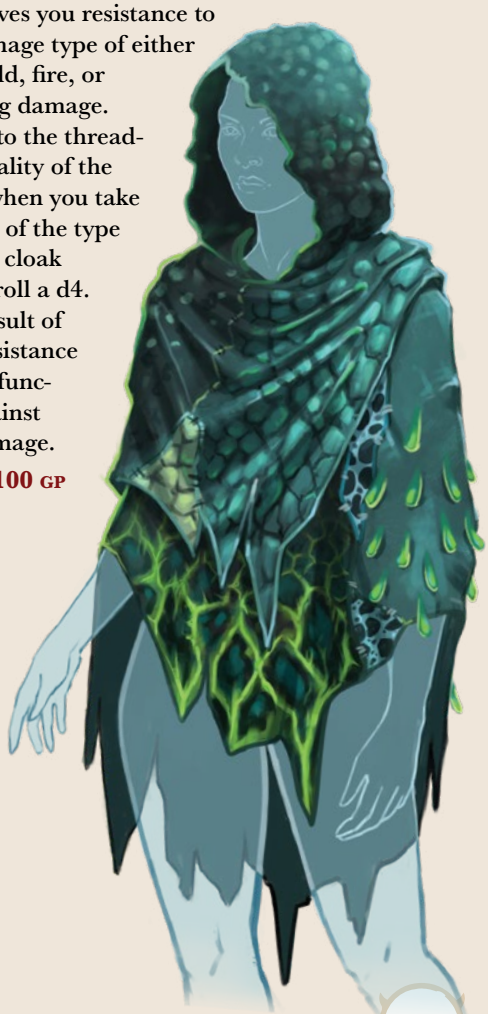
Patchy Resistant Cloak

Wondrous Item, Uncommon (Requires Attunement)

This cloak was made from scraps of leather and hide taken from mighty monsters. The cloak gives you resistance to one damage type of either acid, cold, fire, or lightning damage.

Due to the threadbare quality of the cloak, when you take damage of the type that the cloak resists, roll a d4. On a result of 1, its resistance doesn't function against that damage.

Price: 100 gp



VEE'S HEARTH

"I've arrived at this tree in many states: exhausted, wounded, famished, mad, bloody, broken, sorrowful. But after spending time within the delightful interior of this tree, I have only ever left one way: absolutely satisfied. Whatever you seek, you shall find it at Vee's Hearth, no matter the reason, no matter the season."

–Ixthalin Kovari, Second Blade of the Temple of the Harvest

A gorgeous, sprawling oak tree stands where all roads meet, housing the coziest resting spot throughout the planes. Through its innate Fey magic, the tree appears mighty and green in the morning, full of summer's majesty. By early evening, the leaves deepen with autumn's blush. By night, the branches are bare and proud under the moon. And when dawn paints the sky, new buds of spring bloom across its empty crown.

Past the gilded doors set into the trunk lies Vee's Hearth, an infinitely inviting eatery of warm meals, alluring drinks, and Fey magic. Vee's Hearth is welcome to locals and adventurers passing through, as well as travelers from across the planes.

The Hearth has no rooms for rent, so the trunk of the tree is often surrounded by tents and bonfires teeming with adventurers sharing stories and bragging about their deeds; this loose camp around the Hearth is affectionately called the Fey Ring.

Within the Hearth, visitors can partake of various enchanted snacks and ale, restoring vitality. They can purchase magical cookbooks, kitchen items, and more. If they're so inclined, characters can even befriend shop workers, such as the lion-masked Procurist or Gothreng the treant tending to the tree's roots. Inquisitive characters might even stumble upon the Hearth's secret speakeasy, Drake's Delight, or Chef LeFleur's hidden test kitchen.

Vee's Hearth is a place of welcome, rest, and satisfaction. There is no need to knock—simply enter with an appetite.

That has always been enough.

Vee Le'Fleur

Chaotic Good, Female Elf ***Mage***

With the towering height of the Summer Court but the lavender eyes of the Unseelie, no one can tell from which Fey court Chef Vee Le'Fleur hails.

Her dark skin, pointed ears, and curls fit in either court. On each wrist and cheek, she carries runes of both peoples. Her food and drinks are a perfect blend of styles, both sumptuous and ethereal. If asked about her past, Vee challenges the curious by saying, "All you need to know of me is in your mug or on your plate."

Often seen wandering the Hearth in chef's whites, she wears a robin's-egg blue toque, with matching blue cuffs and gold, patterned pants. Though she could prestidigitate any stains on her, she often doesn't, claiming she wears her work well. Vee keeps her Hearth roaring, taking care of each and every one of her customers.

History

Food became what anything becomes long enough in the Fey Realm: a game. Among the Court of Air and Darkness, meats, grains, and alcohols were infused with shadows, snow, and stillness. In the kitchens of the Court of Summer, fruits, vegetables, and herbaceous tonics were filled with sun, song, and warmth. Food became one of the few things these courts did not war over, and instead found honor in.

It is said Vee Le'Fleur did the impossible twice. The first was to study among both courts' kitchens. The next? She left both courts. She took her favorite colleagues from both courts and made for the Material Plane. Like any good Fey, she bargained her way out of service to both Queens, saying, "Find me. Taste my wares, drink my creations, spend time under my roof. If you genuinely believe what I've accomplished is of no value, I'll return."

Vee's Hearth has been open for over 20 mortal years, and Vee has no plans to leave the Material Plane.

Goals

Vee Le'Fleur has her own goals for the Hearth, including:

Planar Refuge

Vee's first goal has been to have a place to herself for all people seeking a good meal, a warm fire, and a place to rest. She has not so secretly been courting other planar travelers, seeing the Hearth as not only a safe haven from the wilds of this world, but as a place of asylum for those seeking a better one, including Elementals, Celestials, Fey, and even the occasional Fiend.

A Court of Free Fey

Using the magics of Gothreng, a treant awakened by the Court of Summer, and the Procurist's deep bond with the Court of Air and Darkness (see "NPCs in Vee's Hearth," later in this chapter), Vee is attempting to establish a new, unaligned Court of the Fey Realm, whose roots begin here at the tree of the Hearth and whose allegiance lies with no monarch.

Roleplaying Vee Le'Fleur

When the characters interact with Vee, consider these roleplaying traits when deciding how they respond:

Personality Traits: "I learned all I could from realms of chaos and courts of order and using both, serve a place that represents the best of each."

Ideal: "Everyone deserves more than just to eat. They deserve food that transforms and entices, food that makes them feel something; loved most of all."

Bond: "This Hearth is everything I've worked for and the first thing I've ever made that is truly mine. It's more than a life's work. It's home."

Flaw: "Everything about my Hearth must be perfect. I spent my life threading the needle between order and chaos, and while the kitchen can be its own world, everything outside of it must be perfect as the morning."

Vee cares for her customers the way she cares for all her creations: loving, tender, inquisitive, and ready to move on to the next as soon as possible.

After the characters' first visit, Vee notices and recognizes them as regulars. To advance the friendship, the characters must make a DC 17 Charisma (Persuasion) or Wisdom (Insight) check while speaking with Vee about their past, or hers. On a success, Vee opens up about her history and that she's uncertain about her future with the Fey courts which she abandoned years ago. From now on, she treats the characters warmly, and greets them with treats directly from her private kitchen.

The final check a character must make is a DC 19 Charisma (Persuasion) or Wisdom (Insight) check. Vee admits that her polite invitations to her former monarchs have been met with silence and cold regard. She invites the party to her private kitchen (see the "Inside Vee's Hearth" section, later in this chapter) and asks their aid in **Quest: Too Many Courts in the Kitchen**.

There's A Djinn In My Kitchen!

Wondrous Item, Rare

There's A Djinn in My Kitchen! by Athereana Ourvos is a cookbook replete with recipes influenced by and learned from the elemental planes.

If you spend 60 hours over a period of 12 days or fewer studying the book's recipes and practicing its techniques, your Constitution score increases by 1 (up to a maximum of 20), and you gain immunity to a damage type of your choice, chosen from acid, cold, fire, lightning, or thunder.

Once you have read this book, it vanishes in a puff of incense smoke and appears in the possession of a random person somewhere in the planes.

Price: 4,000 gp

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Amulet of Health	4,500 gp
Armor of Resistance (Cold or Fire)	5,000 gp
Bag of Beans	3,750 gp
Censor of Controlling Air Elementals	4,000 gp
Decanter of Endless Water	2,250 gp
Gem of Brightness	1,500 gp
Gloves of Swimming and Climbing	1,750 gp
Medallion of Thoughts	1,500 gp
Oil of Slipperiness	1,350 gp
Periapt of Health	1,500 gp
Potion of Clairvoyance	3,000 gp
Potion of Flying	3,250 gp
Potion of Heroism	2,500 gp
Potion of Healing (x4)	450gp
Ring of Resistance (Poison)	3,350 gp
Wind Fan	500gp

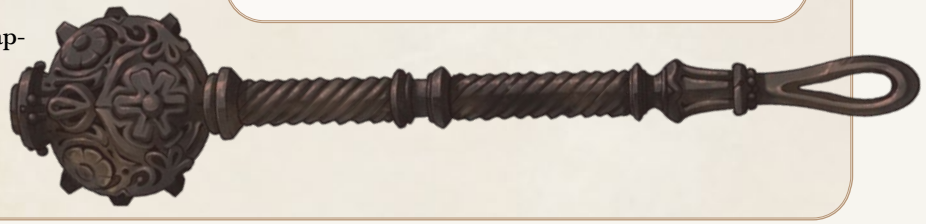
Cast-Iron Cudgel

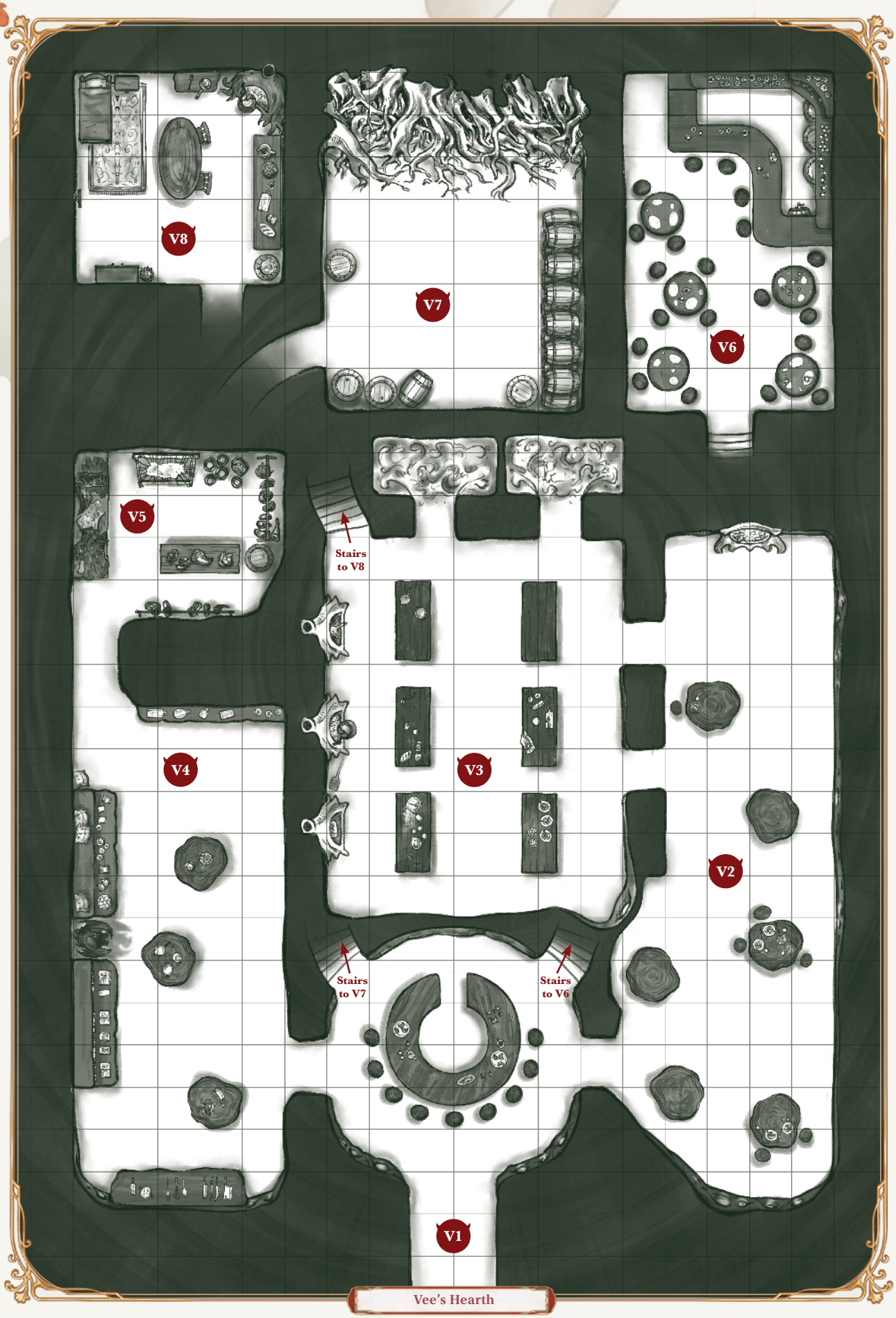
Weapon (Club), Rare (Requires Attunement)

A seemingly ordinary cast-iron pan, a single command word transforms this culinary tool into what is effectively an iron club. When transformed, the cudgel has the following properties:

- You have a +1 bonus to attack and damage rolls with this weapon.
- You can use a bonus action when you hit a creature to deal an extra 1d8 fire damage.
- When you make a critical hit with this weapon, the creature must succeed on a DC 15 Constitution saving throw or be stunned until the start of your next turn.

Price: 3,200 gp





1 square = 5 feet

Vee's Hearth

INSIDE VEE'S HEARTH

From the entrance of the shop, the characters see:

- **Area V1: The Short Rest.** A takeaway counter of magical beverages and sweets
- **Area V2: The Dining Room.** A warm and inviting interior dining space for larger meals
- **Area V3: The Primary Kitchen.** A loud and delicious smelling center of activity, tended to by animated objects and unseen servants
- **Area V4: The Plentiful Pantry.** A cozy area set aside for rations, magic items, cookware, attire, literature, and more
- **Area V5: The Butcher's Display.** A cool and dark room where the Procurist has various meats aging and smoking for purchase

Vee's Hearth Features

The Hearth has the following features unless otherwise noted:

Objects. This tree is filled with objects and furniture. Any creature can share a space with an object to gain half cover. Most sizable objects can be flipped over as an action and used as three-quarters or total cover.

Ceilings. The ceilings of this building are 20 feet high, and its openings are 15 feet high.

Doors. The tree has one exterior doorway set into its trunk that leads characters inside its interior, which is larger than its exterior. There are no interior doors, only open archways. Each arch bears a muffling enchantment which contains sounds to the room in which they occur. The sound of three dozen patrons talking at a normal volume in one room only sounds like a dull murmur in the next room.

Light. This tree is lit by ambient fixtures across its wooden interior, many housing elementals, fireflies, and luminescent moss. In the evenings, those make way for glowworms, the hue changing from pale gold and warm orange to a cool blue and light green.

Walls. The interior walls and ceiling of this restaurant space are made of sturdy timber. Its exterior is the rich, deep brown bark of an oak tree.

Windows. There are no windows within Vee's Hearth. However, the natural walls are dotted with knotholes, no larger than 7 inches across, that allow in ethereal beams of light.

Areas of Vee's Hearth

The following areas are keyed to the map of this location.

V1: The Short Rest

> *Each one of you smells a different, wondrous aroma when you step over the shop's threshold. It's the scent of what you love to eat most, exactly as you remember it when you first had it. Sweet nectar, perhaps? Or fresh-baked bread, rich butter, charred meat, fried vegetables?*
>
> *Whatever the smell, the sight before you is equally magnificent: a grand, arching cavern within a Fey oak, far larger on the inside than its already immense trunk suggested, and lit by dancing fairy lights. A dark-skinned elf woman in chef's whites stops in the midst of delivering a tray of fresh rolls and little jars of jam to greet you. "First lesson at the Hearth, dears: fresh bread is for friends. Pick a seat and I'll be with you in a moment."*

A large, warm, and welcoming room, the Short Rest is a cafe serving drinks and pastries to patrons coming and going. With a dozen plush stools set before a long, oaken counter, you glimpse a dozen or more unseen servants, animated utensils, and Fey beings whisking together pastries, coffee, and tea.

This limited takeaway menu includes coffee, herbal and black tea, lassi of various flavors, blended fruit purees, and a host of pastries.

V2: The Dining Hall

> *A sprawling dining room holds gleaming tables of dark wood growing seamlessly from the ground, framed by dozens of knotholes on the walls to let in light. A huge fireplace is set in the back of the room. On the left side of the room, a large knothole in the wall gives a glimpse into the kitchen, where Vee and her chefs are working.*

This is the main room where meals can be had, and characters can engage in short rest activities (see below). Chairs of wood grow from the floor wherever characters go to sit, and menus appear in the grain of the table. Fey creatures and unseen servants flit through the air delivering meals, while fire mephits stoke the fireplace at the back of the room.

The menu changes as the shop changes from spring to summer to fall to winter all in the course of a single day. Some ideas include:

Morning Menu

Dishes Themed for the Spring Season

- Breakfast wrap in a grilled pita stuffed with soft scrambled eggs, harvest cheddar, links of rosemary sausage, and plum preserves
- Rolled oat porridge with a medley of blueberries, blackberries, raspberries, topped with cinnamon and honey

Afternoon Menu

Dishes Themed for the Summer Season

- Fresh salad on a bed of wilted greens, corn, carrots, peas, avocado, goat cheese, walnuts, rose, with sourdough croutons and a lemon-cream vinaigrette
- Cauliflower and sweet potato soup with cheddar and gruyère, paired with a smoked boar open-faced sandwich with fig jam, arugula, and smoked mint

Evening Menu

Dishes Themed for the Autumn Season

- Coconut and pumpkin curry with cider-marinated lamb shank with a chili-dusted flatbread side
- Soup dumplings filled with pork, tofu, or shrimp, with a ginger, turmeric, and carrot soup on the side

Night Menu

Dishes Themed for the Winter Season

- Beer-braised pork shoulder with roasted root vegetable medley and smashed potatoes
- Cranberry and thyme cheesecake with dustings of cinnamon and nutmeg

Short Rest Activities

When a character spends a short rest here, they gain the following benefits:

- When you roll your Hit Dice to recover hit points, you regain an extra 2d6 hit points.
- If you have any levels of exhaustion when you take a short rest here, your exhaustion is reduced by one level, allowing revelers to keep carousing all night long.
- While taking your short rest, you may choose to take that time to study a skill, tool, or language of your choice. After taking three or more short rests within Vee's Hearth over the course of a month, you gain proficiency in one skill, tool, or language of your choice for the next 1d4 days. The Fey magic that helped you learn the skill is also fleeting.

Permanent Proficiencies

After temporarily gaining proficiency with a skill, tool, or language in Vee's Private Workshop, you must take another three or more short rests there to regain that proficiency. You can work with the GM to determine how long it takes with Vee's aid to gain that proficiency permanently.

V3: Primary Kitchen

> *A raucous kitchen space with a dozen small fireplaces tended to by unseen servants, pixies, gnomes, and other Fey. Each wears a blue smock while preparing a medley of various meals. There are high shelves of ingredients and a planar pocket doubling as a pantry.*

This is where the magic happens, as Vee's various employees dash about, order and chaos coexisting in harmony. Characters aren't often let back here, but might once they reach friendship with Vee, who often oversees everything.

V4: The Plentiful Pantry

> *On the other side of the Short Rest's counter is a cozy, wide area, complete with bookshelves, spice racks, aprons, knives, and tools, each of them magical in their own.*

This is an area where characters may purchase magical tools, items, food, books, and more (see "Magic Item Catalogue" later in this chapter). There is no one person working the pantry, but purchases can be brought to the Short Rest (area V1). There are two hidden **sprites** keeping watch behind a gargoyle statue wearing a chef's hat. A character who makes a successful DC 16 Wisdom (Perception) check notices them. If spotted, they vanish.

V5: The Butcher's Display

> *This area of the shop looks like the kind of lean, thin wooden shack that would fit better in the heart of a dark wood. The air is smokey and rich with marbled fat and the tang of blood. Inside sits a man in a dark purple and gold cloak, a silver lion's mask grinning at you from beneath his hood. In a deep, rich voice, he bids you enter.*

This is the domain of the Procurist, an elderly Unseelie hunter and former soldier to the Queen of Air and Darkness. He is described in more detail in "NPCs in Vee's Hearth," later in this chapter. His wares are meats and other edible cuts taken from monsters. They include:

- Cured and tanned hippogriff hides
- Black dragon flank steak
- Bulette ribs
- Pickled hydra scales
- Smoked manticore shoulder

V6: Drake's Delight

> *Down a hidden set of wooden steps, an enchantment turns the light fire red and electric blue. A jovial voice greets you. Behind a small bar of select colorful bottles, a half-orc nods a greeting, gesturing at her shelves and the fungal cap tables and stools.*

The Drake's Delight is open all night, with drinks prepared by the ever-cheerful Sylviana Fyros (see "NPCs in Vee's Hearth," later in this chapter).

Characters who befriend Sylviana gain access to her secret menu of magical cocktails:

Plane Shift: A series of eight shots ranging in color and variety from liquors distilled across the planes. Finishing the flight requires a series of Constitution saving throws: DC 12 after four shots, DC 17 after six shots, and DC 19 after all eight. If a character succeeds on all three saves, they gain immunity to a single damage type of their choice for the next 24 hours. If a creature fails a Constitution save at any point, they fall unconscious for the next 10 minutes.

Dragon's Draught: A frothing beverage in a little cauldron, it swirls with prismatic light. Once finished, a character makes a DC 15 Constitution saving throw. On a success, the character gains resistance to one of the following types of damage for the next 24 hours: fire, cold, lightning, acid, or poison.

Asphodel Gin Fizz: A fizzing pomegranate liquid fills a large bowl. Once finished, a character makes a DC 15 Constitution saving throw. On a success, they may remove disadvantage on themselves once within the next 24 hours.

The Wizard's Tower: A tall, thin glass filled with winkling lights amid an indigo curaçao, laced with chocolate-aged whiskey. Once finished, a character makes a DC 15 Intelligence saving throw. On a success, they gain advantage on their next Intelligence check or saving throw made in the next 24 hours.

A Courtship of Queens: A swirl of elderflower liqueur and lemon vodka. Once finished, a creature makes a DC 15 Charisma saving throw. On a success, they gain advantage on their next Charisma check you make within 24 hours.

V7: The Root Cellar

> *Barrels and ale casks scatter this long and low room. Light comes from the massive tangle of glowing green and gold roots at the far end of the room, a part of the Hearth itself. Lying in their light, a smile on their oaken face, is a treant, dreaming.*

This basement is where the roots of Vee's Hearth run directly into the Fey Realm, an intricate knot of dense arcane workings. They are tended to by Gothreng, a treant. A character who succeeds on a DC 18 Intelligence (Arcana) check understands that the roots are instantiating themselves further into the Fey Realm. It is rare that characters are allowed within; see **Quest: The Roots of the Problem** as an example for when they might see it.

V8: Vee's Private Workshop

> *At the top of the tree is a secret room. About the size of a studio apartment, Vee Le'Fluer's private workshop and bedroom has a sense of condensed coziness to it. Pastel walls hug a small kitchen, set next to a narrow, thin bed with a single blanket. A small piece of art is framed: a young Vee, chef's toque askew on her head, beaming with joy.*

Only when characters have become fast friends with Vee Le'Fleur (see "Roleplaying Vee Le'Fleur," earlier in this chapter) does she invite them up to have drinks, test new dishes, and genuinely let people into her life. In here, Vee's bravado eases and she is quieter. There's not enough room for more than four people inside. Characters who make a successful DC 17 Wisdom (Insight) check understand that while this space seems a little barren, Vee is at peace here.

NPCs in Vee's Hearth

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have Quests to offer the characters (see "Quests and Events," later in this chapter).

Gothreng the Root-Tender

Neutral, Agender ***Treant*** *Druid*

Gothreng the Root-Tender is a former soldier of the Summer Court who worked their way up from army cook to a member of the Queen's elite Oaken Guard. Upon retiring, Gothreng found purpose in Vee's kitchen, recovering a love of cooking after centuries of violence. When she struck out on her own, she didn't even have to ask them; they simply appeared and came with them.

Standing close to 12 feet tall, Gothreng is a treant whose appearance changes throughout the day to match the Hearth's tree. They always have a lavender and blue robe on, with the insignia of Vee's old kitchen, a knife crossed with a shield, a reminder of old times.

Once a day, Gothreng can cast the following druid spells: *animal friendship*, *cure wounds*, *faerie fire*, *goodberry*, *lesser restoration*, *locate object*, and *dispel magic*.

Roleplaying Gothreng

When the characters interact with Gothreng, consider these roleplaying traits when deciding how they respond:

Personality Traits: "Life is long, and I've seen so many ways to cut it short. In the end, all that remains are the green things, and even then, they need help to survive."

Ideal: "My days of violence are behind me and for good reason. I've only ever felt myself when I am helping to make, not to destroy."

Bond: "This Hearth, this tree, are all that I know now. Everyone has used me to chop away their problems. Vee is the only one who saw in me the promise of growth."

Flaw: "The world needs caring people, who are brave enough to shout for that care. I fear my days of loudness are behind me and I prefer to stay away from commotion."

Gothreng is painfully shy. If they grow uncomfortable in conversation, they leave immediately, disappearing for 1d4 days.

Characters must succeed on five DC 14 Charisma (Persuasion) checks to establish a friendship. After that, Gothreng seeks out the characters when they visit, asking idly after their adventures. If characters talk with them about their favorite subjects (gardening, cooking, and the weather), Gothreng may cast *goodberry* and give them the berries.

It's uncommon to see Gothreng during the day in the communal areas of Vee's Hearth. If characters have become fast friends with Vee (see "Befriending Vee Le'Fleur," earlier in this chapter) and given the run of the shop, they may find Gothreng downstairs in the Root Cellar (area V7), tending to the extraplanar roots anchoring the Hearth to the Fey Realm.

If characters are present in the spring hours or winter hours, there's a 50 percent chance that Gothreng is present in the dining area (area V2), soaking their feet in a magic, nutrient-rich tea that Vee makes for them.

The Procurist

*Chaotic Neutral, Male Elf **Veteran** Ranger*

It is rare to see the Procurist stalking the shop, looking for prey—that is, customers. Often, he lurks within the back of the Hearth among dozens of the rarest cuts of meat, reeking of salt and smoke. Dressed in simple robes of indigo, gold, and black, the most striking feature of the Procurist is his mask; a stylized and beautiful silver rendition of a maned lion, it catches the eye wheresoever the Procurist walks. Often, it becomes quicksilver, the lion's expression changing to suit his fickle moods. An Unseelie denizen, the Procurist came here from loyalty to Vee.

Those who look closely see he wears a leather thong around his neck, hidden beneath his robes; hanging from the leather cord is a dried, withered bit of meat. Anyone who asks after it sees the lion's face shift to that of pride, though he says nothing. There is no one better at tracking down and hunting the most dangerous beasts this world and others have to offer. Always on the lookout for contractors and hunters to work with, the Procurist happily extends offers to adventurers looking to make coin and partake of his magic food once they've made a purchase or two.

Roleplaying the Procurist

When the characters interact with the Procurist, consider these roleplaying traits when deciding how he responds:

Personality Traits: "Mine are the ways of the hunter, the fang and claw. Niceties are for those who seek softer things."

Ideal: "We vie for that which we desire most. When I carried blade and shield, it was trophies. Now, I seek that which is most rare: a customer's satisfaction."

Bond: "Vee promised me a life of hunting and ease after my time serving my Queen. And she, besting me in my own way, has never let me down."

Flaw: "I could be kinder, but the predator does not respect the prey for knowing they are the weaker one."

The Procurist can often be found in the Butcher's Display (area V5). Within are dried and smoked meats, spell components, gathered material from a variety of beasts and creatures, as well as the enchanted remains of aberrations, monsters, and more.

The Procurist respects aggressive haggling but does not tolerate bravado. He has a +8 bonus to Charisma (Intimidation) checks, and treats with respect any character who tries to intimidate him with a successful DC 15 Charisma (Intimidation) check. If they do so three times, he opens up and becomes friendly toward them, speaking of old hunts and his time in the Court of Air and Darkness as one of the Frost Knives, his old Queen's elite rangers. On occasion, he may offer characters the quest of a difficult hunt.

He does not speak of the withered thing around his neck.

Sylviana Fyros

*Chaotic Good, Female Half-orc **Mage***

There is no one finer to serve the cool cocktails and sorcerous brews of Vee's Hearth than the magical mixologist herself, Sylviana Fyros. A young and rambunctious half-orc with a long mane of fiery red and black hair, she often dresses in dark leathers to make her piercings and tattoos pop. Noting her panache for entertainment and cocktail artistry, Vee extended a position to Sylviana. It came with a cot, a wage, and a full bar of spirits, literal and figurative. It's one of the few times Vee has ever been surprised by an embrace.

The Drake's Delight is Sylviana's baby, through and through. A plush lounge with various fungal cap barstools and tables, pools of hot water on the floor in which to soak one's feet, it is open from the hours of late autumn to early spring. Sylviana is easy to befriend and eager to test new brews on willing patrons. If you really tip well, rumor has it she'll infuse spells into her cocktails.

Roleplaying Sylviana

When the characters interact with Sylviana, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Life is short, so it may as well be fun! And sometimes, life is long, so why not let it be sweet, too?"

Ideal: "There need to be some spaces in the world that are just for you: safe and warm, where you're free to let your heart rest. Mine is one of them."

Bond: "Long as Vee has these doors open, I'm pledged to them; she took one look at me and knew I needed a home. That she made my wish come true means I'll do anything to keep hers alive."

Flaw: "Life can't always be a party. I mean, it can be, but when you're the only one in the room with puke on their shoes, it makes you think twice."

Sylviana often appears around lunchtime in the dining room, at times joyfully hungover. She's easy to befriend, with no checks necessary to have jovial and enriching conversation.

Characters must impress her if they wish to study her magical mixology. A successful DC 17 Intelligence (History) check creates a drink that impresses Sylviana.

Quests and Events

Vee's Hearth is filled with creatures who have an appetite for good drinks, great food, and even better gossip. Characters who spend time here have the opportunity to go on quests and become embroiled in events that send them on the hunt for ingredients, or to resolve conflicts between quarreling Fey.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Auntie Moss-Eye's Green Juice

Prerequisite: Gain a Budding Friendship with Vee Le'Fleur

Questgiver: Vee Le'Fleur
Quest Beginning: Vee invites the party to her private kitchen for a word
Suggested Level: 1st through 4th

Vee Le'Fleur has received a missive from an old ally in the Fey Realm looking for ingredients with the note, "Remember debts owed for Queens distracted." This is Auntie Moss-Eye, a **green hag** who helped Vee leave for the Material Plane. She's seeking ingredients for one of her potent elixirs and needs Vee's help gathering items.

Vee, short staffed at a crucial time, tasks the party with gathering the following items:

- The petals of a newly bloomed rose
- Five salamander tails
- Twelve pairs of dragonfly wings
- The breath of a sorrowful man

The Haunted Heart Hungers

Prerequisite: Sell four pieces to the Procurist, or befriend the Procurist

Questgiver: The Procurist
Quest Beginning: The shop door is locked with a sign saying, "Closed for Business."
Suggested Level: 5th through 10th
Content Warning: Snakes, blood, ghosts

The Procurist has hunted many dangerous beasts in his long life, but the only trophy he's kept is a withered, dried heart around his neck from a creature he has not dared to name. So strong is the creature's hatred of the Procurist, it has clung to life and gathered enough strength to hunt its killer. A **spirit naga** and three lizardfolk **ghosts** have formed within the interior of the Hearth and now seek to reclaim the old heart as well as the heart of the Procurist.

The Roots of the Problem

Prerequisite: Befriend Gothreng

Questgiver: Gothreng the Root-Tender
Quest Beginning: Players stay late into the evening during the winter
Suggested Level: 11th through 16th

Late one evening, the lights throughout the Hearth begin to die. Gothreng seeks the characters, asking for help. Something is attacking the roots of the Hearth within the Fey Realm, cutting off their magic. Gothreng sends the characters through a planar rift where they meet a powerful **rakshasa** named Vyrkrez Blade-of-Gold, intent on devouring the planar energy these roots hold. In combat, he is aided by his **imp** and **bearded devil** minions.

A Feast of Courts and Chaos

Prerequisite: Become Fast Friends with Vee Le'Fleur

Questgiver: Vee Le'Fleur
Quest Beginning: A letter arrives from Vee's old friend, Teminestra of the Golden Eye, Lady of the Summer Court
Suggested Level: Any level

A letter arrives from an old rival of Vee's, Teminestra of the Golden Eye, now a Lady of the Summer Court. It speaks of how she won a century long bet with Vee, who believed her and her husband's relationship, Maximillian of the Hand of Crows, Lord of the Court of Air and Darkness, would not last so long. As such, Vee owes her a royal dinner for their anniversary, and Teminestra has invited both sides of their courts to attend.

Vee, shaken but determined to prove her craft, needs servers and waitstaff for an evening of Fey chaos.

Too Many Courts in the Kitchen

Prerequisite: Completed Quest: A Feast of Courts and Chaos *and become Fast Friends with Vee*

Questgiver: Vee Le'Fleur
Quest Beginning: When she is arrested for upsetting the balance of the Fey Realm
Suggested Level: 10th through 16th level

The Queens of both Courts of the Fey Realm have gotten wind that their former chef has instantiated her restaurant into the Fey Realm and has gained enough notoriety to be considered a rival power to their monarchies.

Often at odds, the Queens put their differences aside to arrest Vee Le'Fleur and put her on trial for conspiracy to overthrow the dual monarchies. Vee not only needs representation—she needs champions to stand for her.

In-Shop Events

These events can occur within the Hearth whenever the GM wishes, as long as characters have fulfilled event Prerequisites.

Runaway Ward

Prerequisite: Completed **Quest: Auntie Moss-Eye's Green Juice**

Event Initiator: Auntie Moss-Eye
Event Beginning: Auntie's newest "ward," arrives in a panic
Location: The Short Rest (area A1)
Suggested Level: 5th through 10th

Auntie Moss-Eye's new ward, a young elven woman named Ethrai, has fled. Ethrai, knowing Vee's Hearth is a safe haven, enters in a panic.

Auntie Moss-Eye is delighted her young ward came to "my favorite place this side of the sunset." She says the young woman had a deal with her; whatever nonsense Ethrai says is of one who gambled and lost. Ethrai insists her mother is a known Archfey who can grant Vee anything she wishes if she can banish Auntie Moss-Eye.

Auntie Denied. If the characters decide to save Ethrai, she'll duck behind the bar while Auntie Moss-Eye grows larger and an even sicklier shade of green.

Auntie Moss-Eye (a **green hag**) defends herself with her magic and her bodyguards, three **satyrs** and a **dryad** invisibly surrounding her.

If defeated but not killed, Auntie cedes that some deals are best remembered for later as she disappears in green smoke.

A Deal's A Deal. If the characters do not interfere, Vee steps forward and says that Ethrai's claim for asylum will be honored but she will have a harder task than working for Auntie Moss-Eye: she'll be working for Vee. Auntie Moss-Eye is delighted, if a little put out, telling Ethrai, "you'll beg to return to my swamp soon enough."

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Riches of Ethrai. If Auntie is defeated, Ethrai becomes a local who gifts Vee and the characters 75 pp per person and the assorted items: *ring of protection*, *flametongue dagger*, *cloak of displacement*, and a *greater healing potion.* Later that evening, each character has a nauseating dream as Auntie Moss-Eye whispers, "She's watching."

It Builds Character. If Vee takes Ethrai on to her staff, she becomes a permanent fixture at Vee's Hearth. Her task? To wash dishes and nothing but. For the next 1d4 months, characters hear her sobbing, sick of hot water and soap. When Vee entices her to return to the hag, she silently gets back to work.

I'm Your Biggest Fan

Event Initiator: Shelton Shrank, uber-fan of Chef Athereana Ourvos
Event Beginning: Post-signing drinks
Location: Drake's Delight (area A7)
Suggested Level: 5th through 10th
Content Warning: Kidnapping, theft

Infamous **djinn** chef and cookbook author Athereana Ourvos is ambushed by a Shelton Shrank, a cookbook devotee and rabid fanatic of Chef Athereana. Shelton has just begun casting a spell that, after 30 seconds of incanting, traps the djinn within a vessel and bends her to his will. Athereana cries out for help as she resists.

Talk Him Down. If the characters decide to save the djinn by talking, a character must use their action to make a DC 15 Charisma (Persuasion) check. Three successful checks are needed to convince Shelton this is a bad idea. Failing has no consequence, but for each round that passes, the DC increases by 2. After three successes, he breaks down in tears and smashes the lamp on the ground, ending the spell and releasing the djinn.

Fight for Freedom. If the characters decide force is the better option, they have up to six rounds to break his concentration on his spell. He uses **mage** statistics, and has a powerful abjuring ward that grants him 50 temporary hit points; his concentration can't be broken while he has these temporary hit points.

On his first turn, he releases two **fire elementals** to aid him. If they manage to free Athereana, her first action is to trap Shelton within his lamp using *banishment*.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Freedom For All. If the characters are able to talk Shelton down, he releases Athereana. She is upset but impressed, wondering why a mage with his prowess would do such a thing. As his history of loneliness and desperation comes out, her and Vee understand how food has been the only thing to help him feel connected to anyone. A deal is struck: he'll help in the Primary Kitchen, developing recipes from Athereana's book part-time. Meanwhile, as penance, while she's on the Material Plane for her next book tour, he helps her as her unpaid assistant—and she keeps his spellbook, too.

Wishes Do Come True. If the characters defeat Shelton, Athereana traps him within the lamp, "until he can come to his senses." As a thank you, she promises the characters "a little wish," with a hint that though she mostly cooks and writes, she still has magic at her disposal, becoming an ally to them in the days ahead. They also get a free, signed copy of her book (see "There's A Djinn In My Kitchen!" earlier in this chapter).

VEE'S HEARTH
MAGIC ITEM CATALOGUE

The items sold in Vee's Hearth are imbued with Fey magic that nourishes and replenishes body, mind, and soul.

Hu's Coming To Dinner

Wondrous Item, Rare

Olam Hu, an elderly elven sorcerer, spent centuries learning various techniques for psychic cuisine. This tome is replete with the many psychic practices to prepare the meals of the Astral Plane and beyond.

If you spend 60 hours over a period of 12 days or fewer studying the book's recipes and practicing its techniques, your Wisdom score increases by 1 (up to a maximum of 20), and you can cast *detect thoughts*, *sending*, or *telekinesis* once per day. You also gain immunity to psychic damage.

Once you have read this book, it vanishes in a shower of arcane sparkles and appears in the possession of a random person somewhere in the planes.

Price: 4,000 gp

Garland of Goodberries

Wondrous Item, Very Rare (Requires Attunement)

A beautiful headpiece of braided flowers, vines, and branches, resplendent with green and gold leaves, studded with crimson and indigo-bright berries. This vernal crown begins with 1d10 + 5 gleaming, crimson berries adorning it. At dawn each day, it grows 1d4 + 1 additional berries, up to a maximum of 15 berries. If the garland ever has zero berries on it, the leaves turn an autumnal color, and the enchantment ends.

Once attuned to this item, you gain the following benefits:

- You gain proficiency in the Nature and Survival skills, if you do not already have them. If you're already proficient in these skills, you instead double your proficiency bonus when making Intelligence (Nature) or Wisdom (Survival) checks.
- A creature who ingests a berry from this garland regains 1d4 hit points and gains advantage on the next saving throw they make within 1 hour of ingestion.
- You can cast *speak with animals* and *detect poison and disease* once per day, requiring no components.

Price: 5,000 gp

Butcher's Blade

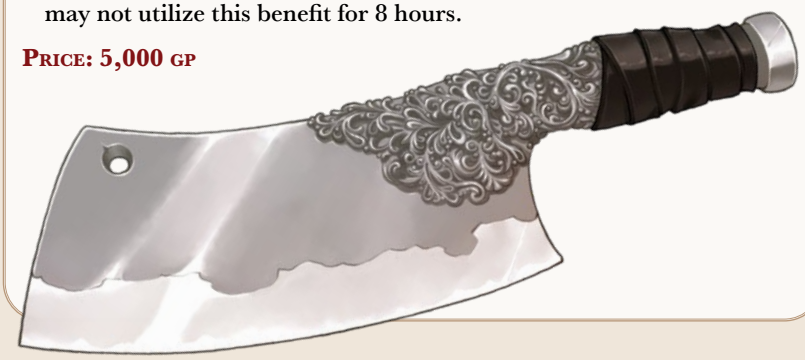
Weapon (Any Sword or Dagger), Very Rare (Requires Attunement)

A blade of pure silver, imbued with the last breaths from the beasts it has felled in its forging, it is a hunter's best implement when harvesting their kills.

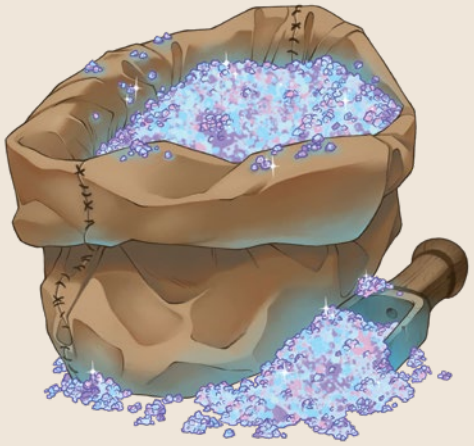
Once attuned to this blade, you gain the following bonuses:

- You have a +1 bonus to attack and damage rolls with this weapon.
- You can cast the *hunter's mark* spell without spending a spell slot. Once you cast it in this way, you can't do so again until next dawn. You have advantage on Constitution saving throws to maintain concentration on this spell.
- When harvesting materials from a creature you have damaged with this blade, you may do so in half the time and harvest twice the amount of materials from the creature. Once you have done so, you may not utilize this benefit for 8 hours.

Price: 5,000 gp



Salt of Warding



Wondrous Item, Rare (Requires Attunement)

This small, unassuming cloth sack is filled with salt shimmering with an arcane iridescence. This sack comes with 1d20 + 10 pinches of salt within it. The salt may be used for the following purposes:

- You may sprinkle salt on an item or toss a pinch around a room and cast the *detect magic* spell. This requires 1d4 – 1 pinches of salt to cast (minimum 1).
- You may sprinkle salt on a piece of food or toss some in a drink. Whoever ingests the salted meal may benefit from *protection from good and evil*. This costs 1d4 + 1 pinches of salt per salted item.
- You may spend one minute sprinkling salt over a door or other threshold, warding it against a creature type from the following list: Aberrations, Elementals, Fey, Fiends, Celestials, or Undead. This creature type may not cross the salted threshold. This ward lasts for 8 hours. For every 5 feet of salted threshold, it costs 1d4 + 2 pinches of salt.
- You can spend 1 minute spreading the entire sack in a circle around you. Once you have done this, the sack is disenchanted, and you benefit from one of the following spells: *tiny hut* or *magic circle*. The bag must have at least five pinches of salt remaining to be used in this way.

Price: 2,350 gp

Divinatory Tea

Wondrous Item, Rare (Requires Attunement)

A pungent and oracular brew of tea leaves, this tastes faintly of jasmine, thyme, and tomorrows. This tea pouch comes with 1d6 + 3 portions of tea. This tea takes 10 minutes to brew for one creature, who uses one portion of the tea within the pouch.

After ingesting this tea, roll two d20s. You may use these numbers to replace one of your own rolls or the roll of a creature you can see within 60 feet of you. They last until your next long rest.

Drinking this tea again while you can still replace a d20 roll with one of its divined results gives you nauseating migraine headaches. You are poisoned until you complete a long rest or use both rolls.

Price: 1,250 gp

Sleepy Time Tea

Wondrous Item, Rare (Requires Attunement)

A soft and floral brew of tea leaves, this tastes faintly of lemon, chamomile, and calm. This tea pouch comes with 1d4 + 2 portions of tea. This tea takes 10 minutes to brew for one creature, who uses one portion of the tea within the pouch.

After ingesting this tea, you enter into a deep and peaceful sleep. While asleep in this fashion, you may cast one of the following spells: *dream* or *scrying*. The target of either spell has disadvantage on their saving throw.

When you wake up, you gain temporary hit points equal to your proficiency bonus.

Once you have drank this tea, drinking it again within 7 days makes you lethargic. You gain 1 level of exhaustion that can't be removed until you cast the spell this tea grants you.

Price: 1,250 gp

WAYWARD WHEEL

Wayward Wheel is a skyborne shop boasting a plethora of magi-mechanical weapons and utilities for the enterprising adventurer. Whether you're searching for a unique appliance or bespoke custom-made designs, our independent artisans can make your dreams reality. Founded by Head Artisan Emmeline and Captain Cordelia Starewea, Wayward Wheel serves more than twenty different mainland locations across the globe. Stop in today to see what we're making!

–Wayward Wheel fliers

Though she credits her wife with the shop's creation, Wayward Wheel was founded by dragonborn pirate-turned-entrepreneur Cordelia Starewea. In a high seas adventure ending in unexpected romance, Cordelia fell in love with her now-wife, the goblin inventor Emmeline, after an escape attempt ended with Emmeline's improvised harpoon gun pointed in Cordelia's face. Together, the duo travels the world in their airship, the *Sea Swarm*, selling Emmeline's uncanny yet undeniably useful inventions.

Behind a carefully constructed facade of opulence (and a secret ramp), Cordelia conceals the chaos of the workshop where Emmeline leads a small team in making contraptions based upon their own whims and available materials. These "artisans," as branded by Cordelia, create devices balancing technology with the arcane, and often insist upon visiting locations to gather the vital materials, giving the *Sea Swarm* an unpredictable flight plan.

Free from the constraints of a permanent location, the *Sea Swarm* can deliver Wayward Wheel and its artisans wherever the characters need. While traveling, characters might see the airship flying overhead and can flag it down with a creative cantrip (e.g., *create bonfire*, *dancing lights*, or *thaumaturgy*). Captain Cordelia shouts to the characters to stand back as the ship descends.

To introduce Wayward Wheel in an urban area, characters with a passive Perception of 11 or higher notice an odd flier for the shop littered on the street. If asked, locals direct the characters to the docks or a nearby field, where the airship sits moored.

CORDELIA STAREWEA

Chaotic Neutral, Dragonborn, Female ***Assassin***

Captain Cordelia Starewea loves air and sea and is the sole vendor at Wayward Wheel. Decked in slightly singed, form-fitting shirt and pants, Cordelia accessorizes with her wedding band—a *ring of water breathing*—and a tricorn hat adorned with a gear etched with an arrow that always points north. She is 4 feet tall after eating too many *candies of shrinking* (see "New Magic Items," later in this chapter).

Cordelia uses **assassin** statistics with the following changes:

- Her size is Small.
- Cordelia is resistant to fire damage instead of poison damage.
- Once per long rest, Cordelia can exhale scalding steam in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failure, a creature takes 2d6 fire damage or half as much damage on a success.
- Cordelia has advantage on checks and saving throws against being knocked prone.

History

During her pirating years, Cordelia inspired rebellions and eventually a successful mutiny to climb the ranks to captain. Leading the crew of the *Gibbering Quipper*, Cordelia preferred the tactical approach of swiping loot and a handful of prisoners under the cover of darkness to ransom back later.

While raiding a research vessel, Cordelia had the luck to kidnap Emmeline, a fearless goblin inventor who was more interested in her work than her location. Intrigued by Emmeline's obsession, Cordelia allowed Emmeline to bring her tinker's tools—a mistake ending with Emmeline leading the other captives on an escape attempt with her improvised harpoon gun. Enamored, Cordelia let the hostages go after Emmeline showed Cordelia how she made the harpoon gun.

Several months later, Cordelia abandoned the *Gibbering Quipper* to elope with Emmeline, leaving piracy behind to steal components for Emmeline's inventions, and, later, the boat Emmeline modified to fly after a run-in with a planar rift and a deal with inhabitants from the Elemental Plane of Air. Despite their new mode of travel, the storage of Emmeline's numerous inventions began to weigh down the ship, slowing travel time and straining the hardware. Inspired by fellow curious minds wishing to buy a rotating ballista prototype Emmeline had abandoned, Cordelia refitted the top two decks of the ship to create Wayward Wheel, using sales to declutter and fund Emmeline's future projects.

Roleplaying Cordelia

When the characters interact with Cordelia, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I am fascinated by arcane technology and could listen to their creators all day, even if I don't understand the finer."
Ideal: "The thrill of watching a loved one succeed is worth the sacrifice I made to get them there."
Bond: "My wife is the light of my life."
Flaw: "I never say no to my wife, no matter who it endangers."

Cordelia is well-mannered and engages enthusiastically with patrons who appreciate or are fascinated by the store's wondrous items. Patrons willing to assist Emmeline in retrieving elements for her contraptions earn Cordelia's respect on a job well done, and her sympathy for anything less. Customers disrespectful of Emmeline's work are treated to a stormy demeanor and inflated prices.

If a character spoke with Cordelia during an interaction ending with a purchase from the store, they can make a Charisma check (DC 17). If they sincerely complimented Emmeline or a magic item within the store, the character gets a +5 bonus to the check. On a success, they befriend Cordelia. Characters who insult Cordelia or the store automatically fail this check.

Goals

Cordelia uses the emporium to declutter and fund Emmeline's passion projects. She is willing to negotiate prices to sell Emmeline's less popular items, and enthusiastically trades or buys unique items Emmeline finds fascinating. If befriended (or money is tight), Cordelia allows a character to travel on the ship for 1 gp per day. She can be persuaded to divert from her intended route for triple this price.

Emmeline's Artisans

A small team of two artisans and one apprentice can be found in areas A1 and A3 of the *Sea Swarm*, identifiable through their leather aprons embroidered with a cog on a large pocket. The artisans are disinterested in the transactional element of the store, but eagerly engage with curious or like-minded individuals.

The shop staff are:

- Artisan Tink (lawful good, nonbinary **kobold**; described more in "NPCs in Wayward Wheel" later in this chapter)
- Artisan Lamai (neutral good, female dwarf **mage**)
- Apprentice Martha (neutral, female gnome **commoner**)

Emmeline Starewea

Neutral Good, Female Goblin ***Mage***

Emmeline Starewea is Cordelia's wife and the chief innovator at Wayward Wheel. Assigned male at birth, Emmeline spent the early part of her life envisioning everything she wanted it to be, from her name to the amazing things she wanted to create. In pursuit of her dreams, Emmeline left her community to attend a school of magic.

After several years of study, Emmeline became a research assistant to an archmage and discovered her love of crafting magic items to aid with underwater expeditions. Emmeline soon grew bored with the restrictions placed on items she was funded to create. Before she could quit, the crew of the *Gibbering Quipper* raided their research vessel, kidnapping her. This event ended Emmeline's research job, allowing her to follow her passions, with Cordelia eagerly in tow.

Emmeline uses the **mage** stat block with the following changes:

- Her size is Small.
- Emmeline is proficient with tinker's tools and smith's tools.
- Emmeline can cast *identify*, *enlarge/reduce*, *dispel magic* and *tongues*.

Roleplaying Emmeline

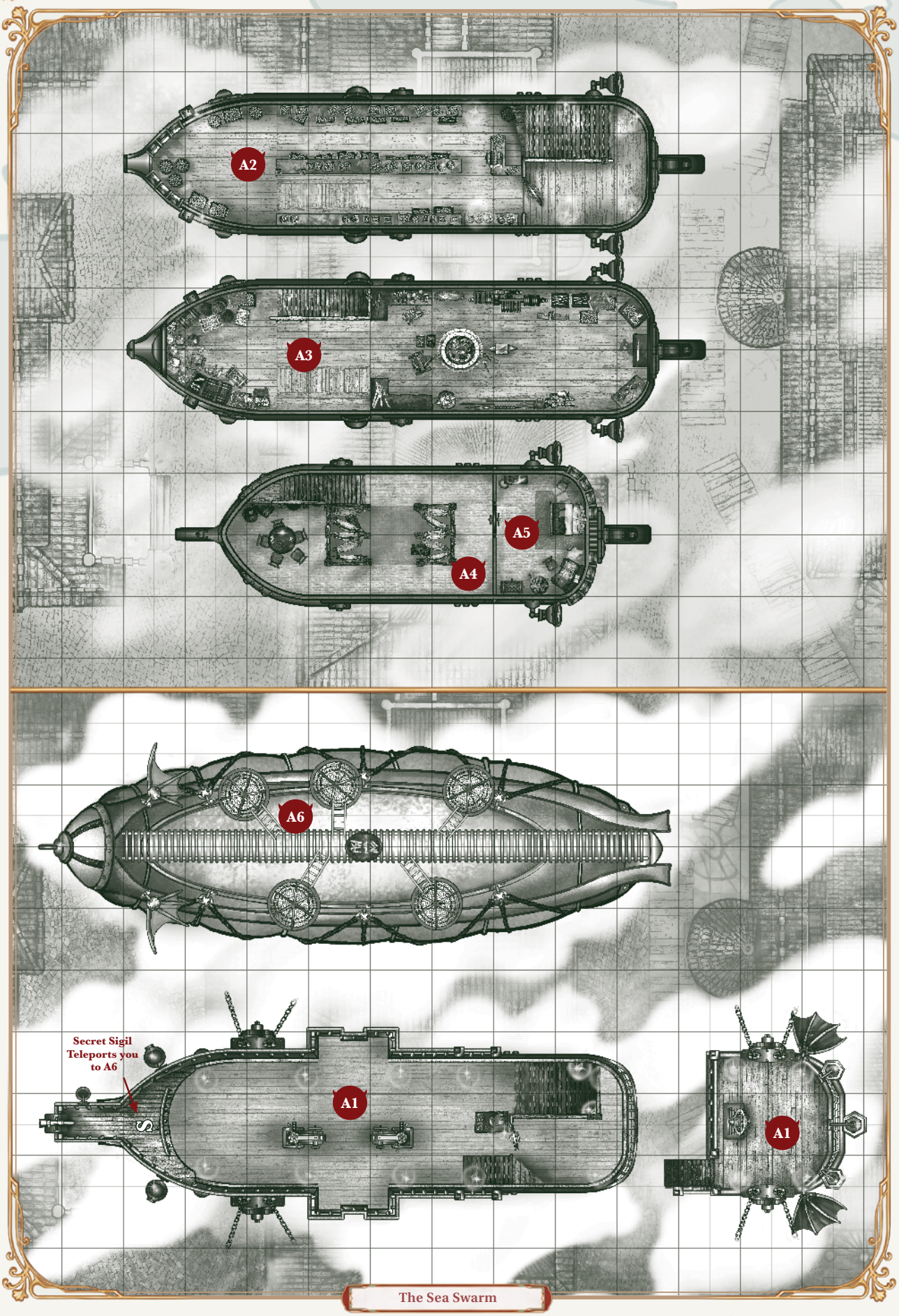
When the characters interact with Emmeline, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Please ask me about the things I love—I always want to talk about them!"
Ideal: "Magic and technology are fine on their own, but combining them makes the world way more interesting."
Bond: "Cordelia believes in me. All I want is to fill the world with things that bring her wonder and joy."
Flaw: "I'm not reckless. The reward of getting what I need is greater than the dangers of pursuing it."

Emmeline's two great loves are her wife and her ability to create. She constantly pushes herself, following her imagination to balance utility and joy, arcana and technology. Emmeline is affectionately referred to as "mother bear" by her crew as she is fiercely loyal and supportive. She does her best to provide the patience and knowledge her employees need. If a character talks with Emmeline about her creations, or if she witnesses a character assisting one of her artisans, the character can make a Charisma (Persuasion) check (DC 12). A character proficient in Arcana or with tinker's tools has advantage on this check. On a success, Emmeline becomes friendly toward them.

Where is Emmeline?

During the day, if Cordelia is piloting the ship, Emmeline blueprints and maintains the emporium for teleporting customers. When the ship is docked, Emmeline is crafting in the workshop (area A3). At night, she is blueprinting in the workshop or sleeping in her quarters (area A5).



1 square = 5 feet

The Sea Swarm

ABOARD SEA SWARM

The *Sea Swarm* is a schooner modified for Small or smaller creatures and houses Wayward Wheel on its two upper decks. Medium creatures traverse the ship with difficulty, and Large or larger creatures cannot venture below deck.

When boarding the ship via gangplank, characters arrive on the top deck (area A1). From here, they see doors concealing a ramp to Wayward Wheel (area A2), and the exterior of the balloon (area A6).

Some locations may not be obvious at first glance, and require exploration to discover. You must give clues on how to find these hidden areas. The hidden areas include:

- **Area A3: The Workshop**
- **Area A6: Inside the Balloon**

Wayward Wheel Features

Wayward Wheel and the vessel in which it is housed has the following features unless otherwise noted:

Size. The *Sea Swarm* is 20 feet wide at its widest point and 80 feet long.

Ceilings. The ceilings between decks are 6 feet high; its doors are 4 feet high.

Doors. Due to the explosive nature of the workshop aboard *Sea Swarm*, all the doors are resistant to fire, force, as well as nonmagical bludgeoning, piercing, and slashing damage. Each door has AC 16, 20 hit points, and immunity to poison and psychic damage.

Light. Arcane lights along the edges of the floor in every room and on the top deck shed dim light in a 5-foot radius.

Walls and Floors. The interior surfaces of this ship are made of timber varnished in a blast-resistant gloss.

Windows. The portholes in the lower decks have been stripped out and concealed or replaced with vents to alleviate the presence of smoke from area A3.

Candies of Shrinking

Wondrous Item, Uncommon

Magic Item

These hard-boiled candies are refined *potions of diminution*. When you consume one, you gain the "reduce" effect of the *enlarge/reduce* spell for 1 hour (no concentration required).

Stomachache. If a creature eats a number of candies equal to 1 + their Constitution modifier before a long rest, the creature must succeed on a Constitution saving throw or remain under the effect of this item until *dispel magic* is cast on the creature. The DC starts at 12, and increases by 2 per additional candy consumed before completing a long rest.

Price: 1 sp each

Sailing the Sea Swarm

While in flight, the airship can be controlled using the wheel in area A1 by a creature with a Strength score of 10 or higher. The *Sea Swarm* can travel about 60 miles per hour at its top speed, but tends to cruise at a comfortable 15 miles per hour.

Once per round, a pilot can do one of the following:

- Move forward, ascend, or descend 150 feet (no action required).
- Move forward, ascend, or descend an additional 150 feet as a bonus action.
- Move an additional 300 feet in any direction as an action. A creature attempting this action must succeed on a DC 15 Strength or Dexterity check using air or water vehicle proficiency.

Without a pilot, the ship hovers motionless in the air.

The ship has AC 15, 300 hit points, is immune to poison and psychic damage, and has a damage threshold of 15. If reduced to 0 hit points, its hull splinters and is destroyed over the course of 1 minute as it explodes.

Areas of the Wayward Wheel

The following areas are keyed to the map of this location.

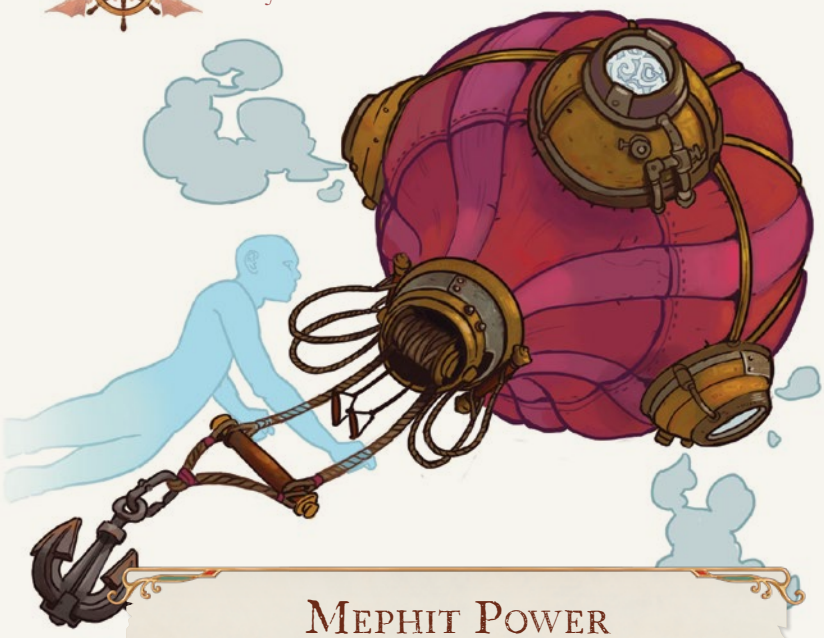
A1: Top Deck

The deck of the ship is clear, except for two *stamp-trip!* machines available for sale.

The space for a captain's cabin has been renovated to create a switchback ramp leading to the shop deck (area A2). *Candies of shrinking* are available in a glass jar by the doors for Medium or larger creatures wishing to venture more comfortably below deck. Creatures who insert 1 sp into a slot in the top of the jar receive one *candy of shrinking*.

Balloon. Four chains tether the ship to the balloon (area A6). The chains are immune to all damage types except for force damage, have AC 20 and 25 hit points, and a damage threshold of 13. If three of the chains are broken, the fourth snaps at the top of the next round, and the boat falls.

Secret Entrance. The entrance to the balloon isn't visible. Creatures who spend 5 minutes on the quarterdeck and succeed on a DC 18 Intelligence (Investigation) check—or who have a passive Wisdom (Perception) score of 18 or higher—notice a small rune carved into a wooden plank. If touched (as a bonus action), a creature is teleported into area A6.



Mephit Power

Elemental-spun fan blades inflate the balloon allowing the *Sea Swarm* to fly. A minimum of two mephits are required to keep the balloon inflated at any time. Four mephits are needed to make the balloon ascend, descend, or maintain flight, and the air elemental manager must assist the mephits when the *Sea Swarm* maneuvers.

A2: Wayward Wheel

Next to the ramp leading into this space is a counter where Cordelia is found when not sailing the ship. If the ship is in flight, Emmeline sits at the desk. Two-tier shelves line the port and starboard walls and split the room in half lengthways.

Stock. Unless impacted by an Event or Quest, the shelves have one of each unique magical item except for *stamp-trips!,* which is kept in area A1. The shelves also contain 1d4 of each classic magical item.

Barrels. Scattered between the shelves are barrels of ball bearings. On a successful DC 16 Strength check, a character can use their action to tip over the barrel, sending the contents scattering and creating difficult terrain in a 60-foot cone. Creatures moving more than half speed in this area must succeed on a DC 16 Dexterity saving throw or fall prone. If the ship is moving, the ball bearings spread by 30 feet at the top of each round, and the DC reduces by 1.

If any barrels are knocked over, Cordelia demands the characters clean it up. Each 5-foot square takes 1 minute to clear by hand. If a barrel was knocked over during an Event where the characters protected the store, Cordelia provides the characters with a lodestone, reducing the time taken to clear up by half.

Secret Workshop Entrance. On a successful DC 17 Intelligence (Investigation) or DC 19 Wisdom (Perception) check, a character discovers a switch to lower the floor in a 10-foot line, granting access to the workshop (area A3) and living quarters (areas A4 and A5).

A3: Workshop

Secret Area (Shop Staff Only)

Paper and tools litter workbenches illuminated by tiny floating orbs of light. A functioning forge dominates the center of this deck, surrounded by exhaust pipes that disappear beneath the floor. Gears lining the wall turn, causing hammers to crash onto anvils, shaping shields. Buckets attached to overhead conveyors pour molten metal into casts, hissing and smoking as magic cools the contents.

During the day, all NPCs outlined in the "Emmeline's Artisans" sidebar are found on this deck. The apprentice monitors the arcane machinery (see below), and the artisans sit at benches crafting items. At night, the machinery stops, though the furnace stays lit.

Creatures who spend 5 minutes searching can find the following:

- Four sets of tinker's tools
- Two sets of smith's tools
- Alchemist's supplies
- 500 feet of rope (uncut, unenchanted)

A ramp at the bow of the ship leads to the lowest deck and living quarters (areas A4 and A5). A lever on the ceiling opens the ramp leading back to shop floor (area A2).

Arcane Machinery. Casting *detect magic* reveals the gears lining the walls are enchanted with transmutation magic, causing them to operate on their own. The gears along the portside wall operate the hammers shaping the shields. The hammers hit the metal once per round, and deal 1d8 bludgeoning damage. The gears along the starboard side operate the conveyor belt pouring molten metal into casts for rings, rods, bands, and ball bearings. The items from both machines are nonmagical and deposit into crates when completed to be enchanted by an artisan.

A *dispel magic* cast on one of the gears stops the entire wall from working, or the gears can be jammed with an item or held in place with a successful DC 21 Strength check.

Furnace. The furnace creates bright light in a 20-foot cone and dim light for an additional 20 feet. Creatures or objects within the furnace take 21 (6d6) fire damage every six seconds (on initiative count 20, if in combat).

Workbenches. Specific schematics for the items sold in the emporium can be found scattered across the benches after one minute of searching. On a successful DC 21 Intelligence (Arcana) check or Intelligence check using tinker's tools, a creature can understand and follow the schematics to create an item.

A4: Staff Quarters

This deck contains ten hammocks separated by slated wooden screens. A table with five chairs has a scattered playing card set and a *decanter of endless water*. A door to the stern leads to the Captain's Quarters (area A5).

A5: Captain's Quarters

Cordelia and Emmeline sleep in this minimalist cabin. Characters who search this room find rolls of blank parchment in a barrel, and a chest full of fine clothes. A successful DC 15 Intelligence (Investigation) check reveals a false bottom to the chest trapped with a poison dart.

Dart Trap. A character disarms the trap on a successful DC 16 Dexterity check using thieves' tools. The trap triggers on a failure, dealing 10 (3d6) poison damage and leaving the character poisoned on a failed DC 13 Constitution saving throw.

Treasure. Beneath the false bottom, the chest contains the following items:

- 100 pp
- *Ring of air elemental command*
- *Rod of alertness*

A6: The Balloon

Secret Area (Shop Staff Only)

The balloon is a 30-foot-wide, 90-foot-long cylinder. A metal walkway the length of the room connects five platforms, each a 10-foot diameter circle, which are 10 feet in the air and connect to the walkway by a short flight of stairs. Creatures teleporting from the top deck via the rune appear in the center of the walkway, beneath the planar rift. Touching a rune on the floor as a bonus action teleports the creature onto the deck in area A1.

A *spell scroll* of *dominate monster* can be found hidden beneath the stairs to each platform on a successful DC 14 Intelligence (Investigation) check.

Hot Air. The humid air circulates via giant fans operated by **steam mephits** using their Steam Breath ability (see "Mephit Power" sidebar for more information). Each platform has one fan. A Common-speaking **air elemental,** Sunak Breeze, acts as a manager, commanding the mephits as required.

Planar Rift. The rift to the Elemental Plane of Air is a 15-foot-long and 2-foot-thick line. The rift moves with the balloon. A creature who touches the rift is teleported to a fixed location on the Elemental Plane of Air. Characters who do not fly through the rift must succeed on a DC 10 Dexterity saving throw, or begin falling at 60 feet per round. At the start of each round they can remake the saving throw, landing on a soft, solid cloud on a success. Any falling damage is reduced by half when landing on a cloud in this way.

Characters can teleport back to area A6 through the same rift (which remains in a fixed location on the Elemental Plane of Air). This rift acts as a doorway for the Elementals who work inside the balloon.

Custom Creations

For a fee, inventors aboard the ship can be hired to create items if enterprising customers provide them with schematics. On a successful DC 21 Charisma (Persuasion) check, an artisan reduces the fee by 10 percent. If allowed to replicate and sell the item in the shop, the item is created for 60 percent of the commission cost (see Custom Creation table below).

Creating a Schematic

To create a schematic, a character must spend eight hours creating plans before making an Intelligence check using a relevant artisan's tool of their choice (refer to Custom Creation table below for DC). On a success, they create a schematic artisans can effectively use to create the item. The commission cost doesn't include the cost of material components, which are determined (if required) by the GM. On a failure, the DC decreases by 1 for each subsequent attempt to create the schematic. There is no limit to the number of attempts that can be made to create a schematic.

Custom Creation Table

Item Rarity	Blueprint DC	Commission Cost
Common	15	100 gp
Uncommon	18	200 gp
Rare	20	5,000 gp
Very Rare	25	25,000 gp
Legendary	27	50,000 gp
Artifact	30	200,000 gp

Magic Items

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Animated Shield	30,000 gp
Apparatus of the Crab	75,000 gp
Arrow-Catching Shield	2,000 gp
Chime of Opening	750 gp
Goggles of Night	450 gp
Immovable Rod	300 gp
Iron Bands of Binding	3,500 gp
Ring of Feather Falling	3,000 gp
Ring of Swimming	350 gp
Ring of X-ray Vision	2,750 gp
Rope of Climbing	250 gp
Rope of Entanglement	3,000 gp
Sovereign Glue	30,000 gp
Staff of Thunder and Lightning	35,000 gp
Universal Solvent	30,000 gp
Wind Fan	250 gp

NPCs in Wayward Wheel

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have quests to offer the characters (see "Quests and Events," later in this chapter).

Artisan Lamai

Neutral Good, Female Dwarf ***Mage***

Artisan Lamai began crafting in childhood, creating homunculi out of anything she could find. Obsessed with forms of life, Lamai often dreamed of making large iron constructs that could act independently, or be piloted like a sentient mine cart. Though her early creations often met accidental and violent ends, Lamai continued to teach herself how to create. When she was 20 years old, one of her constructs lost control and collapsed a mining shaft (thankfully without casualties).

Following this incident, Lamai was sent to apprentice with a variety of blacksmiths and wizards across her mountain home, supported by her parents. When the *Sea Swarm* visited Lamai's home city on a material gathering mission, Lamai took an early prototype of the *knife buddy*—made from pickaxe heads—to Emmeline's Enchanting Emporium in search of assistance improving it and was instantly taken on as an apprentice, where she was given the opportunity to refine, create and retain all the profits from the *knife buddy*.

Roleplaying Lamai

When the characters interact with Artisan Lamai, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Sometimes I feel like I could burst with my desire to create the coolest constructs I can!"
Ideal: "Life comes in a variety of forms, and we should respect each and every one."
Bond: "My creations are my children. I love them all, but sometimes you have to kill your darlings."
Flaw: "My clumsiness has nearly killed me on more than one occasion."

Lamai loves the sunlight and high altitudes. She is slightly clumsy and wears a *ring of feather falling* after one too many incidents of falling off the ship in flight after Lamai held onto the rigging to feel the wind through her beard. Her hands are often bandaged to protect the cuts and burns she sustains in the workshop.

Where is Lamai?

Lamai works on the top deck (area A1) as often as she can and is found sprawled on the quarterdeck blueprinting or welding knives together in warm and sunny weather. Lamai prefers to utilize the workshop (area A3) late into the night to avoid accidents with others using the arcane machinery.

Artisan Tink

Lawful Good, Nonbinary ***Kobold***

Artisan Tink felt like an outsider in their community as their traps became more complex and elaborate than those of their peers. Though Tink found the monotony of creating the same traps comforting, they always felt there was more they could make, leading Tink to experiment with replicating the magical items of any poor soul caught in the kobolds' traps.

Over the years, Tink began to grow in confidence, eventually sneaking out in the dead of night to visit a nearby town where they tried to get an apprenticeship with the local merchants to no avail. After being rejected by the blacksmith, the alchemist, the enchanter, and even the manager of the farm shop, Tink saw the *Sea Swarm* land and decided to try their luck. Emmeline took Tink on in a heartbeat, and supported Tink as an apprentice.

Tink hasn't returned to their community since they left, but they do regularly write letters to their family, who visit the emporium in the evenings if the *Sea Swarm* lands nearby.

Tink uses the **kobold** stat block with the following changes:

- They have 15 hit points.
- They have an Intelligence score of 16 and a Strength score of 10.
- They are proficient in the Arcana skill and with tinker's tools.

Roleplaying Tink

When the characters interact with Tink, consider these roleplaying traits when deciding how they respond:

Personality Traits: "I thrive doing repetitive tasks and can sit contently doing the same thing for hours."
Ideal: "Everyone has a role to play in creating wonderful things."
Bond: "Emmeline gave me the opportunity to contribute to a trove of treasures. She is my dragon."
Flaw: "I get so focused on my work that I forget to eat or sleep."

Artisan Tink creates the regular stock in the shop with the apprentice. Tink enjoys repetitive work and teaching, though they require assistance with any heavy lifting. They speak softly around strangers, but get loud and enthusiastic after getting to know someone better. If Tink isn't working, they roll a ball bearing between their hands absentmindedly.

Where is Tink?

During the day, Tink is found enchanting items in the workshop (area A3). If the *Sea Swarm* is in flight, Tink can be found on the top deck (area A1) at night looking to the horizon, or asleep in the staff quarters (area A4).

Sunak Breeze

Lawful Neutral, Genderless ***Air Elemental***

Bored of the Elemental Plane of Air's endless expanse, Sunak took their chance to escape after discovering a rift to the Material Plane by the border to the Elemental Plane of Fire. There, Sunak was attacked by a group of adventurers, and soon after rescued when Emmeline and Cordelia chased off the attackers. Emmeline recognized a spark within Sunak and communicated using the *tongues* spell until Sunak learned Common.

Seeing Emmeline's inventions inspired Sunak to show her the rift. Together they worked on the balloon, Sunak giving Emmeline ideas on how to move the rift with the balloon so Sunak could always return home should they wish to. When the steam mephits found the rift, Sunak convinced them to take jobs on the *Sea Swarm* instead of wreaking havoc.

Roleplaying Sunak

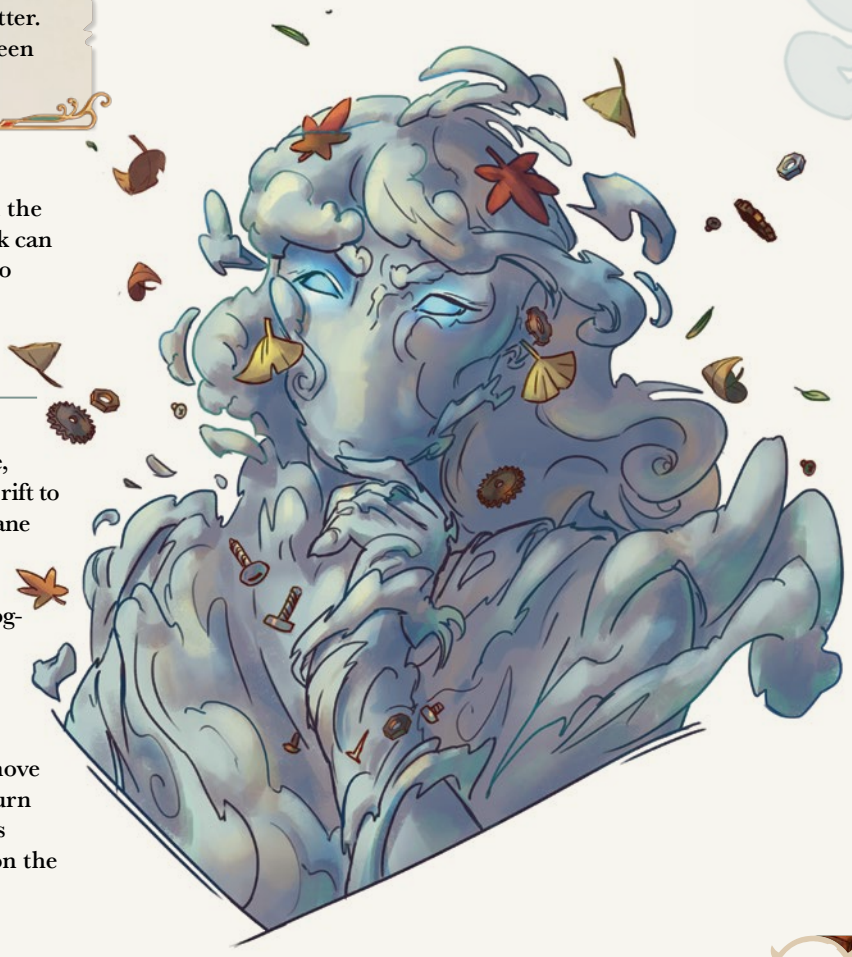
When the characters interact with Sunak, consider these roleplaying traits when deciding how they respond:

Personality Traits: "Drifting aimlessly agitates me, but I have endless patience for structure and a goal."
Ideal: "Everything in life must have a purpose, even if it's not immediately apparent."
Bond: "I exist as a bridge between two planes—I must do my best to serve both sides equally."
Flaw: "When I am frustrated, I become destructive."

Sunak enjoys stories from others, though they prefer to stay in the routine provided by working for Emmeline and Cordelia. If presented with a seemingly useless object, Sunak asks to keep it and happily ponders uses for it until they come to a reasonable conclusion or get agitated by its uselessness. Sunak can speak Common but prefers to speak Auran wherever possible.

Where is Sunak?

Sunak stays within the balloon (area A6) day and night, managing the steam mephits. One day each month, Sunak returns back home to the Elemental Plane of Air, where they fly about aimlessly in the unenclosed space.



Quests and Events

The fast-paced environment of Wayward Wheel often leads to explosive events on and off the ship. On deck, flashy presentations often attract trouble, while on land the dangers of collecting unique components provides plenty of opportunities for the enterprising adventurers willing to bargain with Cordelia to keep Emmeline safe.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Pipe Dream

Prerequisite: Befriend Tink

Questgiver: Artisan Tink
Quest Beginning: Tink uses *sending* to summon the characters to the *Sea Swarm*
Suggested Level: 11th through 16th

Artisan Tink (see "NPCs" earlier in this chapter) dreams of creating a mechanical suit with wings to soar through the night alongside the *Sea Swarm*—plus a flamethrower weapon! Tink isn't adventurous enough to get the material components they require to create their dream suit, so they ask the characters to collect the following:

- 10 lb. of scales from a brass, gold, or red dragon
- A candle lit by a **horned devil**
- Three Celestial feathers

Revenge of The Gibbering Quipper

Prerequisite: Discuss Cordelia's history of piracy

Questgiver: Cordelia Starewea
Quest Beginning: Cordelia flies the *Sea Swarm* to the characters' location
Suggested Level: 17th and up

The crew of the *Gibbering Quipper* stole onto the *Sea Swarm* and kidnapped Emmeline, leaving a note behind with Emmeline's destroyed tinker's tools. The new captain, a male human named Barnaby, has taken the Quippers in a new direction, subduing sea monsters and forcing them to decimate his rivals' ships. Barnaby plans for Emmeline to give the *Gibbering Quipper* the ability to fly, or his pet sea beast will destroy the *Sea Swarm* and everyone Emmeline loves. While Emmeline stalls for time, the characters must help Cordelia rescue her wife and avoid the wrath of Barnaby's sea beast, which could be:

- An **adult black dragon**
- A **dragon turtle**
- A **kraken**

Wispy Business

Prerequisite: Complete Quest: Wyrmling out of Trouble

Questgiver: Cordelia Starewea
Quest Beginning: The characters attempt to purchase a *wisp-o'-matic*
Suggested Level: 5th through 10th

Following a successful bout of trading, Wayward Wheel is currently out of the live components required to make a *wisp-o'-matic* (see the "Magic Item Catalogue" later in this chapter). Emmeline has heard tell of a large battlefield infested with **will-o'-wisps** luring the few remaining locals into the night, and wishes to capture as many as she can. Worried for her wife's safety, Cordelia provides each character with an empty *wisp-o'-matic* and offers the characters 100 gp in store credit per will-o'-wisp caught if they go alone, or half as much if they take Emmeline with them.

Wyrmling out of Trouble

Prerequisite: locating the Sea Swarm by a desert or ruins

Questgiver: Cordelia Starewea
Quest Beginning: The characters board the ship to purchase items.
Suggested Level: 1st through 4th

Enroute to their current location, the *Sea Swarm* was ransacked by twin **brass dragon wyrmlings**, leaving the shop without stock. The wyrmlings made off with a *conveyor-pault*, a *knife buddy*, and 15,000 gp worth of classic magic items. Cordelia enlists the characters to retrieve as much of their stock as possible from the wyrmlings, toward whom she bares no ill-will , and provides them with three *bags of holding* for the duration of the job.

In-Shop Events

These events occur within the shop.

The Forty Harpies

Prerequisite: Befriend Cordelia or complete one of Cordelia's Quests

Event Initiator: Cordelia Starewea
Event Beginning: Travel on the *Sea Swarm*
Location: The *Sea Swarm*'s Top Deck (Area A1)
Suggested Level: 11th through 16th
Content Warning: falling/heights

Traveling on the *Sea Swarm* takes a turn as the infamous gang, the Forty Harpies, descends upon the ship. Read or paraphrase the following to begin this Event:

> *A melodic hum, first starting low but steadily growing, reverberates through the ship, harmonizing with the workshop percussion. Outside, a large shadow looms, blotting out the sun. Doubling in size, shrieks grow among the chorus, as the shape streaks toward the ship.*

Characters proficient in the Nature skill, or who succeed on a DC 16 Wisdom (Perception) check, recognize the shadow as a harpy flock that Cordelia infers is the Forty Harpies, a gang known to swarm and steal merchant caravans' stock. Cordelia sounds the alarm to prepare for battle. The characters have a single round to prepare before combat begins.

Flying Thieves. The Forty Harpies are twenty harpies under the effects of a *blur* spell, misleading witnesses to their true numbers. They aim to incapacitate the *Sea Swarm* and loot the shop deck, acting in three different teams to accomplish this.

The Matriarch. The Matriarch leads The Forty Harpies and uses the **harpy** stat block with the following adjustments:

- She has AC 15 and 120 hit points.
- She has Wisdom and Dexterity scores of 18.
- As a bonus action, she commands all harpies within 60 feet to move or Attack twice with their Claws.
- She has 1d4 + 4 *beads of force*.

The Matriarch first attacks until Cordelia falls unconscious, and then severs the chains connecting the *Sea Swarm* to the balloon (Area A6) using *beads of force*. If two chains remain, the Matriarch halts her attacks until the harpies return to the top deck. If the Matriarch dies, all harpies flee.

The Flock. Eleven harpies act in unison as a flock on initiative count 20 (losing initiative ties) as follows:

- On odd rounds, the flock sings an alluring song. All creatures within 300 feet that can hear the song must succeed on a DC 18 Wisdom saving throw or be incapacitated until the end of their next turn.
- On even rounds, the flock dives at creatures in area A1 or flying outside the ship. All creatures in this area must make a DC 18 Dexterity saving throw. On a failure, they take 4d8 slashing damage and are knocked prone, or they take half as much on a success and remain standing. Flying creatures ignore the prone effect on a failure.

The flock has AC 15, 80 hit points and uses the **harpy** statistics for saving throws. If attacked, the DC for the flock actions decreases by 1 for every 10 points of damage taken.

Thieves. Eight harpies act on the same initiative count. They use the **harpy** stat block with the following changes: they have a +6 to hit with melee attacks and their damage increases by 2d4.

Each harpy has *a bag of holding* and, if not engaged in combat, runs to area A2 and take 2 items off the shelves with their action each round. They steal items for three rounds, targeting unique items first before returning to the gang, which then flees.

NPCs. Cordelia attempts to land the ship (see "Sailing the *Sea Swarm*" sidebar). If reduced to half health, Cordelia flees to area A6. The remaining NPCs hide in area A3.

Labor Strike

Prerequisite: Befriend Sunak

Event Initiator: Sunak the Air Elemental
Event Beginning: Sunak asks the characters to visit via letter
Location: The balloon (Area A6)
Suggested Level: 1st through 4th

The thirteen **steam mephits** working to maintain the balloon (area A6) have unionized and are asking for time off to explore the Material Plane. They refuse to work until their demands are met, meaning the *Sea Swarm* is grounded until a compromise can be reached. Emmeline has sided with the Elementals and created a prototype *mephit zeppelin*: a replica of the *Sea Swarm*'s balloon designed to keep the mephits safe and out of trouble while they explore alongside patrons of Wayward Wheel.

Sunak (**air elemental**) and Emmeline enlist the characters to aid their presentation of the product to persuade Cordelia. The aim is to demonstrate the use of the *mephit zeppelin* by creating situations it can be useful to adventurers in and making it seem as impressive as possible. Emmeline must succeed on a DC 20 Charisma (Persuasion) check at the end of the presentation to stock *mephit zeppelins* in the shop.

Each character can make one DC 17 ability check using an ability score of their choice during the presentation, reducing Emmeline's final DC by 1 on a success. Each character must use a different skill during the demonstration. On a roll of 20, Emmeline's DC is reduced by 2, and on a roll of 1 the DC increases by 2. Characters gain advantage on their skill check if they use an ability, class feature, spell, or other resource. Sunak is on standby to give the Help action to characters who request it.

WAYWARD WHEEL
MAGIC ITEM CATALOGUE

The following items can be found at Wayward Wheel:

Conveyor-pault

Wondrous Item, Common

This strange, mechanical launcher can hurl deadly clouds of steel shot. The glass feeder uses ball bearings as ammunition. As an action, you crank the handle, causing the ammunition to drop onto a conveyor belt and spray in a 15-foot cone. Creatures in this area must succeed on a DC 12 Dexterity saving throw or take 5d4 bludgeoning damage. Medium or smaller creatures who roll a 1 on their saving throw are also pushed 5 feet away from you.

The feeder can hold up to 5,000 ball bearings and uses 1,000 ball bearings per shot. The ball bearings remain on the floor following this attack. Creatures moving across the covered area must succeed on a DC 8 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save. The save DC increases by 3 for each subsequent use of this item in the same area.

This item comes with a full feeder of ammunition upon purchase.

Price: 50 gp

Knife Buddy

Weapon (Dagger), Rare (Requires Attunement)

This magical dagger has a button on its pommel that, when pressed as a bonus action, transforms into a Tiny creature made of daggers and cogs. It uses **homunculus** statistics with the following changes:

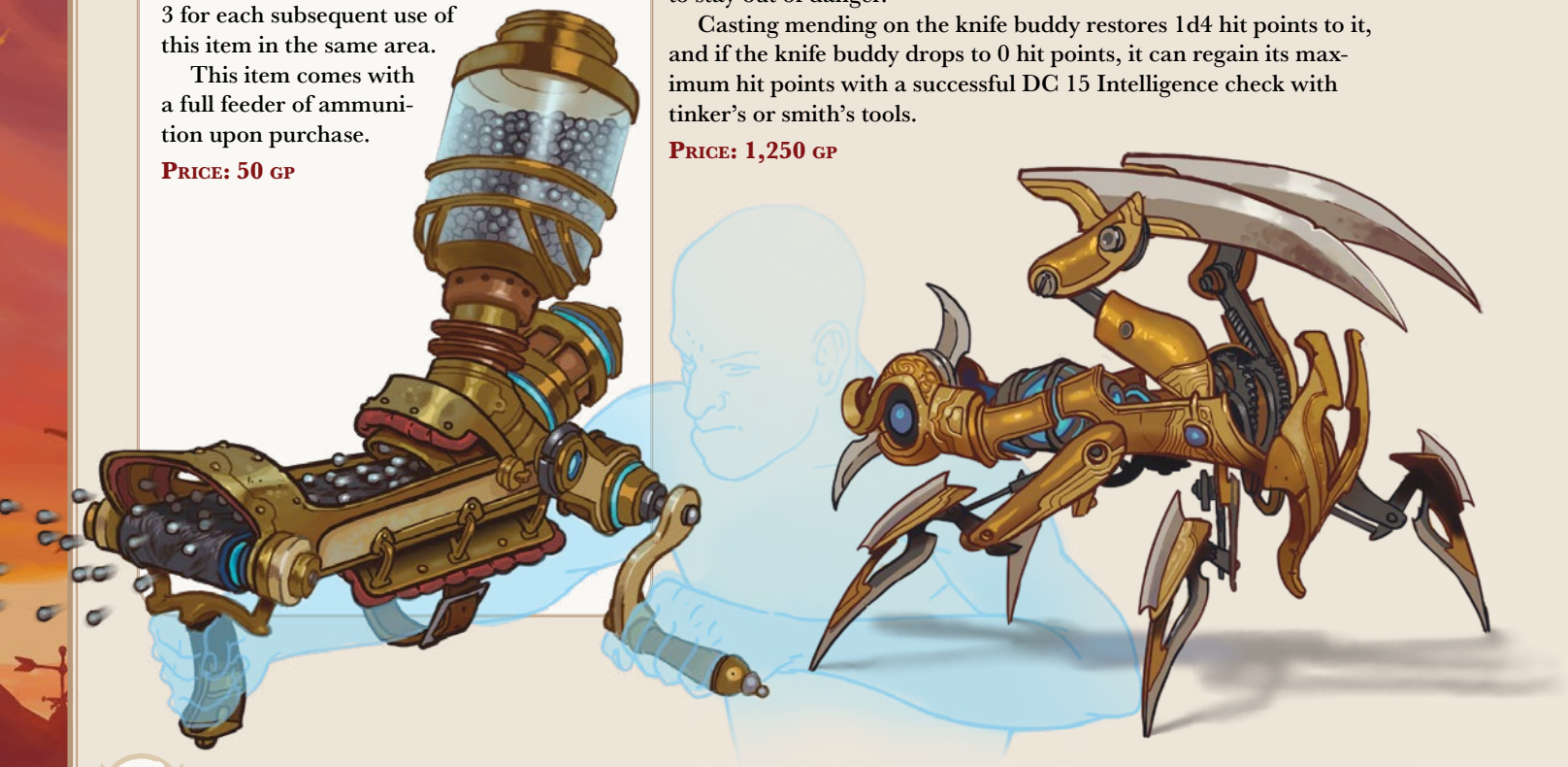
- Its fly speed is replaced with a climb speed of 30 ft.
- It has advantage on checks to escape being grappled by all creatures except Constructs, and deals 4 (1d4+2) slashing damage to creatures and objects restraining it at the start of their turn.
- It has a proficiency bonus of +2 and proficiency in the Intimidation and Sleight of Hand skills.
- It has disadvantage on Dexterity (Stealth) checks.
- It doesn't have the Bite attack and has the following action:

Slice. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage. On a critical hit, the target must succeed on a DC 12 Constitution saving throw or take an additional 7 (2d4 + 2) slashing damage and be blinded until the end of their next turn.

By attuning to this item, you become its master. The knife buddy follows your orders (no action required) and acts independently from you in combat. If not given orders, it takes the Dodge or Hide action to stay out of danger.

Casting mending on the knife buddy restores 1d4 hit points to it, and if the knife buddy drops to 0 hit points, it can regain its maximum hit points with a successful DC 15 Intelligence check with tinker's or smith's tools.

Price: 1,250 gp



Stamp-trip!

Wondrous Item, Rare

This 5-foot cube machine requires 1 cp, 1 gp, and a Strength score of 11 or higher to operate. Once both coins are slotted into the machine, the large gear unlocks, allowing you to press the symbol for a cantrip into the copper piece if you spend 1 minute turning the gear. The copper piece deposits out of a chute and becomes a single-use cantrip that can be cast as an action. Non-casters using the coin use their choice of Charisma, Intelligence, or Wisdom when casting the cantrip.

Each machine comes with four cantrips. The GM decides the type of each cantrip stamp or determines it randomly. The cantrip stamped is determined by spinning a wheel on the front of the machine before turning the gear. The machine doesn't contain duplicate stamps.

Stamp-trip Spells

d6	Cantrip	d6	Cantrip
1	*Light*	4	*Produce Flame*
2	*Minor Illusion*	5	*Ray of Frost*
3	*Prestidigitation*	6	*Shocking Grasp*

The coin acts as the material component (if required) for spellcasting. Once cast, a cantrip lasts for the full duration and cannot be stopped by any means short of *dispel magic*.

The machine comes with a key, which can be used to open a door on the back to collect the gold pieces used. This door can also be opened on a successful DC 15 Dexterity check using thieves' tools.

Price: 1,000 gp

Mephit Zeppelin

Wondrous Item, Rare

This item is unavailable until the characters have completed the event Labor Strike.

This large balloon is home to a **steam mephit**. The mephit inside can see out of four small portholes, and a thick 5-foot-long rope is attached to an anchor to weigh the balloon down when not held.

The balloon has AC 17 and 30 hit points, is immune to poison and psychic damage, is resistant to nonmagical damage, and is immune to all conditions except grappled and restrained. If the balloon is destroyed, the mephit use the Dash action until it escapes danger, and may leave depending on how it was treated while in the balloon.

As a bonus action while holding the rope, you can command the mephit to produce hot air, granting you a fly speed of 30 feet until the end of your turn. If you are still aloft at the end of your turn, you immediately fall. Large or larger creatures cannot use this item.

Price: 500 gp

Wisp-o'-matic

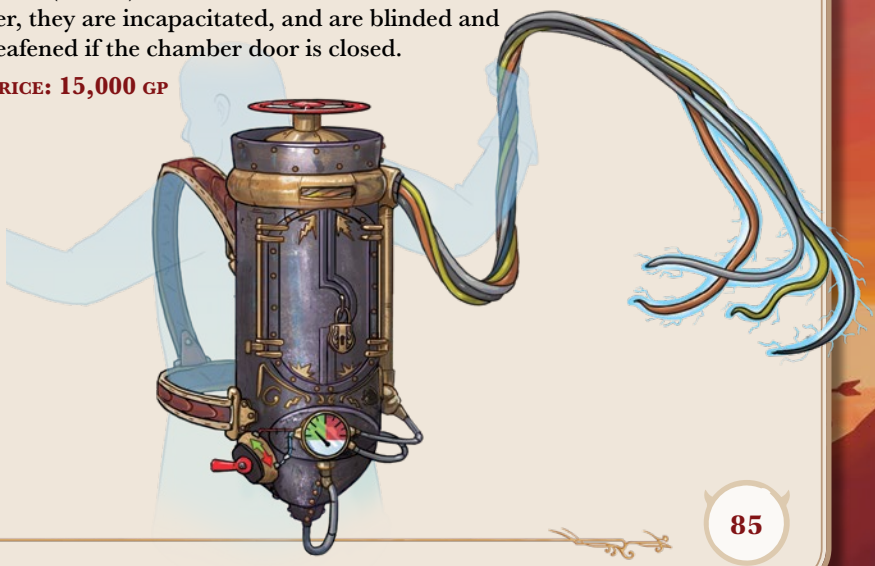
Weapon (Whip), Very Rare (Requires Attunement)

A 50-foot rope entwined with copper, silver, and gold wires connects to a 25 lb. metal chamber worn as a backpack. The chamber can hold up to three Tiny creatures or one Small creature inside, and unlocks with a key or a successful DC 21 Dexterity check using thieves' tools. The walls of the chamber are solid barriers preventing any matter from passing through it, blocking spells cast in to or out of the area while locked. As an action, you can flip a switch, causing the rope to shorten and become a *+1 whip* that deals 2d8 lightning damage on a successful hit.

Unalive Wires. This item is sold with three **will-o'-wisps** in the chamber. As a bonus action, you can flip a switch, causing the wisps to electrify the metal wires around the rope. Creatures passing through a space occupied by the rope must make a DC 18 Dexterity saving throw. On a failure, they take 8d8 lightning damage and are stunned until the start of their next turn. On a success, they take half as much damage and aren't stunned.

Confinement Chamber. Small or Tiny creatures within 5 feet of the chamber when its door is open must succeed on a Strength saving throw (DC 10) or be sucked into the chamber. While inside the chamber, they are incapacitated, and are blinded and deafened if the chamber door is closed.

Price: 15,000 gp



THE BIRDCAGE

Sharp, bitter whispers of frostbitten wind lurk within the stone halls of the Birdcage. The hero looks pensively over the space. She bathes in the stillness before continuing her sullen, silent walk deeper into the parlor, approaching an ogre flanked by pillars. Tiny birds aglow with vibrant colors flit about the space, filling it with pleasant song and leaving trails of neon light in their wake. Humanoid and monster alike watches with bated breath, anticipating the hero's next move.

"You're late," says the ogre. "Sit."

The hero sits, and the tension splits. She releases a held breath as the monstrous patrons of this parlor return to their work and idle chatter. Dropping a scabbard to the side of the chair, she lays back.

"So," says the ogre. "What kind of ink are we thinking this time?"

Arcane inkwells. Chirping, fluttering arcanaries. Chittering ink mephits. The Birdcage is a graffiti-embellished tattoo parlor built within the ruins of what was once a prison for monsters. The Birdcage offers specially designed pigmented pieces, enchanted inks for on-the-go spellcasting, and rehabilitation services for heroes and monsters alike. This place is a no-nonsense enclave driven by an odd duo: Darkiraz the troll and Hela Sarmusran, the paladin who once nearly slew him.

The citadel's grand, domed edifice juts from a mountainside in the Zitrodell Peaks, and its twisting halls wind deep within the mountain. In those endless stone halls, the chirping song of the arcanaries draw travelers to the Birdcage, housed within the citadel's icy-rimed, snow-dusted parapets.

The warm interior of the Birdcage has a dark, vibrant green grass floor, an arched ceiling with tall rafters where arcanary birdsong rises, and cells stripped of their bars and adorned with murals painted by resident artists. The Birdcage is a sunburst of expression in a dark, bitter landscape.

DARKIRAZ AND HELA

Neutral Good, Male ***Troll*****;** *Lawful Good, Female Human* ***Veteran***

The Birdcage is run by Darkiraz, a troll and eternal canvas who manages the parlor and guides its artists; and Hela Sarmusran, a paladin who has turned from vengeance and embraced redemption.

Darkiraz. Darkiraz is an 8-foot-tall, one-armed troll (9 feet if he doesn't hunch) with manifold blades protruding through a weathered leather jacket, and tattoos covering every inch of his skin, each at a different stage of healing. In his lifetime, he has seen many dungeons, encountered many heroes, and killed nearly as many. But these days, Darkiraz leads new artists through apprenticeships, and works with Hela to develop rehabilitation programs for those in need. But the troll's chief passion is storytelling through art, crafting tattoo sagas inked in four acts along various parts of a subject's body.

Hela. The paladin stands tall and rigid, patiently carved like a marble statue. Hela is covered head to toe in layers of weapons and pearlescent-glazed armor contrasted by the beautiful sepia tone of her skin. Sporting a tight-lipped smile and a hijab bearing her order's emblem on it, Hela possesses an unnerving amount of dexterity and stealth despite heavy layers of armor she refuses to take off. Her voice is undeviating and commanding, but her demeanor is velvet and soft around the edges.

History

When Darkiraz and his clan of trolls attacked her home, Hela was a woman in her prime, strong and capable. In their fierce battle, Darkiraz shattered a blade forged by Hela's ancestors, passed down through her bloodline. When Hela struck him with the razor-edged hilt of her shattered blade, arcane flames seared the wound, and the troll's arm was permanently severed. Darkiraz fled, and Hela gave chase.

The troll staggered into a cave in the Zitrodell Peaks, bleary with pain and separated from his kin. Within this cave, he found miles of twisting tunnels, and followed alluring birdsong to a towering prison filled with graffiti and glowing birds. Meanwhile, Hela searched the mountains tirelessly for her nemesis, urged forward by a primal hunger for vengeance. When she finally found Darkiraz within the ruined prison, they clashed, but neither could gain the upper hand.

Between ragged breaths, the combatants ruminated on good and evil, and on justice. Darkiraz had only destroyed in his life, never created anything of worth; and Hela, in her tireless pursuit, had left her home and family behind. Eventually, the combatants threw down their weapons, ridding themselves of their vengeance, and embracing as friends.

The pair have since opened the Birdcage in the ruins of their final battle as a place of acceptance, artistic expression, and rehabilitation. Any running from a life of violence and vengeance can find solace, and an outlet for the pain plaguing them.

Roleplaying Darkiraz

When characters interact with Darkiraz, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I see the perspectives of both the fiercest enemies and the most valiant heroes, and I believe we're all the same at the end of the day."
Ideal: "The very instincts that kept me alive aren't necessary, and I think anyone can repurpose their purpose."
Bond: "Much of my success is bound to Hela, I could never make something this successful on my own."
Flaw: "I lean too hard on Hela's support and need constant validation that this place is running well."

Despite his fearsome appearance, Darkiraz is friendly and jovial, even to strangers visiting the Birdcage. A character who shares a drink with Darkiraz, or who gets a tattoo from an artist he recommends, can make a DC 12 Charisma check. After three successful checks, a character wins the friendship of the trusting troll.

Roleplaying Hela

When characters interact with Hela, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I am always in quiet appreciation of every story I come across, and value every story personally even though I am not the most approachable."
Ideal: "Being known is worthless. Being a hero is even worse. Be unmistakably good."
Bond: "I owe my existence as a hero to my rival, but I am trying to forge a new existence outside of revenge."
Flaw: "Unjustified violence will not be tolerated."

Hela is a stern yet loving person proficient in making others feel comfortable. Once a day, each character who encounters her can make a DC 15 Charisma check. If they ask her about her past, or share some of their past adventures with her, the check has advantage. Characters befriend Hela after three successful checks. If befriended, Hela helps guide the characters to quests within the Birdcage, and eventually she names birds after each party member.

Goals

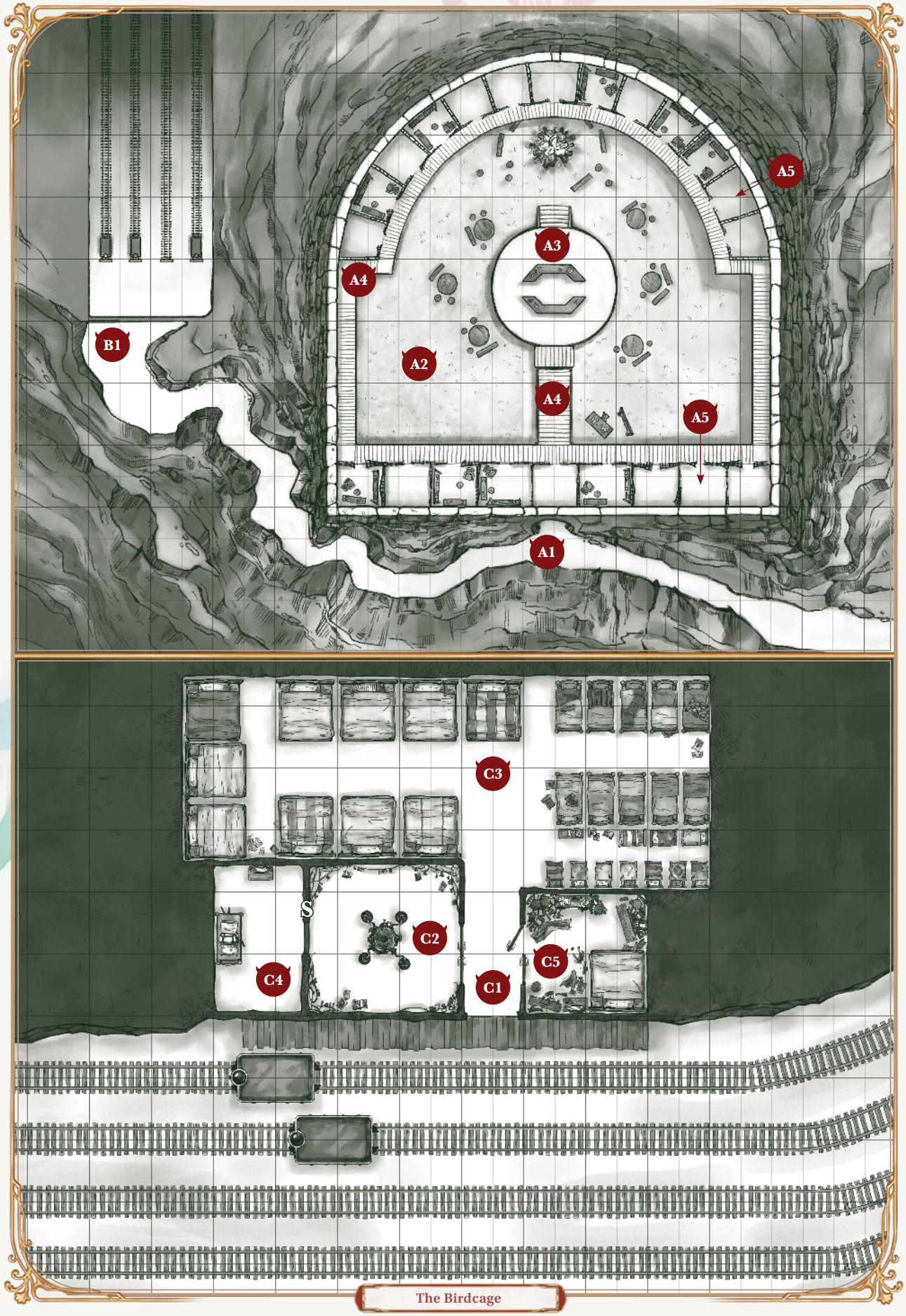
Darkiraz and Hela are on a journey of long-term reform of any monsters or heroes. Darkiraz is also interested in pigments to contrive new, enchanted tattoo inks. Hela often ventures out of the establishment to find travelers to bring to the Birdcage.

Darkiraz's Artistic Vision

Darkiraz prides himself on being covered head to toe in the tattoos of his apprentices, all in different stages of healing. He desperately wants to be able to keep some of the tattoos given to him and is eternally grateful to anyone who is able to create a tattoo that won't be healed by his innate regeneration.

Hela's Lonely Crusade

In addition to guiding travelers to the Birdcage, Hela secretly quests for vengeance against her past self—or at least, people whose actions remind her of her old ways. More than one party of monster-slayers proclaiming their heroics to an adoring and bloodthirsty crowd have met their grisly end at her hand. Not all of her actions are justified, and she knows it. She still clings to shame and anger, even when she puts on a brave face for Darkiraz and her other friends in the Birdcage. Her new self and her old self are at war inside her heart.



The Birdcage

INSIDE THE BIRDCAGE

The towering stone walls of the abandoned prison now known as the Birdcage reach toward the sky, arcing into a dome about 120 feet high into the rough stone of the mountain.

The Birdcage's tattoo parlor is utterly unlike its stark exterior, with spacious chambers lit with warm torchlight and dotted with pools of shadow. Laughter fills the space, mingling with the constant twittering of arcanaries. From the entrance of the shop, the characters can see:

- **Area A1: The Front Desk.** The first friendly face one sees is Darkiraz, seated at a small wooden kiosk.
- **Area A2: The Atrium.** A canvas of green grass, the atrium is the hangout spot for resting tattoo artists and apprentices.
- **Area A3: The Settled Score.** This bar serves barrels of forgotten Dwarven wine and hosts infamous arm-wrestling tournaments.
- **Area A4: The Platform.** A long, sturdy wooden platform levitates the eager customers of the Birdcage up to the boardwalk and the bar.
- **Area A5: The Cages.** Former prison cells now act as workstations, individually decorated by the resident artist.

Some locations may not be obvious at first glance, and require exploration to discover. The hidden areas include:

- **Area B1: The Unpainted Door.** A secret passage hides minecarts and tracks leading deeper into the mountain.
- **Area C1: The Backroom Passage.** A wooden ledge at the end of the minecart track leads to the artists' quarters.
- **Area C2: The Ink Recombinator.** This large storage room acts as a home for the ink mephits and holds the mechanism that makes it possible for the artists to collect and reuse their ink.
- **Area C3–C5: Quarters.** Artists retire here after long days on the job; the private rooms of Darkiraz and Hela are also found here.

The Birdcage Features

The Birdcage has the following features unless otherwise noted:

Objects. The Birdcage is filled with objects and furniture. Any creature can share a space with an object to gain half cover. Most sizable objects can be flipped over as an action and used as three-quarters or total cover. Additionally, if a Large or larger creature attacks a creature sharing a space with an object, that object is knocked over and can be used as cover, at the GM's discretion.

Ceilings. The ceilings of the Birdcage are arced, reaching about 40 feet high.

Doors. There are no doors in the Birdcage, with the exception of the invisible door used to hide the minecart-accessible stockroom.

Light. Lanterns hang from posts in each corner of the structure, hung 20 feet high. Arcanaries fluttering about the place provide ambient light.

Walls. The walls of this ex-penitentiary are made of solid stone, creating a reverberating structure that holds in cold. One chimney opening at the very pinnacle of the ceiling vents smoke from the fire pit.

Shop Staff

The staff are generally gruff but friendly, each donning fragmented old leather armor sprayed with white paint for identification around the cages. They love working at the Birdcage and express this if asked. Darkiraz employs between 10 and 15 tattoo artists at any given time, extending offers to both ex-heroes and ex-evildoers alike. The following artists are described in the "NPCs in the Birdcage" section, later in this chapter:

- Maverick Cynfael *(neutral, nonbinary **vampire**)*
- Jerridar Perlinor *(neutral, male dwarf **commoner**)*
- Torc *(chaotic good, male **kobold**)*
- Kerok Warwhisper *(lawful good, male human **mage**)*
- Lauren Belmont *(neutral evil, female tiefling **noble**)*
- Neia Beinan *(chaotic neutral, nonbinary elf **cult fanatic**)*

Areas of the Birdcage

The following areas are keyed to the map of this location.

A1: The Front Desk

> *You enter the ice-rimed double doors of the citadel and suddenly find yourself in a warm, domed atrium. Under your feet sprawls a rich carpet of dark, green grass, and a fire pit is surrounded by people chatting on benches. Before you sits a small desk, and a sinister-looking creature sits behind it, ready to greet you.*

Whenever the characters enter the Birdcage, roll 1d6; on a roll of 1-3, the front desk is manned by the troll Darkiraz (described earlier in this chapter). On a roll of 4-6, it's occupied by the cold, emotionless Maverick Cynfael (see "NPCs in the Birdcage," below). If Darkiraz is at the desk, the characters can expect a warm welcome from the large, hunched troll. He is more than willing to give a tour of the place. If his dreary counterpart is standing post, the characters are subjected to a disinterested summary of the shop's amenities and a tepid checkout experience.

A2: The Atrium

The Birdcage's atrium is a spacious stretch of flat ground—an anomaly within the treacherous crags and twisting tunnels of the mountain. The first time the characters enter the Birdcage, read or paraphrase the following:

> *Your attention is drawn upward to the grandeur of the hall. The walls stretch up into a grand, gothic dome, the top of which is lost in darkness. Occasionally, a flash of color moves through the shadow, one of a hundred or so chirping birds, each glowing with an ultraviolet sheen, illuminating murals etched on the walls.*
>
> *Lost in the shadows above lie prison cells with the bars ripped from their hinges, each cell adorned in colorful graffiti. A yelp of pain echoes from one of the cells, interrupting the tranquility, and one of the heavily tattooed people sitting around the fire pit shoots a jeering yelp back, causing everyone around the pit to guffaw.*

Heavy wooden benches surround a fire pit near the back of the hall, where various tattooed humanoids and monstrous creatures tell stories around a towering fire.

If a character spends at least one minute reading the graffiti and succeeds on a DC 15 Wisdom (Perception) check, they notice the repeated phrase, "The fjord of revenge is too cold to harbor a warm heart," which may come in useful if they explore Hela's Room (see area 4).

A3: The Settled Score

The Settled Score is a tavern where workers and clientele can kick back with a cool mug of dwarven ale. The tavern is an elevated deck encircled by six sturdy, wooden tables and a small stage. It's open to the cool mountain air, allowing alpine birds to flit around and scavenge for scraps. The tavern is run by Jerridar Perlinor and Torc.

Jerridar "Jerri" Perlinor. This dwarf is the closest thing to an in-house therapist the Birdcage may ever have, as he's always willing to listen to his customers' woes. Jerri keeps their advice clean and his bartop even cleaner.

Torc. This kobold tinkerer is the Birdcage's resident troublemaker. From introducing tattoo spelling errors to adding unexpected spices to drinks, everyone here has a "Torc Story," as Jerri calls them. Still, Torc knows the art of bartending better than anyone, so despite his mischief, the little kobold is indispensable!

A4: The Platform

A long wooden boardwalk connects the tavern to a similar catwalk encircling the perimeter of the chamber, fifteen feet above the chamber's floor. Built into the sides of the chamber are a series of cages (see area A5) where artists offer their services. Looking down one can see shattered stone structures where more customers gather with drinks, congregating in small groups.

A5: The Cages

The Birdcage hosts nearly two dozen studios for their artists, called "cages." Each cage is decorated by its artist to tell a story in a culturally expressive way, such as a thrilling saga, enchanted calligraphy, or an animated mural. Dozens of artists come and go here, including:

- **Kerok Warwhisper** specializes in arcane lore, poetry, incantations, and folklore. Will tattoo: arcane words of power, lyrics from ancient elven ballads, and historical proverbs; won't tattoo: art related to anything less than 300 years old.
- **Lauren Belmont** specializes in occult symbology and nautical themes. Will tattoo: anything that covers a full limb, the full back, or the full face, with epic detail, or anything tiny enough to be concealed with ease; won't tattoo: the kraken, and she refuses to elaborate on why.
- **Neia Beinan** specializes in circles. Will tattoo: circles; won't tattoo: anything that isn't a circle.

B1: The Unpainted Door

Turning left at the front gates of the Birdcage (area A1) leads down a slender ledge that winds across a treacherous precipice until it terminates at a suspiciously flat, blank rock face. This is a secret entrance to the tunnels below the citadel. Only Hela and Darkiraz know the passphrase, which must be painted on the blank face to open the secret door: "Let Ink Bleed Eternal." Once painted, the paint seeps into the stone and vanishes, and the wall opens for 10 minutes. Within is a cavern containing 1d4 minecarts at the top of a hill with four minecart rails that descend into dark tunnels beyond.

Each minecart fits four Medium creatures or one Large creature, and has an arcane orb at its rear. In order to start and control a minecart's speed, a character must use their action to touch the propulsion orb. The driver can use their action to change the speed (slow, medium, fast) and direction (forward, backward) of the minecart with a bonus action. As an action, the driver can release the orb, after which the cart slows to a stuttering stop.

The track from the secret entrance to the Backrooms (area C1) is about 5,000 feet long, and descends a total of 100 feet deeper into the mountain. Going downhill, the journey takes 5 minutes. Uphill, it takes 10 minutes.

C1: The Backroom Passage

About 5,000 feet down the minecart track is a rectangular opening with a wooden terminal platform protruding from it. During the day, warm light and the sound of conversation spills from the opening. This hall leads to habitations for artists and trusted allies of Darkiraz and Hela. The minecart track continues beyond this stop, deep into the underexplored depths of the mountain—a place where Game Masters can set their own perilous adventures.

C2: The Ink Recombinator

This room is filled with rusted coils hanging like vines from hand-carved ceilings. The coils are filled with stolen blades, useless trinkets, spellbooks, and other curios nicked by the ink mephits which lurk in the rafters and floorboards of the parlor. Though mischievous, most ink mephits are happy to return what they've stolen without issue; some, however, play hard-to-get, and demand a little quest in order to retrieve the item.

Deeper in the room, a brass engine with an arcane core churns and stammers, recycling pages from old spellbooks into fresh arcane ink. At any time, 1d4 **ink mephits** (see "NPCs in the Birdcage," later in this chapter) tearing pages out of ancient tomes donated to the Birdcage and tossing them into the brass tank's hungry gullet.

C3: Artist Quarters

Artists return to this room to rest after a long day's work. This barracks contains 30 cots, with 10 sized for Small creatures, 10 for Medium creatures, and 10 for Large creatures. Those who live here take up about half of the open cots and have a sparsely decorated space above their cot to match their cage. Otherwise, the room is scant and usually only used for sleeping. Young apprentices spend a lot of time here as they sketch for hours away from prying eyes.

C4: Hela's Room

Hela spends most of the year away from the Birdcage, but when here, she is often holed up in her room, preparing for her next departure. Her room is easy to miss, as its secret door blends perfectly into the stone walls. To enter, one must speak her personal mantra, "The fjord of revenge is too cold to harbor a warm heart," which appears frequently graffitied in Common onto the friezes in the atrium (area A2).

Hela's room is peculiarly empty. A bright yellow blanket is folded crisply next to a perfectly rolled bedroll with one pillow sitting atop them both.

A round mirror sits atop an empty dresser. Inside its shelves are 2d4 *potions of greater healing*. Next to the bed is a *+1 shield* that bears the sigil of her paladin order: a flaming trout leaping from the rivers of Hell. Finally, a white leather braided belt is hung on the wall above the bed. Hela keeps this powerful token of the past to remind her of the despair that once filled this place and the change that personal decisions can make. This is the *Belt of the Prison-King* (see the Magic Item Catalogue later in this chapter); Hela only removes the belt from her room to brace for a battle she believes will be her last.

C5: Darkiraz's Room

Darkiraz keeps his door unlocked unless he's sleeping in it. The room is jammed full of furniture too small for Darkiraz to use. Outside of furniture, there isn't much in here, except for bottles of ink and enchanted needles.

On the walls are paintings and parchment sketches of previous apprentices, some still serving at the Birdcage, some having moved on or even passed away. All are valued treasures of Darkiraz. He has each of their locations memorized and gets accusatory if he notices any of these drawings are missing.

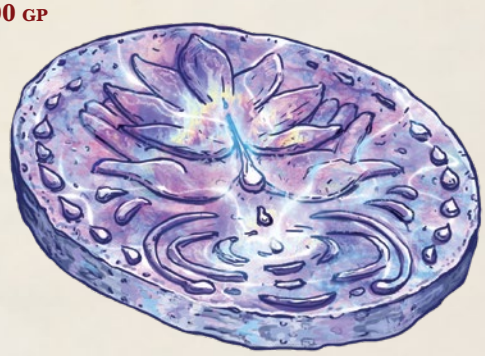
Akoaforite Healer's Chip

Wondrous Item, Rare

This opaque, marbled coin is made from a rare mineral that shines with a rainbow of colors. As it warms in the palm of your hand, it provides slow, soothing pain relief.

While holding this chip, you regain 1 hit point at the end of every 10 minutes you spend holding it. After holding it for a full hour, you can cast *cure wounds* on yourself once. After holding it for 8 consecutive hours, you can cast *cure wounds* on yourself at 5th level. Once this chip is used to heal a total of 50 points of damage, it shatters.

Price: 500 gp



Arcanary Feather

Wondrous Item, Rare

A feather-light fluorescent totem of the birds who roost in the rafters of the Birdcage. An arcanary only bestows a feather to a humanoid whom they trust. The feather acts as a beautifully colored source of light, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. Crushing this feather as an action lets you cast the *fly* spell. If properly strained of its essence by the staff at the Birdcage, one can use the oils from the feather in addition to the ink to create a Luminant Flight Tattoo.

Price: 1,000 gp

NPCs in the Birdcage

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have Quests to offer the characters (see "Quests and Events," later in this chapter).

Maverick Cynfael

Neutral, Nonbinary ***Vampire***

Maverick is the Birdcage's resident night owl. This sullen, ethereal, heavily tattooed beauty handles the night shift for Darkiraz. Barely a single patch of Maverick's deep brown skin is untouched by a tattoo. Yet despite their extravagant appearance, their demeanor is dour, aloof, and monotone.

The thousands of tattoos which Maverick has received over the centuries have transformed the vampire into something more than a mere blood-drinking vampire. Maverick calls their strange undead state "ink vampirism," for they can draw ink and other pigments from any medium and channel it into arcane power, which sustains their life and grants them extraordinary magical power. Maverick uses **vampire** statistics with the following changes:

- Maverick loses the following traits: Misty Escape, Shapechanger
- Maverick loses the following actions: Bite, Children of the Night
- Maverick gains the following trait:

Reduce To Ink (Vampire Form Only). As an action, or a reaction when the vampire drops to 0 hit points outside of its resting place, it turns into a Medium pool of ink instead of falling unconscious, provided that it isn't in sunlight or running water. The vampire regains 1 hit point, and can't transform back into its vampire form until it completes a short or a long rest. This ink has a walking, climbing, and burrowing speed of 60 feet, and can squeeze through openings as small as a quarter of an inch wide. If it can't transform, it is destroyed.

- Maverick gains the following actions:

Drain Ink (Ink or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The vampire can drain any amount of ink or other pigment from an object or creature, rendering it dull or pale. After doing so, its Spell Siphon or Find Ink Familiar is instantly recharged.

Spell Siphon (Recharges on a Short or Long Rest). One creature the vampire can see within 60 feet must make a DC 17 Charisma saving throw; it automatically fails this save if it's charmed by the vampire. On a failed save, that creature loses a spell slot of its lowest level. That spell slot is instantly transformed into a spell scroll of a spell that creature can cast.

Find Ink Familiar (Recharges on a Short or Long Rest). The vampire conjures a familiar made of ink as if by casting *find familiar*. This ability also allows the vampire to conjure an **ink mephit** as its familiar (see below).

Maverick dons a classy red vest over a black buttoned shirt to compliment their pitch-black skin and bright red eyes. Their shirt is always rolled up to their elbows to flaunt psychedelic moving tattoos that shift around their body, revealing omens for people with whom they interact. Maverick constantly flicks their long black hair in the face of their familiar, a crow made of ink that always sits on their shoulder, heckling sarcastically.

Maverick comes from a long line of tattoo artists, but ran away due to the lack of any artistic drawing ability. Falling in love with clerical work and administrative duties, they derive joy in keeping an ink trail of all customers who walk through the front doors of the Birdcage. Getting meticulous details (or even guessing them) of each customer, they file them away for future reference. They like to brag about their current ventures, working with the ink mephits to recreate the prophetic ink detailing their body.

Roleplaying Maverick

When the characters interact with Maverick, consider these roleplaying traits when deciding how they respond:

Personality traits: "I am blunt, and do not hide what I'm feeling for the sake of others. But when I give out compliments, it seems hard to believe."

Ideal: "I am doing what it takes to prove to my family that the ill omen they got about me wasn't true."

Bond: "The opinion of my family defines me."

Flaw: "If my family didn't make it, it's mediocre at best. Though I'm more than willing to recommend the next best thing."

Maverick doesn't want friends, but is fond of anyone who considers themselves an artist. Though they try to hide their jealousy, they love seeing passionate people express themselves, from bards to fighters. If any characters use their passion to impress Maverick, those characters may make a DC 15 Charisma check. It will take four separate visits and successes to gain their trust, and one final success for Maverick to consider anyone an acquaintance—but that's the best you'll get out of them.

Kerok Warwhisper

Lawful Good, Male Human ***Mage***

A reformed holy warrior following in the footsteps of his hero Hela, Kerok is a ditzy and dynamically dramatic illusionist. His voice is the loudest at the Birdcage, making him easily located. He loves to flirt with the other artists while finding ways to show off his braggadocious literature knowledge.

Lauren Belmont

Neutral Evil, Female Tiefling Warlock

Lauren is a bright purple-skinned tiefling who can pick any warlock from a crowd. Extraordinarily fashionable, she has crooked ram horns she pierced herself. Lauren's gravelly voice accompanied by her pessimistic attitude for anyone except her partner, Neia, makes her the least approachable at the Birdcage, but most agree that she's definitely the coolest. She's hard of hearing but has an uncommon magical ability that makes her sensitive to vibrations deep in the mountain (tremorsense out to 600 feet).

Neia Beinan

Chaotic Neutral, Nonbinary Elf ***Cult Fanatic***

Circles. Circles. Circles. Neia sees the world as a circle. Beginnings that eat endings. Evil and good as hands upon the great wheel of balance. Even death waiting at the heels of life to beget more death—and therefore more life. Neia is easily the most mysterious of the staff. Has anyone seen her blink? According to the legends—no.

Ink Mephit

Small Elemental, Neutral

Armor Class 10
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	10 (+0)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +2
Damage Vulnerabilities bludgeoning
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities blinded, deafened
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Ignan, Terran
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Death Burst. When the mephit dies, it explodes in a burst of dark ichor. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw or be blinded until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary misplaced pool of ink.

Innate Spellcasting (1/Day). The mephit can innately cast *grease*, requiring no material components. Its innate spellcasting ability is Wisdom.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) poison damage.

Jet Black Breath (Recharge 6). The mephit exhales a 15-foot cone of poisonous ink. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Quests and Events

Many of the brazen souls wandering this shop need help, whether that's delivering love letters, or stalking threats deep in the throes of the Zitrodellian Peaks.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

A Well-Rounded Love Story

Questgiver: Kerok Warwhistle
Quest Beginning: Kerok summons friends from the party to talk with him by buying them a drink, and putting tiny notes underneath their drink.
Suggested Level: 1st through 5th
Content Warning: Unwanted affection

Kerok (see "NPCs in the Birdcage," earlier in this chapter) has had many crushes on staff and patrons of the Settled Score and the Birdcage, but he is not ready to speak up on those crushes. He needs the party to deliver letters around the parlor to each of the tattooists, declaring his love for them. This means hunting down each member of the staff and navigating the entire Birdcage.

The staff he's written letters to are as follows:

- Neia (Vexed by their quiet and unsettled nature, Kerok is more scared of her than enamored)
- Lauren (Kerok senses mystery in her dark past, and wants nothing more than a moody girlfriend to tattoo alongside)
- Darkiraz (Kerok admires his kindness and powerful physique)
- Hela (Frightened and reverent, Kerok could sing endless praises to her)

Coming Round the Mountain

Prerequisite: The characters were greeted at the front desk by Maverick, not Darkiraz

Questgiver: Torc
Quest Beginning: Torc sends a round of the party's favorite drinks for free
Suggested Level: 5th through 10th
Content Warning: Petrification

When not tending the bar, Torc, a crafty **kobold** (see "NPCs in the Birdcage," earlier in this chapter) usually explores the long-abandoned tunnels below the Birdcage in search of mysterious herbs. On his latest expedition, Torc discovered a statuary garden filled with distressingly lifelike statues. Fearing the worst—a petrifying monster—Torc reported this to Darkiraz, who has been trying to track what could have done it. It's been a week, and Darkiraz hasn't been seen, and Torc once more fears the worst. Worse than the worst!

Torc gives the party three spell scrolls of *greater restoration* to cure petrification, and asks the party to find Darkiraz, cure him, and defeat the monster.

The monster the players may have to hunt could be:

- a colony of **basilisks**
- a gang of **medusas** (possibly chaotic good and misunderstood, possibly neutral evil and bad to the bone)
- a herd of **gorgons**
- an **archmage** sculptor who isn't petrifying anyone; Darkiraz has just spent the week underground interviewing her about her incredible artistry

Finding Fake Fire

Questgiver: Neia
Quest Beginning: Neia asks the party to meet them at the fire pit after the majority of others go to sleep.
Suggested Level: 1st through 5th

Neia (see "NPCs in the Birdcage," earlier in this chapter) has noticed Darkiraz shuddering at the sight of the fire pit, something he'll never admit. Neia sympathizes with the troll, as someone who has tried to leave their past life outside the gates of the Birdcage. If the party can find a way to create a bonfire that burns just as brightly but without any real flame—such as with five castings of *continual flame*, or another creative solution, Neia offers to give one of them a magical tattoo (see *arcane inkwell* in the Magic Item Catalogue later in this chapter) worth up to 1,000 gp.

Untamed Melody

Prerequisite: Received a tattoo from or befriended Lauren Belmont

Questgiver: Lauren Belmont
Quest Beginning: Lauren is struggling to focus while tattooing a troublesome customer
Suggested Level: 1st through 5th

Lauren Belmont (see "NPCs in the Birdcage," earlier in this chapter) has been having trouble focusing on her work all day and has been complaining endlessly about some low-register reverberations like giant footsteps around the shop. Lauren is hard-of-hearing up close, but has an uncommon sense for deep vibrations (tremorsense out to 600 feet). She has been sensing vibrations from the tunnels deep below the Birdcage, hearing a violent altercation between a shrieking **harpy** and a rumbling **ettin** as they quarrel over an escaped arcanary loose in their grotto.

The Lost Crusader

Prerequisite: Befriended Darkiraz

Questgiver: Darkiraz
Quest Beginning: Darkiraz halts the party before they leave the Birdcage
Suggested Level: 11th through 16th
Content Warning: Freezing to death

Darkiraz informs them that Hela has yet to return from a mission and she's the only one who can perform the ritual that keeps the birdcage warm. Exploring near the mountain with a message scroll to alert the troll when they've found Hela, diligent adventurers find Hela locked in battle with an ex-hero who became a **vampire**. The vampire's castle sits camouflaged in the pelting snow surrounding the mountain, a few miles from the Birdcage.

In-Shop Events

These Events occur within the shop.

Arm-Wrestling Tournament

Questgiver: Torc and Jerri
Event Beginning: The party receives a letter announcing Jerri and Torc's annual arm-wrestling tournament, with a reward of 200 gp and a *Victor's Gauntlet*.
Suggested Level: 1st through 5th
Content Warning: Poisoned drinks

The Birdcage hosts an annual two-on-two arm-wrestling tournament. A pair of competitors must win three matches—drinking something from the bar before each match—before facing the unbeaten duo, Ava and Trellis Dirkblade.

Rules for Wrestling. Arm-wrestling is a series of contested Strength checks, with the winner being the first to earn three successes against their opponent. Each pair individually competes against the opposing team. Individuals have advantage on their check if they are a size larger than their opponent. If both members defeat their opponents, they win the match. If only one wins, they must face the winning opponent to determine the match winner.

First Encounters. Once the characters pair off, they must overcome three other pairs to reach the final. The first pair have a +1 bonus to Strength checks. The second pair have a +2 bonus, and the third pair have a +3 bonus. If two pairs of player characters participate, then the third match is between two pairs of player characters.

Final Bosses. The Dirkblade Twins are half-giants. Ava uses the **berserker** statblock but is size Large instead of Medium and has 75 hit points. Trellaz is a **bandit captain** but she is Large size and has 76 hit points.

Both twins cheat by spiking their opponent's drinks with a stupefying herb. One minute after consuming the spiked drink, a creature must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. If the twins are accused of cheating, they roar with anger and challenge their foes to a two-on-two duel instead of arm-wrestling.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolve this Event.

Just Two More Losers. If the characters are defeated in the competition, life in the Birdcage goes on as normal.
To the Victors Go the Gauntlets. There are two Victor's Gauntlets up for grabs. If both characters beat both Dirkblade Twins, they both win a gauntlet and 200 gp. If only one character is ultimately triumphant, they receive one Victor's Gauntlet and 200 gp.
Poor Losers. If, at any point, the Dirkblade Twins are accused of cheating, they throw a violent fit (see "Giant-Sized Tempers," later in this chapter).

Giant-Sized Tempers

Prerequisite: Earned the "Poor Losers" development in Event: Arm-Wrestling Tournament

Event Beginning: The Dirkblade Twins have a temperamental and murderous reaction to being accused.
Location: The Settled Score
Suggested Level: 1st through 5th

The characters' accusations of the Dirkblade Twins cheating sends them into a spiraling rage. The twins have been cheating at tournaments all across the land and can't afford their treachery being revealed. In anger, the twins charge towards their accusers.

The twins are cunning enough to endure the loss of their precious *Victor's Gauntlets*, but they think that if they can defeat their accusers in combat, the accusations of cheating will be forgotten by the boisterous crowd—and they're probably right.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

True Victors. If the party doesn't defeat the twins, they declare themselves the true winner of the tournament (no one challenges this claim), and brag ad nauseum of a tainted victory, never letting the characters forget their triumph. At your discretion, NPCs in the Birdcage who fear the Dirkblade Twins hesitate to tattoo the losing party, but ones who loathe the half-giants will show sympathy toward the losing party instead.
Hela's Wrath. If the characters solved the issue by killing either of the twins, the staff revives the twins and warn the characters of Hela's "no violence" rule. If Hela finds out what happens, she bans the characters from the store unless the characters can repent—possibly requiring them to go on a quest for Hela to atone.
One Final Battle. If the players defeat the twins non-lethally, the half-giants approach the characters the next day seeking a rematch. They refuse any cheating accusations but claim that they can win no matter the circumstances. Only if they're defeated will they admit to cheating—an act which, if treated with compassion, could set them up on the path to redemption.

THE BIRDCAGE
MAGIC ITEM CATALOGUE

This shop has a plethora of items scattered around waiting to be found by a clever party.

Arcane Inkwell

Wondrous Item, Rarity Varies
(Requires Attunement by the Tattooed Creature)

This fanciful phial of lustrous ink shimmers with arcane energy. If used with an arcane inkpoint, this ink can be tattooed onto a creature that has at least two square inches of untattooed skin, imbuing them with a permanent enchantment, such as:

***Spellchasm Inkwell* (Very Rare).** This ink produces a magical tattoo that can hold one spell of 7th level or higher. During a long rest, you can cast a spell (expending any material components), but channel its power into this tattoo instead of into the world. You can then cast the spell at any time as an action to draw its power out of the tattoo (requiring no material components).

Price: 30,000 gp

Unseen Apprentice Inkwell (Uncommon). Produced by ink almost imperceptible to the average eye, this ink produces an effect that allows its bearer to remain undetected from all divination magic. Being targeted by these spells makes the invisible ink glow a faint white for 1 minute per level of the negated spell.

Price: 400 gp

***Hastened Rabbit Inkwell* (Rare).** This ink is colorful and radiant, seemingly transforming on the skin of its beneficiary. The tattoo fabricated by this ink has 4 charges, and regains 1d4 charges daily at dawn. As an action, you can cast any of these spells:

- *longstrider* (1 charge)
- *featherfall* (1 charge)
- *spider climb* (2 charges)
- *slow* (3 charges)
- *haste* (4 charges)

Price: 2,000 gp

Luminant Flight Inkwell (Uncommon). Produced by a special ink made of an arcanary feather, this magic tattoo glows softly for all to see. You can cast the *light* cantrip at will, with the light emitting from the tattoo. In addition, you can cast the *fly* spell (targeting yourself only) or the *feather fall* spell (targeting any number of creatures you can see within 60 feet). Once either of these spells have been cast, this tattoo's magic can't be used again until the next dawn.

Price: 1,000 gp

Black Blot-Familiar Inkwell (Uncommon). Produced by a special ink excreted by ink mephits, this inkwell uses inky ichor to manifest a pitch-black familiar. As an action, you can cast the *find familiar* spell. The familiar created by this spell looks as if it was drowned in ink, and can be resummoned at dawn.

Price: 250 gp

***Asclepian Serpent Inkwell* (Very Rare).** Tattoos made from this inkwell comprise delicate circles and intricate lines following the veins beneath your skin.

You gain resistance to necrotic damage. Additionally, this tattoo has 6 charges and regains 1d6 charges daily at dawn. You can expend any number of charges to cast the following spells:

- *healing word* (1 charge)
- *cure wounds* (1 charge)
- *polymorph* (serpents only; 3 charges)
- *mass cure wounds* (4 charges)

Price: 20,000 gp

***Alchemist's Amphora Inkwell* (Legendary).** Even after this tattoo is finished, it animates to run across your skin like rivulets of water. As an action, you can transmute up to 1 gallon of water into an equal amount of any harmless liquid. This liquid takes the place of the water, or appears in a space or a container within 20 feet of you. If a creature is in that space, it can make a DC 17 Dexterity saving throw, avoiding being splashed by the liquid on a successful save.

Additionally, this tattoo has 10 charges and regains 1d10 charges daily at dawn. You can expend any number charges to transmute up to 1 gallon of water into an equal amount of the following liquids:

- Oil (if ignited, deals an additional 1d6 fire damage; 1 charge)
- Draconic acid (deals 3d6 acid damage; 2 charges)
- Draconic frostbile (deals 5d6 cold damage; 3 charges)
- Liquid gold (deals 8d6 fire damage; 4 charges)
- Lava (deals 10d6 fire damage; 5 charges)
- Demon ichor (deals 14d6 necrotic damage; 6 charges)

Price: 40,000 gp

Belt of the Prison-King

Wondrous Item, Legendary (Requires Attunement)

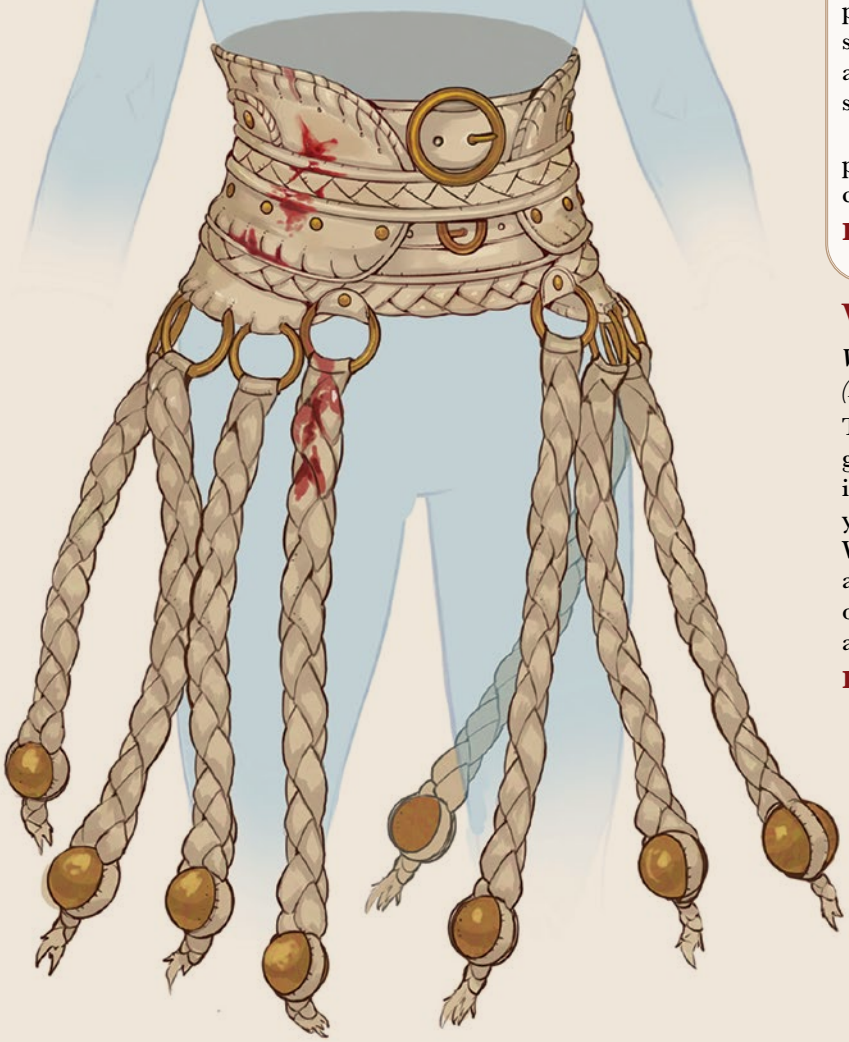
This belt of white leather cord tied into braided bands lives as a reminder of the origin of the Birdcage, the hierarchy of the prisoners who lived here before and the delusion of those who ruled them. At the end of each of the mantle's twelve tassels is a *bead of force*, which vanishes once plucked and thrown.

If a target sheds your blood, you can use an action to wipe it onto the belt. It immediately absorbs it, magically connecting to the target's essence. As a bonus action, you can force the magically connected creature to make a DC 18 Constitution saving throw, gaining a level of exhaustion on a failed save. A creature can't reach six levels of exhaustion in this way.

The belt has 10 charges. While attuned, you can expend some of its charges to cast one of the following spells from it (spell save DC 15):

- *message* (1 charge)
- *shield* (2 charges)
- *banishment* (3 charges)
- *blink* (3 charges)
- *greater restoration* (5 charges)
- *force cage* (7 charges)

Price: — (not for sale)



Arcane Inkpoint

Wondrous Item, Uncommon (Requires Attunement)

When held by an attuned creature, this handheld tattooing needle flows with enchanted ink drawn from ink mephits. Designed to take more pain out of the process, the ink in the chamber of this apparatus flows over a healing charm making the recovery process pleasant and surprisingly speedy. You can spend 1 minute using this needle to create a tattoo (or a part of a larger tattoo) of one square inch on a willing creature.

To create more advanced tattoos, you must possess an arcane inkwell enchanted with a certain magical power.

Price: 250 gp

Victor's Gauntlet

Wondrous Item, Uncommon (Requires Attunement)

This bright blue, rust-flecked iron gauntlet is gifted to the winner of arm-wrestling contests in the Birdcage. After attuning to this glove, you can choose a command word.
While wearing this gauntlet, you use a bonus action to speak the command word and make one attack with it, dealing bludgeoning damage equal to 1d6 plus your Wisdom modifier.

Price: — (not for sale)

THE BASEMENT

Bzzt. Bzzt. New communiqué received on the Message Plate:

"New assignment ready; 5,000 gp advance. Gather supplies in the Basement. The Mastermind owes me a discount. Rendezvous at checkpoint in two sundowns. Remain vigilant."

End of message.

For any Agent of the Empire worth their salt, the Basement is a whispered secret, a hidden treasure trove of the Agency's most fantastic tricks. It's a place where wondrous gadgets are born, capable of turning a master of espionage into a chameleon or cloaking the magic in their gear. The secrecy surrounding the Basement is as impenetrable as its defenses, known only to those who have earned the Empire's trust.

The Basement is a spy's dream: an underground stronghold riddled with defenses, housing anything an Agent could ever need for a covert mission. The Basement has been redesigned countless times over the decades as aetherium magitech has grown more sophisticated, and its current incarnation was completed five years ago. An ex-spy runs it under a new alias: "Mastermind."

The Basement is a versatile tool that can be seamlessly integrated into any campaign setting where magic and technology intertwine. Whether it's the Karelagne Empire from *Pirates of the Aetherial Expanse* or the world of *Agents of the Empire,* this shop can serve as a secret lab for agents to requisition new tools. Its adaptability is its strength, making it a perfect fit for spy thriller plots in various worlds.

Regardless of its setting, the Basement is hidden within a false storefront for another unassuming shop. The identity of that shop is up to you, the GM, and is called "the Front" throughout this chapter.

THE MASTERMIND

*Neutral Good, Female Gnome **Mage****

No one would ever guess that Deidre Burgos — a grandmotherly, saccharinely adorable gnome who prefers to dress in floral prints and wear flowers in her hair — is the commandant of a secret magitech laboratory. Her garb is a customized *chameleon shift* (see "Magic Item Catalogue" later in this chapter), but her best disguise is her unshakable calm, no matter how great the lies she's forced to spin.

At work, she is known only as the Mastermind, as sharp and unforgiving as they come. Though she maintains an air of pleasantness, this older woman shouldn't be trifled with. Her extensive knowledge, keen senses, and sharp suit make Deidre a covert agent of the highest caliber.

The Mastermind uses the **mage** stat block with the following changes:

- Her Dexterity score is 18 (+4), her Wisdom score is 15 (+2), and her Charisma score is 18 (+4).
- She has the *modify memory* spell prepared instead of *cone of cold*.
- She is proficient in the Deception, Insight, Sleight of Hand, and Stealth skills.
- She knows Thieves' Cant.
- She has the following additional action:

Concealed Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a Humanoid with 75 or fewer hit points after taking this damage, it instantly dies. Once the Mastermind kills a creature in this way, she can't do so again until the next dawn.

- She has the Sneak Attack trait:

Sneak Attack. Once per turn, the Mastermind deals an additional 14 (4d6) damage on a melee attack when she hits a target with advantage or has an ally within 5 feet of the target that isn't incapacitated.

History

The government redacted identifying documents linked to the Mastermind's birthname, and when recounting tales from her youth, she remains vague. It is common knowledge that the Mastermind became a spy in her early adulthood, dropping out of her arcane scholarship program to work for the government.

After a decade of government agency work under the codename Mage Hand, Deidre fell in love with her mission partner, a dashing orc codenamed Deadeye (real name: Frank). The duo married on a getaway boat after escaping an explosive reconnaissance mission. Frank retired from field work and took a communications post while caring for their twins. Meanwhile, Deidre chose to remain on active field duty.

This arrangement suited the family for 15 years until enemy agents bombed agency headquarters, killing Frank and twelve other desk operatives. Deidre left the agency to care for her children and sold the small collection of covert tools she had accumulated, starting in an alley and then the backroom of a friend's store. Though she

is aware multiple factions keep tabs on her, Deidre isn't dissuaded from her newfound occupation and has a tenuous, unspoken agreement to supply indiscriminately in exchange for peace.

Under the codename Trick Bag, Deidre met new clients and started work as an agent-for-hire as her children got older. Over time, she sold more used and acquired spy gear, updating her commercial operations as she went. Deidre stopped accepting mission assignments five years ago, deciding instead to focus on her found family. Her business moved into a physical space, and she hired staff, assigning everyone codenames to protect their identities. She assigned herself the codename: the Mastermind.

Roleplaying Mastermind

The Mastermind frequently expresses just three emotions: joy, contentedness, and concern. Behind her plastered-on smile, the Mastermind listens intently to everything around her and is quick to deceive others into thinking she's giving in to her age if it means she learns more.

- **Personality Traits:** "Underestimate me. It's exactly what I want you to do."
- **Ideal:** "Balance. There are two great strengths in this world: loyalty and coin. Without balancing both, you can't have true strength."
- **Bond:** "It's better not to tell anyone who or how I love. It only hurts them in the end."
- **Flaw:** "I can't consider the impact of my actions beyond their immediate effect, or I will drown in despair at the death I've caused."

Patient characters earn the Mastermind's approval, and positive interactions with her shop staff earn her friendship. Characters who speak to the Mastermind can make a DC 13 check using their highest mental ability score. On two consecutive successes, the Mastermind considers them a friend.

Goals

The mission objective for Deidre's business has changed over the years. What started as a desperate attempt to provide for her family has flourished into a successful, albeit controversial, business that has not escaped the notice of government and rivals alike.

Can't Leave the Game

In recent years, the Mastermind found herself too old for jailbreaks and death threats, and decided to retire. Unable to return to mundane life, the Mastermind focused on the shop as her retirement plan to keep things interesting, and provide shelter and compensation to those she encountered in the line of duty.

Occupy a Busy Mind

The Mastermind likes to keep her wits sharp. Her extensive field experience allows her to acquire items to solve common problems experienced on missions. Innovation is the future, and the Mastermind refuses to be a relic.

Deidre's Agents

The Basement has four members of staff — one for each section of the store. Staff don't wear uniforms, and their identities are protected with codenames and *amulets of proof against detection and location.*

The shop staff are:

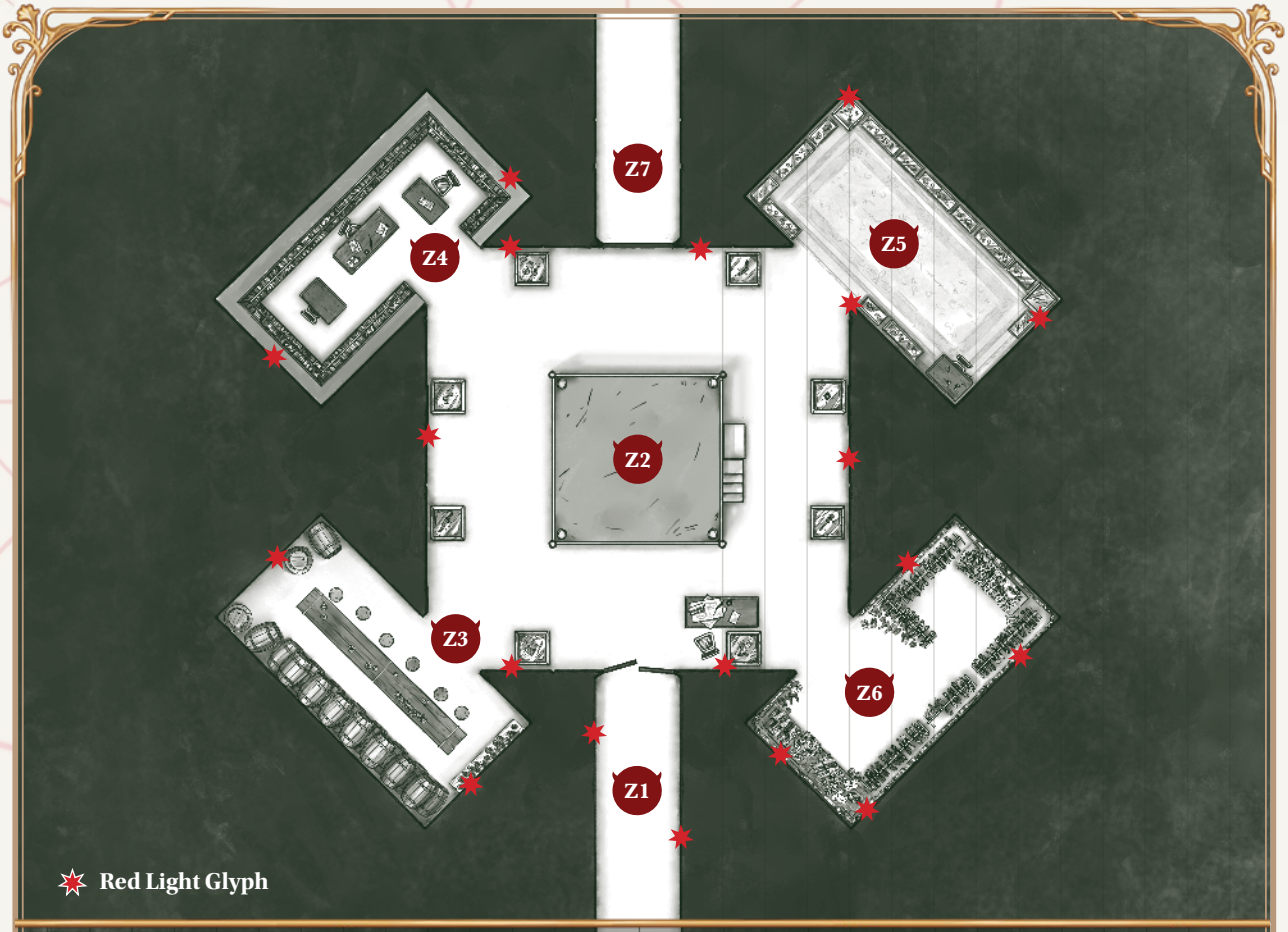
- "The Muscle" (Lawful Neutral, Nonbinary High Elf **Wereboar**)
- "The Brains" (Neutral, Male Human **Commoner**)
- "The Diversion" (Chaotic Neutral, Female Hill Dwarf **Spy**)
- "The Graduate" (Lawful Evil, Female Half-Orc **Assassin**)

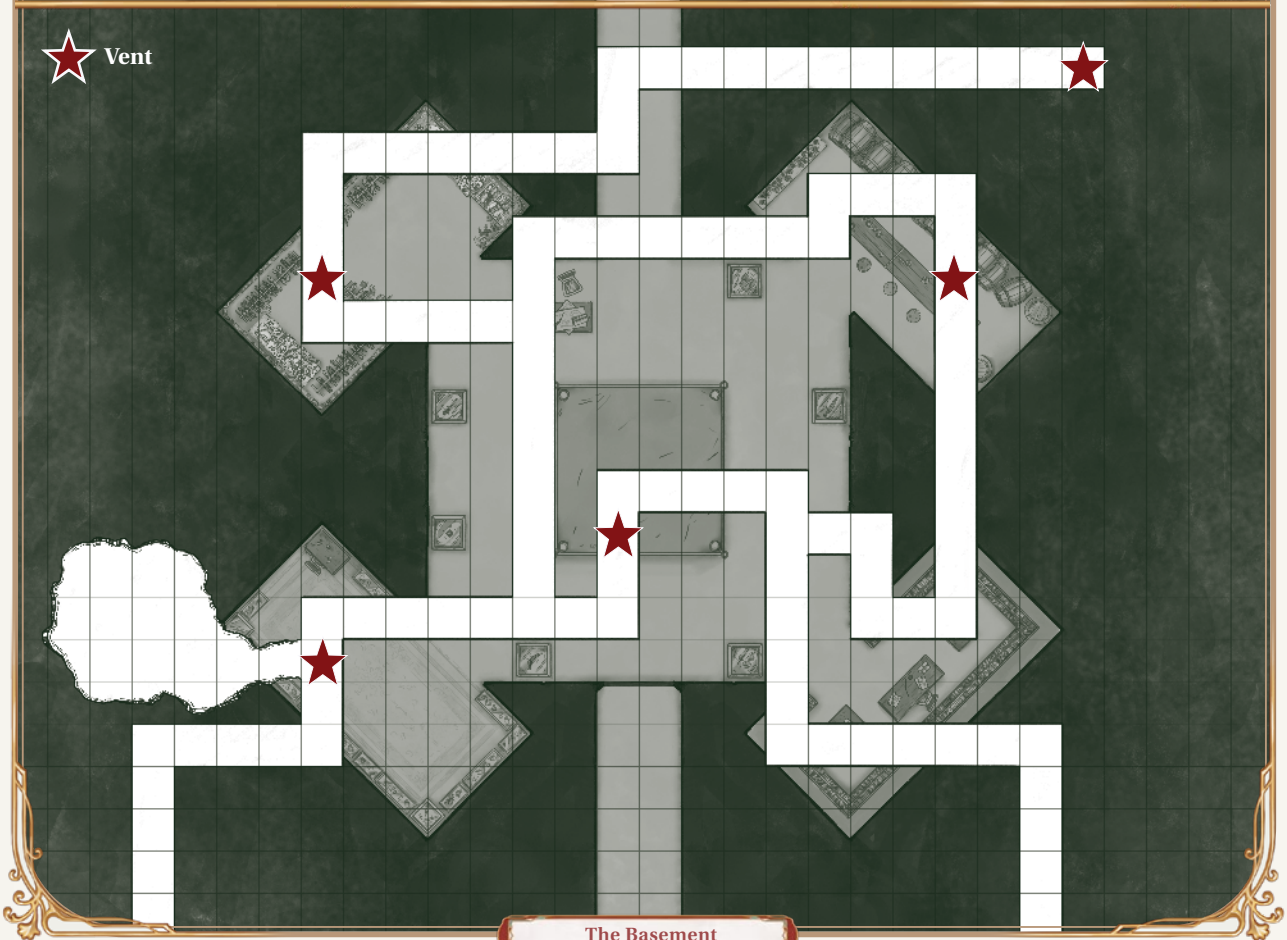
Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Amulet of Proof against Detection and Location	300 gp
Boots of Elvenkind	250 gp
Brooch of Shielding	450 gp
Cloak of Arachnida	12,000 gp
Eversmoking Bottle	150 gp
Eyes of Minute Seeing	400 gp
Eyes of the Eagle	400 gp
Gem of Seeing	1,000 gp
Gloves of Swimming and Climbing	100 gp
Goggles of Night	100 gp
Handy Haversack	1,000 gp
Hat of Disguise	300 gp
Manual of Quickness of Action	30,000 gp
Necklace of Adaptation	200 gp
Potion of Gaseous Form	300 gp
Potion of Invisibility	300 gp
Potion of Speed	1,000 gp
Potion of Water Breathing	100 gp
Ring of X-ray Vision	400 gp
Spell Scrolls	spell level squared × 100 gp
Tome of Clear Thought	30,000 gp
Tome of Leadership and Influence	30,000 gp





1 square = 5 feet

The Basement

INSIDE THE BASEMENT

The Basement is a hidden shop tucked away beneath a seemingly ordinary business referred to by the spies running this shop as the Front. Characters enter through a secret staircase and trapped hallway (area Z1) until they enter the atrium (area Z2). From there, they can see the four public rooms of this shop:

- **Area Z3:** The Brewery (The back wall is packed tight with tapped wooden barrels)
- **Area Z4:** The Library (Ceiling-high shelves lined with neat scrolls fill this room)
- **Area Z5:** The Jeweler's (Ornate tables covered in crushed blue velvet display various jewelry)
- **Area Z6:** The Wardrobe (Racks of clothes in a myriad of colors and styles)

The Basement Features

The Basement has the following features unless otherwise noted:

Nondetection Measures. The walls, ceilings, and floors of the Basement are made of 5-foot-thick stone slabs. Additionally, all shop staff wear *amulets of proof against detection and location*.

Blast-Resistant. If a spell or magical effect that both deals damage and affects an area is cast within the Basement, a magical defense instantly shields all doors and openings within the shop less than 10 feet wide with a *wall of force* spell. The walls only deactivate when someone speaks the codeword "peridot," known by all shop staff.

Security System. The command words "golden chalice" activate a series of glyphs carved into the walls (shown on the map), creating beams of red light. To determine the beams, connect each glyph on the map to another within its line of sight and select 1d6 + 1 glyphs to connect to a second glyph (sample connections are shown on the map). A creature standing in the way of a beam must succeed on a DC 18 Dexterity saving throw or take 16 (3d10) force damage. Creatures moving through a 5-foot space containing a beam must succeed on a DC 16 Dexterity (Acrobatics) check or take 11 (2d10) force damage. This save or check has disadvantage in a space where multiple beams cross the same 5-foot space. A glyph located beneath the front desk in area Z2 deactivates the security system, found on a successful DC 25 Intelligence (Investigation) check. Alternatively, the command words "wrong order" turn off the beams. Only the Mastermind is aware of the command words.

Lights and Vents. The Basement is underground and doesn't have windows. Arcane lights on the ceiling brighten all rooms, and vents run through the ceiling, with one entry point in each room and from the Front. All the vent entries marked on the map can be opened with a successful DC 17 Dexterity check with thieves' tools. On a failed check, the vent is still opened easily, but it triggers the laughing gas trap (see area Z1).

Areas of the Basement

The following areas are keyed to the map of this location. Also described on the map are the vents that can be used to infiltrate this shop and a set of laser defenses.

The firing range (area Z7) isn't shown on the Basement map; it's a hidden area.

Z1: The Threshold

This long hallway leads from the Front to the shop interior.

> *The gray walls of this hallway are made of smooth stone, with large white tiles on the floor. Blue arcane lights in the ceiling create bright light throughout the hallway.*

When the shop is empty, this hallway and the vents above are heavily trapped to protect the valuables inside. The traps can be armed by speaking the word "sentinel" and disarmed by saying the word "relieved."

Laughing Gas. This trap activates if a creature fails a Dexterity check to open any vent grate (see "The Basement Features"). When activated, the vents flush with laughing gas. A creature inside the vents that needs to breathe air must succeed on a DC 17 Constitution saving throw or begin laughing uncontrollably, becoming incapacitated for 10 minutes. Additionally, the vents become heavily obscured while full of gas.

Pendulums of Death. This trap activates when a creature steps into the path of the first pendulum. When activated, slits in the walls open, and three giant axe heads swing at different tempos, spaced 10 feet apart. A creature must succeed on a Dexterity (Acrobatics) check to pass through an axe head's path. The DC of this check is 14 for the first swinging axe, 17 for the second, and 20 for the third.

Circular Rune-Lock. The door leading to area Z2 is made of lead and is 1 foot thick. A dial combination lock bars entry to the lobby. A successful DC 23 Intelligence check using thieves' tools opens the door. On a failure, each creature in the hallway takes 13 (2d12) thunder damage as a klaxon blares, magically alerting the Mastermind to the break-in.

Z2: The Atrium

Read or paraphrase the following the first time the characters enter this area:

> *This symmetrical room contains a boxing ring. It would look like a fight club if it weren't so tidy and well-lit. Four other rooms are visible through open archways in the room's corners. An elderly gnome in floral garb shows a customer a selection of quills while gingerly gesturing toward an inkpot.*

The first time the characters enter, the Mastermind is showing a top agent a new invention: a quill that can activate a pot of *exploding ink* (see "Magic Item Catalogue" later in this chapter). A small desk to the right of the entrance from area Z1 is where the Mastermind drafts new schematics and keeps the shop's till. The magic items sold in this shop are arranged on wooden pedestals around the room's edges.

Boxing Ring. The boxing ring in the room's center is for demonstrations of magic items, sparring, and a cover for the vault set into the stone beneath. A successful DC 18 Wisdom (Perception) check notices the crawlspace beneath the ring, where a 20-foot-square vault door is set into the ground underneath. The door is unlocked using three keys hidden around the shop or by making a successful DC 30 Intelligence check using thieves' tools. The vault is a 10-foot-by-10-foot chamber filled with 200,000 gp in gems (30 percent of the total), trade bars (50 percent of the total), and coins (20 percent of the total).

Vault Key. One of the vault keys is hidden in the false bottom of a single drawer facing the wall. The false bottom is discovered on a successful DC 16 Intelligence (Investigation) check and easily opens with a crowbar or other leveraging device. On an 18 or higher, the trap attached to the false bottom is noticed. A finger must be placed on a concealed lever while opening the false bottom, or a canister of poison gas is released, dealing 14 (4d6) poison damage in a 15-foot radius. Additionally, creatures in this area must succeed on a DC 17 Constitution saving throw or be poisoned until they complete a long rest.

Secret Door. A hidden panel in the north of this room leads to the firing range (area Z7). To open the door, an *amulet of proof against detection and location* must be touched to a glyph on the wall next to the hidden door.

Z3: The Brewery

The Muscle oversees the brewery and stock all the store's potions. Oak planks on the walls give the room a warmer feel. A bar with stools separates customers from the barrels. The Muscle keeps various drinks priced at 5 sp each.

Highly Flammable. If any fires are lit in this room, the fumes from the potions ignite, dealing 28 (5d10) fire damage to each creature within the area (see the blast-resistant measures in "The Basement Features").

Secret Treasure. The third barrel from the right on the top row is hollow. A successful DC 25 Dexterity check using thieves' tools unlocks the barrel, revealing 100 pp and three diamonds worth 500 gp each.

Z4: The Library

This room has a variety of spell scrolls for sale. Two large desks allow customers to copy spells into their spellbooks, while a third desk is resereved only for the Brains to work.

Vault Key. Small eye symbols emblazon placards displaying A, B, I, N, and R. The symbols are discovered after 10 minutes of searching or noticed by creatures with a passive Perception of at least 20. Pressing the eyes in a sequence to spell "BRIAN" opens a secret compartment on the letter K shelf, presenting a brass key for the vault in the lobby.

Z5: The Jewelers

The walls in this room are mirrored, and the floor is covered with a thick red carpet. Display tables full of magical jewelry line the walls, with a small workbench for jewelry-making tucked inconspicuously in a corner.

Mirrored Walls. All Wisdom (Perception) checks relying on sight have advantage while in this room.

Decoy Key. A brass key hangs from a pendant worn by the Diversion whenever she is here. When sparring, she hangs the key by the door. Stealing the key requires a Dexterity (Sleight of Hand) check contested by the Diversion's Wisdom (Perception) if she is wearing it, or by the Mastermind's Intelligence (Investigation) when she is sparring. The key is a fake. It doesn't open the vault in area A2.

Princess's Den. A **rust monster**'s den connects to the vents above this area. Dust falling from the ceiling signals that Princess's entrance to scavenge food is imminent (See **Quest: Rust Off Dust Off** later in this chapter).

Z6: The Wardrobe

This room's walls are draped in maroon velvet hung from the ceiling. Magical and mundane disguises, clothing, and shoes on wire hangers line the wooden rails.

Vault Key. The third key to the vault in the lobby is hidden in the folds of the fabric lining the southeast wall. It is unprotected and discovered with a DC 20 Wisdom (Perception) or DC 18 Intelligence (Investigation) check.

Z7: The Firing Range

Secret Area (Shop Staff Only)

The firing range allows staff to test prototype equipment. The room is 30 feet wide, 150 feet long, and 20 feet high. Its walls, floor, and ceilings are perfectly smooth, making it an ideal "white room" test chamber.

Control Panel. A control panel at the end of the room can be used to do the following:

- Brighten, dim, or extinguish the lights in this room.
- Change sections of the floor to 10-foot-deep pits of water or lava.
- Project up to five tangible illusions of any Beast, Humanoid, or Monstrosity creature that lacks spellcasting. The illusion disperses if reduced to 0 hit points or if an action is used at the control panel.

Weapons Stash. A *boomerang of vengeance*, a *concealed blade*, and a *sniper's bow* hang on the wall next to the door.

NPCs in the Basement

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have quests to offer the characters (see "Quests and Events" later in this chapter).

The Muscle

Lawful Neutral, Nonbinary High Elf ***Wereboar***

Sam Gleere, codenamed the Muscle, is a brawny high elf in a leather apron with a knack for brewing potions. A natural-born **wereboar**, Sam finds peace in the repetitive acts of brewing potions.

As a younger person, Sam was muscle for a crime syndicate. Sam's wife left them after witnessing Sam in hybrid form attacking a counterspy that had broken into their home. In a fit of rage, Sam fully transformed and led a small army of feral boars through the town, destroying buildings and farmland, and ended up imprisoned.

Sam met the Mastermind in prison and helped orchestrate a breakout. Now a wanted criminal, Sam hides out in the Basement, working for the Mastermind in a job they love. For the most part, Sam keeps out of trouble.

Roleplaying the Muscle

Sam is an individual of few words who opens their heart to loyal customers. Sam redirects when asked about their personal life, preferring to hear the tales of heists or the woes of customers' personal lives.

Personality Traits: "I've cut off my heart to protect it from being hurt again, but I would tear down walls for someone kind and like me."
Ideal: "Communication. There is nothing in this world that a warm drink and a heart-to-heart can't solve."
Bond: "Let them say whatever they like. I'm not my past. If I'm anything, I'm my present."
Flaw: "These days, I tend to freeze rather than fight or flee. I hate myself for that."

If a character treats Sam with kindness or respect, and they reveal they also have lycanthropy, Sam immediately befriends them. Otherwise, once per day, a character can make a DC 15 Charisma (Persuasion or Performance) check when interacting with Sam. On a success, Sam takes a liking to them. After three successes, Sam befriends the character and may even discuss their lycanthropy.

Where is the Muscle?

Sam works in the brewery (area Z3) but enters the lobby (area Z2) to serve drinks if a crowd amasses to watch some sparring. The brewery closes several days each month, and Sam locks themselves in the firing range. A character who makes a successful DC 14 Intelligence (History) or Wisdom (Nature) check realizes Sam is missing during the full moon each month.

The Brain

*Neutral, Male Human Commoner**

Brian Quillicker, codenamed the Brains, would be a fairly ordinary man if not for his connection to the Basement. He has a steady hand and a passion for copying spell scrolls, but is otherwise uninterested in espionage. The Mastermind recruited him two years ago while scouting a library. Brian was there every day, at the same time, at the same table, methodically copying chapters of a book. After finishing a book, he would copy the next book on the shelf. Brian developed this habit as a child to teach himself to read, donating the copies to a local school.

When the Mastermind discovered Brian's aptitude for copying spell scrolls, it took little convincing to get him to work in the Basement. Brian now frequents a new library continuing his copying habits for the benefit of a new school.

*Brian uses **commoner** statistics with the following changes:

- He has a Strength of 9 (–1) and an Intelligence of 17 (+3).
- He adds doubles his proficiency bonus for any ability checks using calligrapher's tools.

Roleplaying the Brain

Brian maintains an air of concentration and doesn't blink when focusing. He is generally happy, smiling when spoken to, and laughing at the end of his sentences. If something bothers Brian, he chews his lip and is uncharacteristically silent.

Personality Traits: "I feel closest to my true self when I get to use brand-new quills."
Ideal: "Efficiency. Speech should be as clear and concise to avoid confusing or embarrassing anyone."
Bond: "It only makes sense to give back to public services that made my life possible."
Flaw: "Silence makes me scared. I need music to feel at ease, especially when I'm nervous."

Brian doesn't interact with many people. He shows affection by giving gifts, and he treasures any given to him. Characters who bring him quills, inks, paper, or a new book can make a DC 18 Charisma (Persuasion) or Intelligence (History) check. On a success, Brian takes a liking to them. After three successes, he talks eagerly about his copying hobby and the libraries he visits. The DC for this check decreases by 2 per 20 gp spent on the gift.

Where is the Brains?

Brian is found in the library (area Z4), hunched over a table, copying spell scrolls. However, he disappears for a few hours every day, an hour after lunchtime, to visit the local library.

The Diversion

Chaotic Neutral, Female Hill Dwarf ***Spy***

Tharmurra Balefter, codenamed the Diversion, is a farmer's daughter through and through. She came to town to find a steady shop job to send money back to her younger siblings. She worked for a pawnbroker who made replicas of items pawned to them and sold on the originals. She's a master of disguise and can use makeup kits and clothing to transform herself (or anyone else) into a picture of beauty or the very definition of repulsiveness — or anything in between.

Under her old boss, Tharmurra became handy at recreating jewelry and dreamed of making her own designs. When the Mastermind exposed her employer, leaving Tharmurra without a job, the Diversion was the first person hired. She also chose everyone's codenames.

Roleplaying the Diversion

The Diversion is a positive, bubbly sort who loves the thrill of espionage and sparring. She's also a playful optimist and is easily goaded into competition.

Personality Traits: "I give everything a codename. What's the point of being a spy if you aren't having fun with it?"

Ideal: "Idealism. Folks say I trust too easily. Maybe I do. But I can't go through life all suspicious. Luckily, my work as a diversion lets me be as trusting as I like—I've got my team to back me up!"

Bond: "My team is my family."

Flaw: "I'm sick of being underestimated, and I'll make a fool of myself trying to prove I'm capable."

The Diversion is easily impressed by people who can fight — something she's not so good at. Sparring with her and beating her by reducing her to half her maximum hit points is a way to instantly befriend her.

Alternatively, characters interested in her jewelry-making can make a DC 14 Charisma (Persuasion) check or a DC 13 Intelligence or Dexterity check using jeweler's tools. If they succeed, the Diversion befriends them.

Where is the Diversion?

If the shop is empty of customers, the Diversion is either chatting to the Mastermind — a successful DC 16 Wisdom (Insight) check reveals this is flirtatious — or sparring with the Graduate in the arena in the atrium (area Z2). Otherwise, she's creating new stock in the jewelers (area Z5).

The Graduate

Lawful Evil, Female Half-Orc ***Assassin***

Cerina Burgos, codenamed the Graduate, is the Mastermind's granddaughter. Growing up, Cerina was always her grandmother's favorite, especially when she showed "such a wonderful aptitude for espionage" after stealing money from her grandmother on more than one occasion. At her grandmother's enforcement, Cerina attended (and recently graduated from) a government training program for spies.

Cerina claims she works at her grandmother's store while she decides whether to work for a government agency, a private agency, or as a freelancer. In reality, she works private jobs for enterprising individuals off the books and stays at the store to keep a low profile between missions.

The Graduate's Loyalty

Cerina Burgos keeps her work private from everyone in her life, including her grandmother. The Mastermind is well-connected, and the GM decides whether Cerina is a double agent (and the guilty party in the **Quest: Double-Gangers** and **Event: Locked Out**) or a triple agent working for the Mastermind to keep tabs on the espionage game.

Roleplaying the Graduate

The Graduate puts on a reclusive and pessimistic air when interacting with others, purposefully making herself unpleasant.

Personality Traits: "I act like I hate you. And not in a fun way. Not in a dramatic way. In a way that you think is weird and off-putting, that you want to be as far away from as possible. That's when I get you."

Ideal: "Business. Coin is the only way to get ahead in the world. No one becomes a spy for the good it could do."

Bond: "My allegiances are my own and not anyone else's business."

Flaw: "As heartless and money-grubbing as I want to be, I have a soft spot for family. To keep them safe, I will raze the world for whoever I must."

Where is the Graduate?

Unlike other shop staff, the Graduate rarely works in the store. When she is there, she prowls around the closet (area Z6) or spars with the Diversion in the lobby (area Z2).

Quests and Events

Life in the Basement is rife with the chaos you would expect from a den of spies. From testing out new gadgets to breaking into the Basement, the missions from the staff allow characters to participate in iconic spy fiction scenarios.

Quest Hooks

The following quest hooks provide inspiration for adventures that begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes over which characters must triumph, are for the GM to decide.

By The Book

Prerequisite: Become Friendly with the Brains

Questgiver: The Brains
Quest Beginning: The Brains flags down a friendly character during a visit to the store
Suggested Level: 1st through 4th

The human **commoner** known as the Brains is the only civilian working in the Basement. In his spare time, he goes to the library to copy books for donation to a local school; however, recently, the books keep disappearing. His coworkers are too busy to investigate, but Brian is distraught. He's asked the characters to tail him and locate the missing books.

The books could be stolen from the library by:

- A **doppelganger** working for a rival espionage shop looking for information on the competition
- **A silver dragon wyrmling** building its first hoard
- Bandits working for a local noble to undermine the public education system

Plugging the Leak

Prerequisite: Complete Event: Locked Out

Questgiver: The Mastermind
Quest Beginning: The characters receive summons via *message plate* to go to the Basement as soon as possible
Suggested Level: 11th through 16th

The Mastermind barely escaped a mugging with her life. She was assailed by someone with a replica of the *concealed blade* (see "Magic Item Catalogue" later in this chapter). The Mastermind is convinced someone within the store betrayed her trust, and the Graduate has been acting sketchy lately. The characters must locate the leak and shut down the operation replicating the Mastermind's hard work. Is it the Graduate? Or is it someone else?

In-Shop Events

These Events occur within the shop.

Rust Off, Dust Off

Event Initiator: The Diversion
Event Beginning: Screams are heard from the jewelers (area Z5)
Location: The vent system
Suggested Level: 1st through 4th
Content Warnings: Claustrophobia, harm to pets

During a routine shopping trip, screams coming from the jewelers (area Z5) alert the characters to a problem. A DC 12 Wisdom (Insight) check reveals the scream is frustrated; however, any shop staff member with the characters at the time looks concerned and leads the way to the jewelers.

The first character on the scene witnesses a rust-colored creature the size of a foxhound scrambling into a vent in the ceiling. The Diversion explains that a creature in the vents has made a home nearby and keeps dropping in to eat the jewelry before she enchants it. If asked to do

anything about it, the Mastermind claims she is too old to crawl through the vents. The Diversion is claustrophobic, the Muscle is too big, the Brains is too fragile, and the Graduate is too obstinate.

If the characters volunteer to help, they must track down a **rust monster** (with the following changes: has a climb speed of 40 feet and a +5 to Strength (Athletics) checks). The rust monster evades them in the vents. The rust monster wears a leather collar with a wooden tag engraved with the word "Princess" and wears magical socks (that are actually a pair of *gloves of swimming and climbing*).

Gathering Intel. If a character enters the monster's den, they learn the following information:

- Someone is feeding the rust monster — a bowl of water and rusted metal scraps is found in the den.
- Clothes have been dragged into this space to make a bed. Casting *detect magic* reveals the clothes were once magical but have become mundane.
- A successful DC 15 Intelligence (Investigation) check reveals a money pouch embroidered with the words "Con-GRAD-ulations! You passed!" in gold thread.

The Event ends when Princess is successfully grappled for an entire round (she then curls into a ball and remains docile until the Graduate arrives) or if she is killed.

Princess's Strategy. Princess (the rust monster) evades capture and acts in self-defense if attacked but is otherwise nonhostile. Princess takes attacks of opportunity to run past someone and takes the Disengage action if she starts her turn within 5 feet of someone and isn't grappled or restrained. Princess prefers to stay in the vents but uses her climb speed to exit the vents safely if her path is blocked.

Contraband Cutie. Princess is the Graduate's old pet. If a character questions the Graduate about it, she confesses and asks for Princess to remain unharmed, offering to help capture her pet. If the Graduate isn't informed, she arrives when Princess is grappled or killed.

The Graduate's Developments

The attitude of the shop's NPCs change depending on how the characters resolve this Event.

Returned Unharmed. If Princess is returned without a single scratch, the Graduate befriends the characters. She secretly gives everyone a 20 percent discount on all purchases by cooking the books in their favor.

Just a Scratch. If Princess is restrained and has more than 10 hit points, the Graduate is upset but grateful to the characters for not killing her pet. They have advantage on the next Charisma check they make to influence the Graduate.

Wounded Bond. If Princess has 9 hit points or fewer, the Graduate is disconsolate. All Charisma checks against her have disadvantage for the next week, even if a character heals Princess. If the characters kill Princess, the Graduate storms out of the store to find the characters' rivals or foes and give them secret information about the characters.

Other NPCs' Developments

The attitudes of the shop's NPCs change depending on how the characters resolve this Event.

Princess Rehomed. If Princess is caught alive and the characters convince the Graduate to rehome her, the Diversion is incredibly pleased and offers the characters a *brooch of magical suppression* for free.

Princess Dead. The Diversion is a close friend of the Graduate. If Princess is killed, the Diversion is remorseful but thanks the characters for helping her. Nothing changes.

Princess Stays. The Diversion is happy for the Graduate, but she truly hates Princess's mess. Characters who try to purchase items from her find items marked up by 10 percent.

Locked Out

Prerequisite: Befriend three staff members **or** *complete both* **Event: Rust Off, Dust Off** *and one quest.*

Event Initiator: The Mastermind
Event Beginning: The characters arrive at the shop
Location: The Front
Suggested Level: 5th to 10th

As the characters arrive at the shop, they see the Mastermind hovering around the Front. She immediately beckons the characters over and claims she forgot the password to turn off the security system, and her arthritis prevents her from sneaking through herself.

If the characters accept, the security system is turned on (see "The Basement General Features"), and the traps are active in the hallway and vents (area Z1). The characters can use any means at their disposal to get into the lobby (area Z2) and have advantage on all checks to locate the off button for the security system.

Defeat or Discovery

Depending on how the characters resolve this Event, one of the following happens.

Admit Defeat. If a character fails two death saving throws, or if more than two characters are unconscious, the stress of the situation jogs the Mastermind's memory. She remembers the password and shuts off the security system. She gives the characters a 250 gp discount on their next purchase as a consolation.

Not Alone. Two Humanoids hide in the closet (area Z6) and can be detected with a successful DC 23 Wisdom (Perception) check or other features that detect creatures. These enemies of the Mastermind are the Graduate (an **assassin**) and one of her fellow mercenary allies, an **archmage** (with the following change: the archmage knows *greater invisibility* instead of *fire shield*). They snuck in attempting to steal from her shop, but tripped the security measures. They wait until the security system is turned off before the archmage casts *teleport*.

Characters with a line of sight into the Closet see the spell being cast. If the pair are spotted, the archmage casts *teleport* immediately. If successfully counterspelled, the archmage casts *greater invisibility* and teleports (with the Graduate if they are within 30 feet at the start of the turn). The Graduate disappears into the vents and does their best to escape the store rather than fight.

Developments

The shop's NPCs and the cost of magic items change depending on how the characters deal with the would-be thieves.

Infiltrators Defeated. If both infiltrators are captured or killed, the characters receive a permanent 25 percent discount on all items here.

Caught One. If only one of the infiltrators is caught, the characters receive a one-time 20 percent discount to cash in at a later date. The Mastermind asks them to leave so she and her staff can interrogate the infiltrator. If this is the Graduate, she is missing from the store for three weeks and then returns to work. No one discusses where she is during this time.

Got Away. If one or both infiltrators got away, the Basement's magic item designs start filtering through the black market, leading to **Quest: Plugging the Leak**.

Friendly Fire

Prerequisite: Spend at least 25,000 gp in the Basement and befriend the Mastermind

Event Initiator: The Mastermind
Event Beginning: The characters receive a mysterious summons to the Basement for a special event
Location: The firing range (area Z7)
Suggested Level: 11th through 16th
Content Warning: Harm to animals (illusions)

When the characters arrive at the store, the Mastermind waits in the hallway (area Z1). The Basement is empty of customers, and other staff members ignore the characters as they enter or attempt to initiate conversation. A DC 20 Wisdom (Insight) check reveals the shop staff smiling and watching the characters out of their peripheral vision.

The Mastermind leads the characters to the firing range (area Z7), demonstrating the restricted access feature to get in. As they walk, the Mastermind admits the rumors are true: she has several deadly weapons she doesn't allow for general sale, because she fears their use in the wrong hands. If the characters prove themselves capable with the weapons in a battle against her holograms, she permits them to buy the weapons.

The Mastermind presents the characters with one of each of the following items: a *boomerang of vengeance*, a *concealed blade*, and a *sniper's bow* (see "Magic Item Catalogue" later in this chapter). For characters who don't take a weapon, the Mastermind promises them a 15 percent discount on other items from the main stock.

The Mastermind then activates the control panel and projects illusions for the characters to fight. If a character tests the *boomerang of vengeance*, the characters fight a **behir** and three enemy agents (one **assassin** and two **mages**). Otherwise, the characters fight two illusions of enemy agents (**assassins**). Each agent has a large canine companion (use the **triceratops** stat block). These illusions behave like real creatures, except that they don't need to breathe, they are Constructs, and they vanish instantly when reduced to 0 hit points.

Developments

The shop's magic item selection changes depending on how the characters resolve this Event.

Upgrades Needed. If the characters fail to defeat the illusory combatants, the Mastermind pities them and allows them to purchase a Rare item from the store as consolation. The characters are invited to try again once they have gained additional experience. The Mastermind warns the characters not to talk about the classified weapons, or she will modify their memories.

Weapons Unlocked. If the characters defeat the hologram, the Mastermind allows them to buy any of the trial weapons at any time, as long as they promise not to disclose where they came from. She also hands them a *message plate* upon purchase and requests updates about how the weapons perform in the field.

THE BASEMENT
MAGIC ITEM CATALOGUE

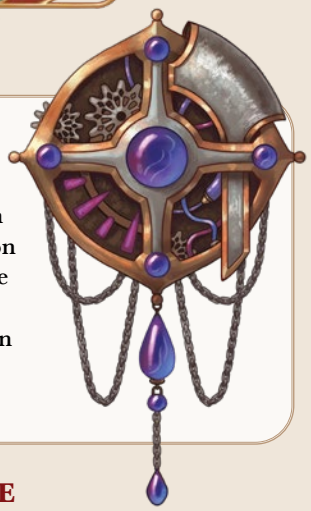
The following items are sold in the Basement:

Brooch of Magical Suppression

Wonderous Item, Common (Requires Attunement)

While wearing this brooch, you can activate its magical suppression field by taking an action. For 1 hour, or until you take a bonus action to deactivate the brooch, you and any items you wear and carry give off no magical signature. The magic items you're carrying can't be sensed by divination magic. The brooch can't be used this way again until the next dawn.

Price: 100 gp



Chameleon Shift

Wonderous Item, Common

The threads used to create this simple cream shift are imbued with transmutation magic. While wearing the dress, you can, as an action, touch an item of clothing and transform it into an identical version. Duplicating magical clothing with this item doesn't replicate their magical properties.

Price: 50 gp

Concealed Blade

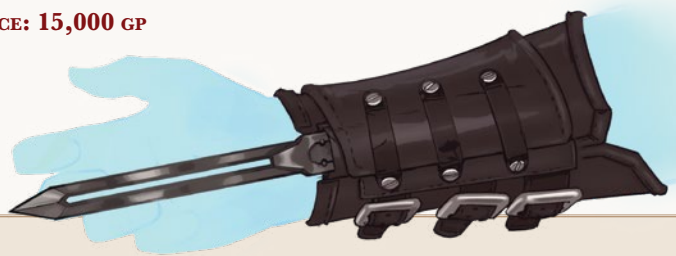
Weapon (Dagger), Very Rare

This leather bracer conceals a dagger of extraordinary power. This dagger cannot be thrown, nor can it be detected by magical or ordinary means.

Assassin's Instrument. As an action, you can make a melee weapon attack against one Humanoid creature within 5 feet of you with advantage. On a successful hit, if the target has 75 hit points or fewer, it immediately dies. Otherwise, it takes 1d4 piercing damage plus 6d6 necrotic damage. The dagger can't be used this way again until the next dusk.

Classified Item. This item is only available to characters who have completed **Quest: Friendly Fire.**

Price: 15,000 gp



Message Plate

Wonderous Item, Uncommon

These devices come in linked pairs, each consisting of a book-sized sheet of metal and a silver-tipped ebony stylus.

You use the stylus to write a message of up to 25 words on the metal sheet. Upon speaking a command word, the message vanishes from the sending device, immediately reappearing on its linked plate, provided it is on the same plane of existence. The receiving device momentarily vibrates and emits a brief sound when a message appears.

The message on the receiving device remains visible for up to 10 minutes or until someone holding it speaks a command word. A creature holding the sending device knows if the message disappeared on the receiving device because its command word was spoken.

Each device can send a single message to its linked plate, after which it can't send another message until the next dawn. If one of the devices in the pair is destroyed, the other one becomes nonmagical.

Price: 350 gp

Exploding Ink

Wonderous Item, Rare

Though this stoppered inkwell seems completely ordinary, the liquid inside is highly volatile. Each inkwell has five uses.

You can do one of the following as an action:

- Apply one use of the ink to an object or creature you can touch, dealing 4d4 acid damage (to a 5-foot square area of an object).
- Shake the ink bottle, causing it to bubble and react. It explodes at the start of your turn after 1d4 rounds have passed.
- Throw the bottle up to 60 feet, causing it to explode instantly when it lands.

If the ink explodes, each creature within 30 feet of it must make a DC 16 Dexterity saving throw. On a failure, they take 4d6 force damage plus 4d4 acid damage per dose remaining in the bottle and are knocked prone. They take half as much damage and remain standing on a success.

Price: 750 gp

Ring of Peerless Focus

Ring, Rare (Requires Attunement)

While attuned to this ring, you have advantage on Intelligence, Wisdom, and Charisma saving throws. You are immune to magical effects that force you to tell the truth or determine if you are lying.

Price: 750 gp

Boomerang of Vengeance

Weapon (Boomerang), Rare (Requires Attunement by a Rogue)

This magic boomerang is a martial weapon with the Thrown property (60/120 feet). When you attune to this weapon, you become proficient with it. The weapon has +1 bonus on attack rolls, and it deals 1d6+1 bludgeoning damage on a hit.

As part of the reaction when you use your Evasion or Uncanny Dodge feature, you can throw the boomerang at the creature who damaged you, making a ranged weapon attack with advantage.

Classified Item. This item is only available to characters who have completed **Quest: Friendly Fire.**

Price: 5,000 gp

Sniper's Bow

Weapon (Longbow), Very Rare

This longbow grants a +1 bonus to attack and damage rolls, plus an additional 1d6 piercing damage to Humanoids and Beasts. Additionally, this bow has 3 charges that reset daily at dawn. By expending 1 charge, you can add one of the following effects to a successful hit:

- ***Cursed Wound.*** The target must make a DC 15 Dexterity saving throw. On a failure, it takes an additional 6d6 poison damage and gains a deadly wound. At the start of each of their turns while afflicted with the deadly wound, the target takes 3d6 poison damage. Curing the deadly wound requires receiving 25 points of magical healing or a successful DC 21 Wisdom (Medicine) check. An affected creature can't regain hit points through magic until the wound is healed first.
- ***Sleep Serum.*** The target must make a DC 15 Constitution saving throw. On a failure, it falls unconscious for 10 minutes or until it takes damage or is roused as an action. On a success, it takes one level of exhaustion.

Classified Item. This item is only available to characters who have completed **Quest: Friendly Fire.**

Price: 20,000 gp

THE SEEKER'S BIG HOUSE FOR PLANAR PETS

New friends and fun times eagerly await your arrival! This menagerie of adorable little critters promises a friend for everyone–locked tightly in safe and secure cells, of course. Each of our inmates needs a new home since they certainly aren't welcome where they've been! If you're in the market for a new friend (and can handle the responsibility), stop by our shop today!

–The Seeker

The Seeker's Big House is a pet adoption shop offering creatures with troubled pasts to anyone who can give them a second chance at a fun and fancy-free life. The Big House appears periodically in dozens of major cities across the planes. It has a dangerous reputation that draws throngs of thrill-seekers to gawk at the creatures in its front room as the Seeker or their assistants show off their latest finds.

These "display" creatures are, however, completely mundane, nothing more than run-of-the-mill Beasts embellished with litanies of fictitious criminal activities for the benefit of onlookers. Elementals, Aberrations, Monstrosities, and others are reserved in the back—for those who can truly be trusted with their power. And the villainous deeds of these creatures are no fiction.

The Seeker's stock changes often since they spend most of their time collecting and containing dangerous creatures from across the planes.

This shop finds its way into cities and towns across the universe thanks to Gu'Gu's portals. The Seeker is not always present personally, but they're eager to welcome back friends and repeat customers.

THE SEEKER

Chaotic Neutral, Nonbinary Tiefling ***Archmage***

The Seeker is an androgynous, red-skinned tiefling with a thick, spaded tail and an unquenchable penchant for theatrics. When operating the Big House, they wear a pith helmet, shorts with numerous pockets, a vest covering their patterned shirt, a braided whip at their hip, and a *handy haversack* in the form of a backpack. The portal-crafting monkey Gu'Gu (see "NPCs in the Big House" later in this chapter) usually rides inside the pack while the duo seeks dangerous creatures.

The Seeker's whip is a *+1 whip* that also functions as a pair of *dimensional shackles*.

History

After collecting a series of taverns and dropping them into countless realities—in *The Seeker's Guide to Twisted Taverns*—the mysterious planar traveler known only as the Seeker was accosted by a portal-slinging thief called Gu'Gu. Though his form is small (akin to a four-armed marmoset with a spade-tipped tail), Gu'Gu had stolen dozens of valuable artifacts from across the planes—and the Seeker was the target of Gu'Gu's next pickpocketing.

The Seeker proved a cannier mark than Gu'Gu anticipated. The tiefling emerged as the victor in their scuffle and chucked Gu'Gu into a pocket dimension—until they needed a quick getaway. The Seeker delved into that pocket dimension to ask Gu'Gu's help, only to find that the odd creature had made himself perfectly at home. He had pulled bits and bobs through his portals, and the Seeker realized that Gu'Gu hadn't been trapped at all; he was just as interested in the Seeker as the Seeker was in him. In time, the portal-slinging simian formed a partnership with the Seeker.

Over time, the pair imprisoned dozens of dangerous extraplanar creatures in this pocket dimension and expanded Gu'Gu's structures. At one point, while the two toiled over a particularly complicated enchantment for a permanent *wall of force*, Gu'Gu joked that they should let other planar travelers adopt and reform their captured creatures—and the Seeker replied, "That's no joke—that's a million-gold idea."

Now, the Seeker travels to cities on a variety of planes, utilizing the doorways of abandoned shops as portals to this dimension. The portal remains open only a week or two, then the Seeker departs after entertaining the locals, adopting off a few pets, and spreading the legend of the Seeker's Big House.

Roleplaying the Seeker

When the characters interact with the Seeker, consider these roleplaying traits when deciding how the Seeker responds:

Personality Traits: "I have a lot of energy and always try to put on a good show for my guests. Despite these creatures' histories, I like making up cuter stories about why they're here."

Ideal: "Immortality. To be remembered is to live on, and I have a strong urge to be remembered."

Bond: "These creatures are dangerous, but I have power over them. Their futures are entirely subject to my discretion."

Flaw: "I tend to lie about stuff, sometimes for no reason. Drama is more exciting than honesty."

The Seeker is a welcoming, charismatic host whose presence lends an air of excitement and mystery. However, the Seeker struggles to focus on any one thing for long, and they often get carried away making up stories or caring for inmates. This leads to constant cracks in the Seeker's stories as well as the security of the shop.

The Seeker, for all the kindness and respect they show able adventurers, is a powerful and capricious being. Morality is a slippery thing to beings with the power to enact their will upon the cosmos, and the characters may discover that the Seeker, while affable, isn't necessarily a "good" being.

The Seeker's Goals

The Seeker isn't running this shop purely out of altruism. They have a few goals in mind.

Secure and Contain

The Seeker's ultimate goal is to contain dangerous planar creatures, pacify them, and redistribute them across different realities. The Seeker documents the history and abilities of each creature to aid with future captures. Since Gu'Gu offered to help the Seeker, the Seeker continues to research new ways to benefit from the inmates' powers. Weaponizing some of the more powerful inmates is not out of the question.

Adoption Agency

The Seeker sees something of themself in these creatures: wanderers far from home, with shady pasts and the desire to become something greater than they were. That's why this shop is so personal to the Seeker, who is more than happy to relinquish control of most creatures they contain, even at significant risk to the adopter.

The Seeker's Magic

The Seeker is a powerful spellcaster with near-omnipotent control over the shop while within it. The Seeker can open or close doors, conjure tools, animate furniture, or banish a misbehaving customer and bar them from future entry.

Despite the Seeker's simulacra resembling the original, they do not retain the original's prodigious magical skill. Thus, the shop gains a certain theatrical verve whenever the Seeker is in the flesh, as ethereal music and light fill its halls and animated objects dance about the guests.

Seeker Simulacra

The Seeker created two simulacra of themself to operate the shop. These simulacra use **archmage** statistics with the following changes:

- They have no spell slots but can cast the *prestidigitation* cantrip at will
- They wield a *+1 whip*

One Seeker simulacrum tends the front desk with all the charm and panache of the original, and entertains visitors who've come to view the "dangerous creatures" in the front room. The Seeker calls this simulacrum "Big Top." Another simulacrum minds the back with dour efficiency; it has all the knowledge of the original Seeker but none of the verve. The Seeker calls this simulacrum "Backstage."

Cubeling

Small Celestial, Lawful Neutral

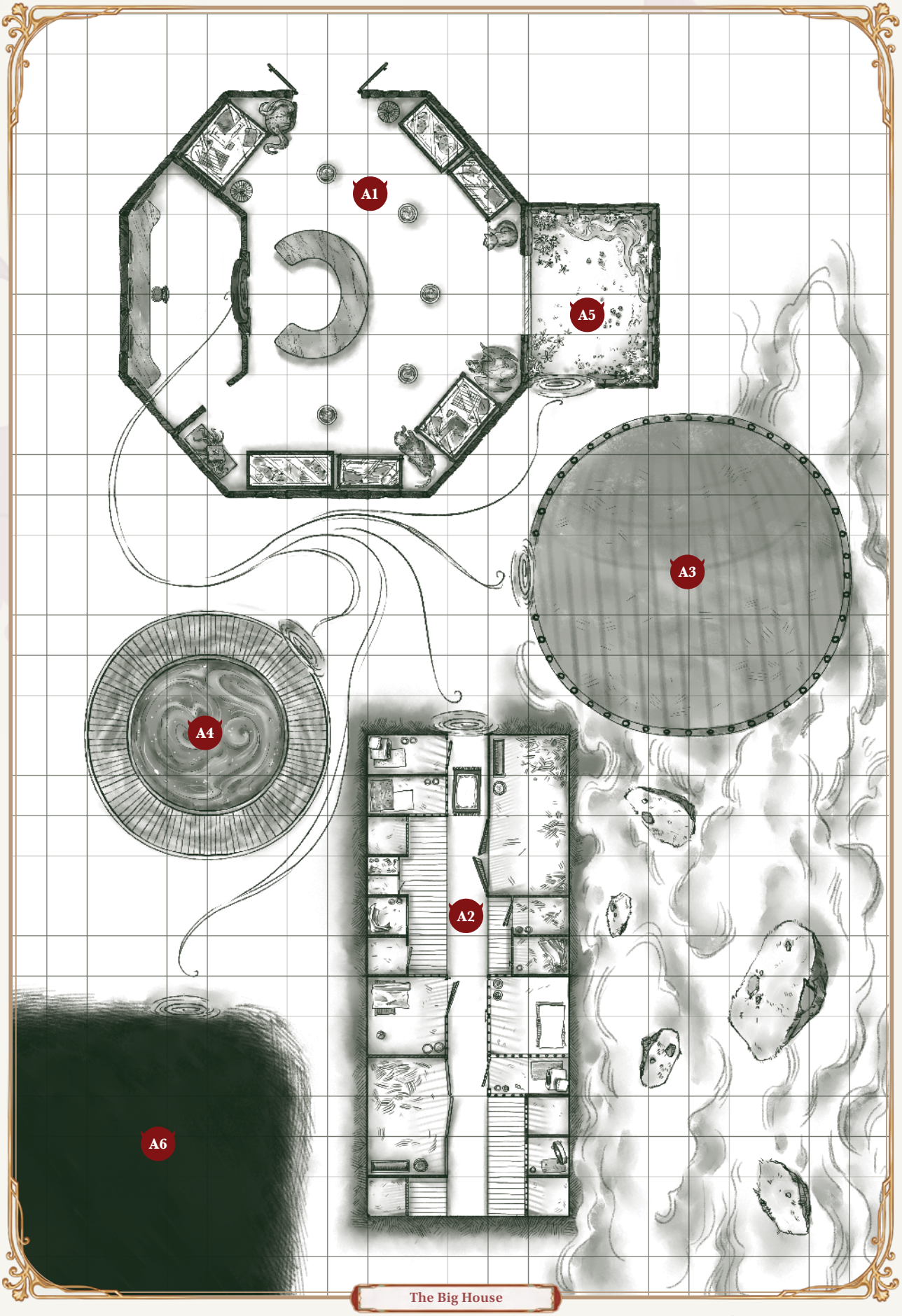
Cubeling is a sentient cube akin to a six-sided die (see "NPCs in the Big House"). Cubeling uses **kobold** statistics with the following changes:

- It is a Celestial instead of a Humanoid
- It is immune to bludgeoning damage
- It can't take the Attack action
- As an action, it jumps 10 feet into the air, retracts its limbs into its body, and rolls until it lands on one face. The GM rolls 1d6 and consults the Cubeling Roll table

Adoption Price: 500 gp

Cubeling Roll

d6	Outcome
1	Cubeling deals 1d6 radiant damage to a creature within 10 feet.
2	Cubeling teleports to an unoccupied space within 20 feet.
3	Cubeling launches three orbs at up to three targets within 30 feet. Each orb deals 1 radiant damage.
4	Cubeling extends its limbs, targeting up to four creatures within 30 feet. Each creature must succeed on a DC 12 Dexterity saving throw or move to an unoccupied space within 5 feet of Cubeling.
5	Cubeling and up to five random creatures within 50 feet regain 1 hit point.
6	Cubeling chooses a creature within 30 feet. Until the end of that creature's next turn, they have disadvantage on all attack rolls, ability checks, and saving throws.



1 square = 5 feet

The Big House

INSIDE THE BIG HOUSE

When the characters enter the shop's front door, they see:

- Area A1: Grand Adoption Hall (the foyer of the shop where guests and inmates enter)

The back rooms of this shop can only be visited if guided by the Seeker or one of their simulacra. A door to the back is visible behind the main desk.

- **Area A2:** Rockyard Block (a cell block containing ground dwellers)
- **Area A3:** Aviary Block (a dimension containing flying creatures)
- **Area A4:** Abyssal Tanks (a cell block containing aquatic creatures)
- **Area A5:** Inmates' Park (a lounge shared by certain inmates)

One final location is secret, known only to the Seeker and Gu'Gu. One of them informs the party of this location if they earn their trust:

- **Area A6:** Time Out (an adaptive room used to nullify the uncontainable)

The Big House Features

The Seeker's Big House for Planar Pets has the following features unless otherwise noted:

Objects. The Big House is bright and colorful. Soft round shapes welcome its guests with a childish sense of joy and safety. The desks, tools, and decorations are reminiscent of children's toys designed by master artisans.

Ceilings. The ceiling in the shop's main rooms is made from marble polished to a reflective shine.

Doors. The shop's doorways have circular frames with magical barriers. Each barrier has a unique command word, which only the Seeker and their simulacra know, requiring the Seeker or a simulacrum to travel with customers at all times. These command words change daily and are written on a slip of parchment held by the Seeker and their two simulacra. Gu'Gu can also create portals in these doorways, bypassing the barriers.

Light. The light varies in each room of this shop to suit the inmates' needs.

Walls. The walls in this shop are made from marble panels of unusual shapes and sizes. They fit together at odd angles, giving the shop's walls an abstract, mural-like appearance.

Within the Big House

The following areas are keyed to the map of this location.

A1: Grand Adoption Hall

Read or paraphrase the following when the characters first enter the Big House:

> *When you enter the shop, the smell of fur, feathers, and scales assails you. The colorful room has the glint of magic upon it, from its ethereal, dancing lights to its mural-like walls of many-colored marble. The room is shaped like a C, with a circular counter at its center, behind which stands an ebullient, crimson-skinned tiefling in colorful travelers' clothes surrounded by a throng of guests from the street outside.*
>
> *The room is elegantly decorated with a dozen statues of arcane creatures, five scrying pools showing other worlds, and a large ornate doorway behind the shopkeeper's desk. On one side of the room is a glass panel, behind which lies a small playroom filled with various creatures.*

Exploring the Adoption Hall

There are several items of interest in the Adoption Hall that the characters may examine.

Pet Displays. The glass displays in this room are filled with dozens of creatures up for adoption. A "mugshot" portrait of each creature hangs in a frame by each display, featuring the creature holding a sign with their alleged crime written on it.

Sample Cute Criminals

d8	Creature	Name	Alleged Crime
1	Cat	Earl Mewling	"Ate the Duke of Tar Cymboul's birthday cake."
2	Mastiff	Doctor Ostokoff	"Committed grand larceny while wearing a *headband of intellect.*"
3	Owl	Geordy	"Engaged in criminal acts too despicable to repeat. Inquire at the desk."
4	Frog	Mister Leap	"Disturbing the peace; raucous singing."
5	Giant Bat	Vastwing	"Impersonation of the vampire Count Hayl du Sang."
6	Axe Beak	Hatchet	"Destruction of government property; felling the sacred Millennium Tree."
7	Blink Dog	Seemi	"Tax evasion."
8	Flying Snake	Vesper	"Conspiracy to poison twelve different heads of state."

Each of these pets can be adopted for a fee of 5 gp.

Statues. The marble statues in this room depict various planar criminals once held by the Big House. In truth, these statues depict the current inmates in the back (see "NPCs in the Big House" later in this chapter).

Scrying Pools. The Seeker boldly displays scrying pools that watch their next targets. Of the five pools, three are blank, but two display:

- Belph, Devil of Golden Ink, a master forger. He appears to be a frilled lizard holding a golden quill, surrounded by fire and brimstone.
- Amelie, a cute white dog with a pink bow in her hair. She is cavorting through the woods.

Doorway to the Back. The magnificent doorway behind the desk leads to the other areas of this shop. Inset into the door is a rotatable stone disk bearing six colored stones, each activating a portal to another room within the Big House. The gems are:

- Red jasper (Rockyard Block; area A2)
- Citrine (Aviary Block; area A3)
- Lapis lazuli (Abyssal Tanks; area A4)
- Agate (Inmates' Park; area A5)
- Onyx (Time Out; area A6)
- White quartz (no area; locked)

Rotating the disk allows the door to open to that room, and that room's corresponding door to open to the Adoption Hall. If a door isn't linked to the Adoption Hall, it can't be opened.

Meeting the Seeker

If the characters approach the desk, the tiefling turns their attention to the party with a clap of their hands and says:

> *"Welcome, come on in! Don't be shy. I'm the Seeker, collector of rare creatures and caretaker of this place." The tiefling examines you closely. "You've got an air of adventurousness to you, don't you? Would you care for a tour?"*

The Seeker can tell the characters are not the usual sightseers off the street. They let the party in on the secret that the critters here in the front are mere animals with embellished tales of villainy. The Seeker offers to show the adventurers the real "inmates" in the private back rooms. This tour is an opportunity for either **Quest: Failed Containment** or **Quest: Civil Dispute** to begin.

Inmate Manifest. The Seeker (or Big Top, the front-of-house simulacrum, if the Seeker isn't present) possesses a record of all visitors and inmates. This book has an arcane lock that can only be opened by the Seeker's touch or the *knock* spell.

A2: Rockyard Block

This rectangular room is 60 feet long and 40 feet tall, with around three stories of containment rooms rising on either side of a central hallway. A *carpet of flying* hovers in the center of the room; a magical force prevents it from leaving this area. A golden, magical light akin to a blazing hot sun sears down from the ceiling.

These containment rooms vary widely in size, ranging from 1-foot-wide insectariums to spacious enclosures for Large creatures.

A3: Aviary Block

The door to this cellblock opens to a sliver of the Elemental Plane of Air—an infinite downward tumble into the sky, filled with wispy clouds and dotted with countless floating islands. The island connected to the front room's portal is a 20-foot-radius birdcage riddled with rust. Each other island in this space has a similar cage built upon it, and each teems with flying creatures.

No creatures are stored within the first birdcage. Its door is open, and a half dozen *brooms of flying* are stored on a rack in this cage. These brooms are propelled by elemental air and don't function outside this area.

Numerous floating islands serve as a uniquely designed prison for its residents. These islands might include features like balloons, metal nets, or the tops of impossibly tall trees.

A4: Abyssal Tank

The Abyssal Tank is a strangely small cell block with a 10-foot-radius fish tank that rises 8 feet. Numerous aquatic inmates swim around the space, observable from the 5-foot-wide walkway surrounding the tank. The liquid in the tank is actually an enchanted concoction of several spells that shrinks a creature submerged in it by two sizes (minimum of Tiny). Once removed from the tank, a creature returns to its original size after 1 minute.

Additionally, if a creature's eyes or similar sensors are submerged in the fluid, it cannot detect other creatures around it. Visitors can enter the tank and shrink to observe the creatures within. The Seeker provides them with protective goggles and a spell of *water breathing*.

A5: Inmates' Park

The Park is a leisure room for inmates. A panoply of illusions evokes the appearance of a walled garden with trickling water and beautiful flowers. Creatures that have shown restraint and a desire for adoption can be found here.

The inmates who gambol about this park know that outsiders are watching them—and some put on quite a show.

A6: Time Out

Time Out is the shop's darkest secret and possibly one of the more powerful features of the facility. This chamber is enveloped in magical darkness that, if dispelled, reasserts itself entirely after 6 seconds. The true size of the room is impossible to discern but seems to stretch on infinitely.

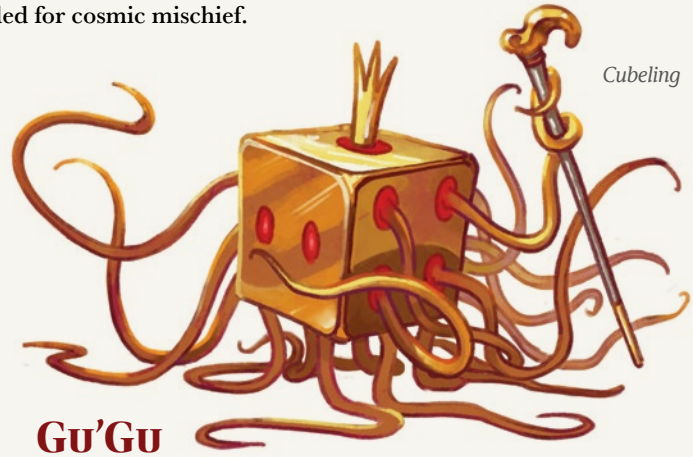
Most importantly, however, is that the entire room is under the effects of an *antimagic zone*. Additionally, the same magic grants creatures and objects immunity to all damage while in this area. Here, even the sharpest blades bounce harmlessly off their targets.

The Seeker banishes powerful and uncontrollable creatures here; the sole purpose of this space is to nullify the nature or powers of disobedient inmates, although it is unclear whether this is the Seeker's doing or the nature of an inmate lurking in the infinite void.

NPCs in the Big House

The characters can meet the following NPCs in this shop, in addition to the Seeker. All but Gu'Gu are inmates, confined to cells. Characters who interact with the inmates can adopt them into their party.

Inmates who are animal-like in nature tend to be content with the idea of being a party pet or mascot, while more human-like creatures rankle at that off-putting idea. Most NPCs have their alignments and statistics listed. Additionally, at the GM's discretion, any creatures from *Stibbles' Codex of Companions* may be found in this shop after being apprehended for cosmic mischief.



Cubeling

Cubeling

Cubeling is a small cube-shaped creature, about 1 foot on each side. He resembles a golden die with red pips. The side with two pips serves as his eyes, while thin limbs extend from the pips on all other faces, save the top of his body, which bears one pip and a tiny crown. He carries a small walking stick for purely aesthetic reasons.

In his home dimension, Cubeling's ability to manipulate fate led him to be worshipped as a manifested deity of fortune. He was made the prophet of an entire kingdom, and they looked to the outcomes of his rolling as divine guidance. In an age of war, his rolls led the kingdom to be destroyed entirely.

The Seeker determined that Cubeling should be removed before the sapient die should rise to power again.

Crimes: Fate manipulation, assault (stabbing)
Containment: Cubeling is contained in a newly renovated room, holding a small throne and several candles in the Rockyard Block (area A2). He has also been "loaded" with two heavy adamantine orbs in his "two" face, so that he can only roll a "five" (see his game statistics later in this chapter)

Roleplaying Cubeling

When the characters interact with Cubeling, consider these roleplaying traits when deciding how Cubeling responds:

Personality Traits: "I am a noble and powerful being and deserve to be treated as such."
Ideal: "Faith. As an agent of fate, I am to be trusted without question."
Bond: "The people's worship of me is like a symphony."
Flaw: "If you don't give me the respect I deserve, I cannot help you."

Cubeling sees himself as someone who can do no wrong and always deserves admiration. Cubeling sometimes makes unrealistic or unconventional demands of his party, calling anyone who completes a request his "squire."

Gu'Gu

Gu'Gu is a minute creature who resembles a marmoset with four arms. His eyes glow an eerie purple, and his tail ends in a fuzzy spade. He never leaves the Seeker's side, usually residing in their *handy haversack* or sitting on their shoulder. Gu'Gu uses his extra limbs to fetch and crack nuts from the Seeker's backpack. Gu'Gu's origin is unknown, but he and the Seeker have earned each other's respect—if not each other's trust.

Gu'Gu uses **lamia** statistics with the following changes:

- He is a Small creature
- His alignment is chaotic neutral
- He has a climbing speed of 30 feet
- As a part of the Innate Spellcasting feature, he can cast the *gate* spell at-will. Only willing creatures can pass through this gate
- He can speak any language (see below)

Roleplaying Gu'Gu

When the characters interact with Gu'Gu, consider these roleplaying traits when deciding how Gu'Gu responds:

Personality Traits: "I like to eat nuts and go neat places."
Ideal: "Freedom. I like that I can go anywhere with my friend."
Bond: "The Seeker is good at feeding me nuts so they can go places with me."
Flaw: "I don't like things with more freedom than me."

Gu'Gu can speak any language, though whatever magic allows him to do so is imperfect; he can only speak in simple sentences and with limited vocabulary. He is excited by food and new visitors.

Lord Cozmos

Lord Cozmos is a dragon whose flesh resembles a starry night sky containing map-like depictions of constellations. His head is encased in a sleek onyx skull with ornate patterns and glowing seals. Lord Cozmos's body contains "all of creation," a universe all its own. The world inside Cozmos moves rapidly, requiring him to seek fuel constantly.

Lord Cozmos can commune with the creatures inhabiting the universe inside him and was once able to breathe swarms of innumerable warriors. The Seeker spellbound Lord Cozmos, reducing his size and trapping his head within the onyx muzzle. The muzzle dissolves anything that leaves Lord Cozmos, effectively containing the universe within him.

Crimes: Mass murder (because he was hungry), unethical experimenting (to create more food)

Containment: Lord Cozmos is confined to a floating island in the Aviary Block (area A3). His head is kept inside an indestructible onyx skull, which disintegrates any creatures or objects Lord Cozmos breathes out.

Roleplaying Lord Cozmos

When the characters interact with Lord Cozmos, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I'm always hungry, usually for something new."

Ideal: "Control. A life with authority over one's surroundings is a life well lived."

Bond: "I am cursed with this stupid stone muzzle."

Flaw: "Those who feed me are spared my wrath."

Lord Cozmos's frustration with his prison has made him listless. He now only expends effort to consume food and slink around his tatty enclosure. He's open to the prospect of being adopted—in his words, anything's better than this.

Lord Cosmos

Miss Lady

Miss Lady

Miss Lady is an angelic entity who takes the form of a fluffy, blindfolded cat. Miss Lady also wears a tiny red ribbon around her neck, tied with a neat bow. She has had nearly a thousand different caretakers over her incomprehensible lifetime, each having died in a shocking accident not long after acquiring Miss Lady.

Crimes: Theft, destruction of prophecy and property, perfidy, embezzlement, fate manipulation

Containment: Miss Lady is contained in a 15-by-15-foot cell with pillows and scratching poles in the Rockyard Block (area A2). Visitors are not allowed to interact with Miss Lady more than once and are advised not to divulge any personal information or beliefs.

Roleplaying Miss Lady

When the characters interact with Miss Lady, consider these roleplaying traits when deciding how Miss Lady responds:

Personality Traits: "There's nothing I detest more than liars."

Ideal: "Order. People make the laws they choose to follow, and should be held to them."

Bond: "I am loyal to those who are true to themselves—and who give me pets."

Flaw: "I find it very hard to trust anyone who lies."

Miss Lady believes herself to be an agent of absolute law and expects her companions to be unfailingly honest. She likes learning about the people that she is around, often asking what they believe in or who they think they are.

Skepsithop

Skepsithop

Skepsithop is an aquatic creature who resembles a cuttlefish with a sail-like flap on her back. The colors on her body constantly shift, drawing eyes to her almost magically. She once lived in a corner of the Elemental Plane of Water and used powerful hypnotic magic to survive, subjugating an immense army of sea life. Over time, this army formed a large, unified body for Skepsithop. While investigating the vast body, the Seeker managed to locate and pluck Skepsithop from within the swarm, dispelling her mind control and casting her into the Abyssal Tank (area A4).

Crimes: Mass subjugation, amassing arms during peace

Containment: The Abyssal Tank was initially designed for Skepsithop. The fluid entirely nullifies her abilities, as creatures inside the tank cannot perceive her. When visitors fall under Skepsithop's influence, they are immediately removed and cleansed using a *scroll of dispel magic*.

Roleplaying Skepsithop

When the characters interact with Skepsithop, consider these roleplaying traits when deciding how Skepsithop responds:

Personality Traits: "I like it when things follow my orders, but I never really know what I should tell them to do."

Ideal: "Subjugation. The more things under my control, the safer I am."

Bond: "I don't want harmless things to get hurt."

Flaw: "I'm bad at taking orders and often forget important things."

Skepsithop's instinct is to hypnotize anything that poses a threat, although she has no intention of harming her victims. She considers creatures that feed her "already assimilated" and treats them in a friendly but dismissive manner.

Titan

Titan is a doglike creature with six legs and a humanoid face of stone. A lolling, wet tongue hangs from his carved face, constantly dripping mucky saliva. Titan gained consciousness after his body was chiseled off the massive corpse of a dead primordial being. Titan's sludgy drool shrinks living creatures, and his captors began to reduce in size overnight until they could no longer contain Titan.

Thus freed, Titan rampaged through the region, shrinking entire ecosystems and villages. When the Seeker found Titan, he was inside a seemingly empty city with several increasingly miniature cities built around it. The Seeker suspects the people continued to adapt to their size, rebuilding the city until they vanished entirely.

Crimes: Environmental devastation (unintentional), carpet soiling

Containment: Titan is kept in a stone room and has his mouth plugged with a stone stopper. A visitor who comes in contact with Titan, his spit, or another visitor who touched Titan is quarantined until the shrinking hex can be cured.

Roleplaying Titan

When the characters interact with Titan, consider these roleplaying traits when deciding how Titan responds:

Personality Traits: "I want to lick everything and everyone I meet."

Ideal: "Friendship. Having people around to care for me makes me happy."

Bond: "I still feel connected to where I came from."

Flaw: "I sometimes eat small things without thinking."

Titan has the demeanor of a puppy and doesn't bear any ill will toward his victims. He even attempts to defend creatures he likes from their enemies. Traveling with Titan requires plugging his mouth using a stone stopper, removing it only when he eats. Titan enjoys racing through crowded areas and spontaneous, long naps.

Titan

QUESTS AND EVENTS

The Big House always has plenty going on, including these quests and events.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes over which characters must triumph, are for the GM to decide.

Quest: Let's Go Hunting!

Prerequisite: The party has visited the shop at least once

Questgiver: The Seeker
Quest Beginning: The Seeker contacts the party or asks them during a visit
Suggested Level: Any

The Seeker needs the party to find a dangerous creature terrorizing a distant locale. If the creature is on another plane, the Seeker casts *plane shift*, bringing them within 10 miles of the creature and returns from the same spot 24 hours later.

Low-level characters may be sent to capture an escaped inmate as described in this emporium. Higher-level characters may find these same inmates using a more powerful stat block, at the GM's discretion.

Quest: The Duality of...That Thing

Prerequisite: None

Questgiver: The Seeker
Quest Beginning: The Seeker makes a request during the tour or finds the party later
Location: Varies
Suggested Level: 5th through 10th

The Seeker has tracked down a creature they cannot catch and asks the party for aid. If the party agrees to help, the Seeker further explains that the creature can phase between physical and psionic forms. To detain it, one team must sleep and fight the creature using the *dream* spell, while Gu'Gu takes another team to the tundra to fight it. Once the two groups are formed, the Seeker gives the party a brain-eater's wishbone, an enchanted item that lets the teams telephatically communicate for the duration of the *dream* spell.

The Seeker joins one team, and casts *dream* on each ally before falling asleep. Gu'Gu then opens a portal 30 feet from the target, with icy winds howling where the party stands.

The creature's shape is up to the GM, and its form in each realm may differ, but both use a **rakshasa's** stats (each with its own hit points). At the end of each round, the form with the fewest hit points regains hit points to make its total equal to the hit points of its other form.

Once the unnamed psionic menace is defeated, the Seeker reveals an iron flask, capturing the creature and bringing the party from the dream into the tundra.

Developments

The shop's NPCs change depending on how the characters resolve this Quest.

Nothing Short of a Miracle. If the party defeats the creature, the Seeker thanks them profusely and gives them an enchanted golden scarab. As an action, a creature can kiss the scarab to cast the *wish* spell. Once used, the scarab crumbles to dust and is destroyed.

Dream On, Dream On. If the team in the tundra is defeated, they are left unconscious, while the dream half is rendered invulnerable until they exit the dream.

Survival of the Sleepiest. If the party in the dream is defeated, they fall unconscious for 1 hour, and the creature escapes the tundra party. Gu'Gu refuses to open a portal unless the Seeker offers him nuts. Being unable to communicate with them until they awake, the crew in the tundra must seek warmth quickly.

Quest: Solitary Sorrows

Prerequisite: The party's second visit or later

Questgiver: The Seeker
Quest Beginning: The Seeker is lost in thought, and is jolted out of their reverie by the characters' approach
Suggested Level: 5th through 10th
Content Warning: Cults, forced isolation, loneliness and depression

The Seeker speaks of a problematic prisoner who they believe deserves better. They describe a **medusa** gifted world-ending powers that amplify her petrifying ability based on her mood. Her suffering once turned an entire nation to stone, and she has since been placed in Time Out (area A6). If the party can improve her mood, she could reside in the Rockyard Block (area A2).

The medusa is in a pitch-black, labyrinthine realm, filled with petrified simulacra of the Seeker frozen in visages of fear and annoyance. Once inside, the party must make a saving throw against her Petrifying Gaze once every four rounds. Characters who succed on a DC 16 Charisma (Persuasion) check can convice the medusa to move to a happier cell. The medusa conveys that she'd be happy to hear beautiful music or have some way to express herself through art. She assents to the idea of rehabilitation.

On a failure, the medusa commands five of her petrified Seeker simulacra to apprehend the party and keep them trapped here too (see the "Seeker Simulacra" sidebar). As an action, a character can make another DC 16 Charisma check, to convince her to call off the attack.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolve this Event.

Freedom in Art. If the party succeeds, the Time Out room glows vibrantly, and Gu'Gu opens a door to the Impound Block (A2). The medusa is given a cell with instruments, paints, and a library. She thanks the party and gifts them a *cloak of protection*.

Stone Cold. If half the party is petrified by the medusa, the Seeker intervenes, pulling them from Time Out. They then travel to the Aviary Block (A3), where they can barter with a **couatl** for use of its *greater restoration*.

Defensive Mechanism. If the party fails to persuade the medusa or the petrified simulacra put them in mortal danger, the Seeker saves them and applauds their attempt. They're welcome to try again another time.

In-Shop Events

These events can occur within the shop when the characters are present.

Event: Civil Dispute

Prerequisite: The party visits the Inmates' Park

Event Initiator: The Poker Pals
Event Beginning: A pair of pals in the Inmates' Park are playing poker
Suggested Level: 5th through 10th

Two inmates, an awakened **giant ape** named Donaldo and a **shield guardian** implanted with a genius-intellect human brain (both have Intelligence scores of 21) called Mastermind, are playing poker in the Inmates' Park. After the shield guardian reveals its hand, the ape flies into a frenzy, accusing them of cheating. This fight escalates into a full riot and prison break unless the party intervenes.

Event: Breakout Quandary

Prerequisite: The party is touring the facility

Event Initiator: Old Bessie
Event Beginning: The tour stumbles upon a broken containment unit
Location: A cell block with cages (either areas A1 or A2)
Suggested Level: Any

The Seeker and the party stumble upon a mangled container missing its resident. Strangely, the Seeker doesn't recall creating this cage or who it contained. Concerned, the Seeker asks the party to determine what happened. The container features a large pasture with a night sky wallpaper and debris created during the escape. If the party explores the cage and succeeds on a DC 18 Intelligence (Investigation) or Wisdom (Survival) check, they piece together the following details:

- Powerful claws shredded through the metal like paper
- Something acidic corroded the broken glass
- Any magic used to contain this creature was dispelled
- The creature is likely Large or bigger

The party can follow a trail of destruction to a 10-foot diameter burrowed hole. A successful DC 18 Intelligence (Investigation) or Wisdom (Survival) check reveals:

- The hole is perfectly circular
- The hole was blasted with evocation magic
- There are hoofprints in the still-warm earth

Following the trail past the hole brings the party to a small grassy clearing. The trail ends where a **pony** grazes. The creature appears entirely nonmagical. The Seeker recognizes the pony as "Little Bessie," a normal pony mistakenly captured a few years ago.

Developments

The shop's NPCs change depending on how the characters resolve this Event.

A Friend Indeed? The Seeker offers Little Bessie to the party with a week's worth of her provisions. Bessie either shows no magical prowess (which suits a more humorous campaign) or reveals her true nature—an eldritch horror using the **chuul** stat block or a more powerful Aberration (depending on the characters' level).

Well, Back Ya Go. If the party does not want Little Bessie, she is put in Time Out until the Seeker figures out her true nature.

Event: Security Breach

Prerequisite: The party passes through the Impound Block

Event Initiator: Cannonballers
Event Beginning: An explosion frees several inmates
Location: Rockyard Block (area A2)
Suggested Level: 1st through 4th

As the party travels through the Rockyard Block, three orbs burst from a cage, slamming into nearby containers, targeting locks and glass walls and breaking them on impact, freeing the contained creatures. The orbs are the Cannonballers (see "Inmate Catalogue"), who inadvertenly free others in their escape attempt. Among the released are *Titan* (see "Inmate Catalogue"), a **phase spider**, and a **giant rat** under the effects of the *blur* spell. Once released, the creatures run to escape. The Seeker shouts in a panic, "Catch them! But don't hurt them!"

Developments

Crisis Averted. If the party contains all the escaped creatures without killing them, the Seeker offers thanks by giving the party the blurred **giant rat** as a companion.

An Honest Pity. If the party kills one or more of the escapees, the Seeker magically ejects the entire party from the shop. They aren't allowed back in unless they make a big show of apologizing.

Uh…Whoops. If any creatures are still free on initiative count 20 of the fourth round of combat, they manage to escape. The Seeker sheepishly thanks the party for their help and states they might be able to recapture them another day.

THE SEEKER'S BIG HOUSE
INMATE CATALOGUE

This emporium deals in adoptive felonious creatures captured from across the cosmos.

A character must take on the role of an adopted creature's caretaker or confidant. The creature only follows that character's instructions, which must be issued as a bonus action. The creature acts of their own free will if their caretaker or confidant is incapacitated.

If a creature in this section is reduced to 0 hit points, they make death saving throws as normal.

A Fish Tank Backpack with a Shiver of Tiny Sharks Inside It

Wondrous Item, Rare

This straightforwardly named, back-mounted water tank holds 4 gallons of water and contains 1d6 + 2 miniaturized **reef sharks** (they are Tiny creatures). The sharks do not attack a creature with a password, which is chosen when the item is first acquired.

A creature can enter the tank by opening its top and placing a body part inside, which causes them to shrink to Tiny size and tumble within. A creature within the tank can climb a to-scale ladder on the tank's side and return to normal size, landing in an unoccupied space beside the tank.

The sharks swarm intruders who are hostile to their allies. If a shark inside the tank dies, it magically reappears each dawn.

Price: 5,500 gp

Cannonballers

Group of Tiny Beasts, Chaotic Good

The Cannonballers are a team of three hamster acrobatic performers wearing tiny circus outfits.

The Cannonballers use **rat** statistics, except they each have 10 hit points and immunity to fire, force, and thunder damage. Once per turn, as a bonus action, a caretaker can command a hamster to hurl themselves at a target within 60 feet of itself. The hamster curls into a magic ball, launching itself at the target and dealing 1d4 + 1 force damage, ignoring half cover. A hamster can be harmlessly recalled with a bonus action.

Adoption Price: 6,000 gp

Cap'n Kraken

Wondrous Item, Very Rare (Requires Attunement)

Cap'n Kraken is a tentacled creature resembling a wizard's hat. Once a fearsome, seafaring beast, this creature was cursed by a vengeful wizard, transformed into a hat.

This hat obeys the commands of any creature attuned to it, acting as a set of extra arms. Cap'n Kraken has four primary tentacles, each reaching up to 5 feet long. Each tentacle can hold an object as if it were a hand. As a bonus action, an attuned creature wearing Cap'n Kraken can use the following abilities:

- The hat interacts with an object or retrieves an item from a container on your person.
- The hat grants you advantage on Strength (Athletics) checks made to grapple until the end of its turn.
- The hat makes an attack using a melee weapon it is holding. It has a +5 bonus to attack rolls, a +3 bonus to damage rolls, and is proficient with simple weapons.

Price: 12,000 gp

Soul Ball

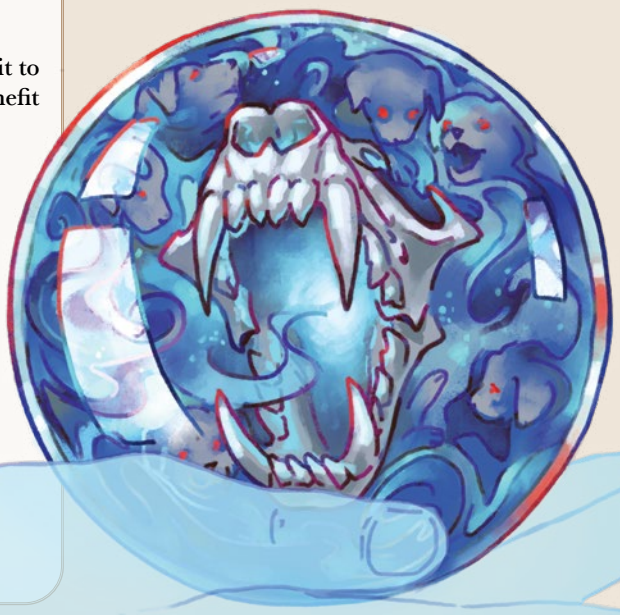
Wondrous Item, Rare (Requires Attunement)

This spectral ball constantly emits the faint sound of distant dogs barking. Once the soul vessel of a lycanthrope lich, its soul-binding power became inverted, allowing all the half-devoured souls within it to take control. Creatures that respect the souls within the ball can benefit from their magic.

This ball has six charges, regaining 1d6 spent charges each dawn. As an action, you can spend the charges to activate one of the following abilities:

- You expend 1 to 6 charges to summon the same number of brilliant puppies (**mastiffs**). The puppies last 1 hour and can be commanded to perform simple tasks.
- You expend 2 charges and throw the ball at a target within 30 feet, making an attack roll. On a hit, the ball summons a swarm of dogs that deal 8d6 magical slashing damage to the target. One dog returns the ball to you, then all the dogs vanish.
- You can expend 1 charge to cast *alarm*, manifesting as a spectral guard dog.

Adoption Price: 12,000 gp



Zorpp the Devourer

Tiny Aberration, Neutral Evil

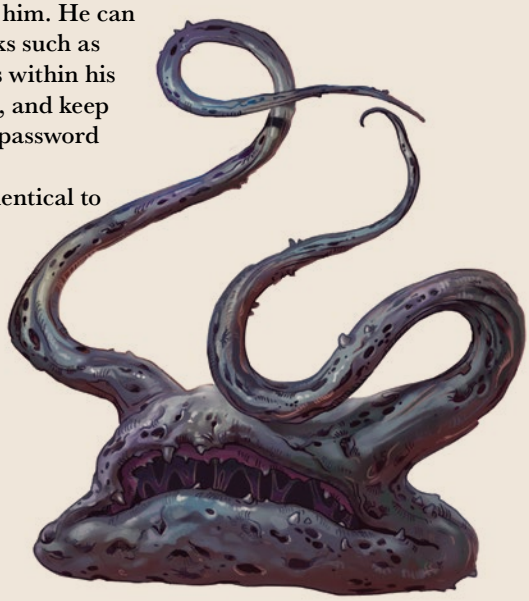
Zorpp is a hideous creature with a vast mouth who somewhat resembles a shoulder bag when his two long tentacles touch. Innumerable, indescribable orifices cover the rest of his fleshy body.

Zorpp ate countless planets during his heyday. Lucky for us, the universe he hails from is much smaller than ours.

Zorpp weighs 20 pounds and has an extra-dimensional stomach behind his roughly 2-foot-wide mouth that extends 5 feet deep. He cannot be killed by any means other than feeding him a *bag of holding* or similar item, which instantly destroys him and the item before pulling each creature within 10 feet of him into his mysterious, alien dimension. Zorpp can telepathically communicate with any creature in physical contact with him. He can be asked to perform tasks such as retrieve items, spit items within his gullet up to 10 feet away, and keep his mouth shut unless a password is spoken.

Zorpp is otherwise identical to a *bag of holding*.

Adoption Price:
8,000 gp



Classic Magic Items

In addition to the new creatures that are present in this shop, they also have:

Other Adoptables

Name	Price
Bag of Tricks	600 gp
Bowl of Commanding Water Elementals	5,000 gp
Brazier of Commanding Fire Elementals	5,000 gp
Censer of Controlling Air Elementals	5,000 gp
Dancing Sword	30,000 gp
Efreeti Bottle	35,000 gp
Elemental Gem	600 gp
Iron Flask	250,000 gp
Manual of Golems	20,000 gp
Sphere of Annihilation	400,000 gp
Trident of Fish Command	300 gp
Staff of the Python	350 gp
Pipes of the Sewers	400 gp

Lord Cozmos

Small Dragon, Lawful Evil

Lord Cozmos is an opalescent dragon whose head is encased in a mask resembling an onyx skull. See his NPC description in "NPCs in the Big House" earlier in this chapter.

Lord Cozmos uses **green dragon wyrmling** statistics with the following changes; he can't use any of these traits while muzzled:

- He can communicate telepathically with a creature within 60 feet of him.
- As an action, he can create any object worth less than 5 gp— such as weapons, torches, containers, or rope.
- If he consumes 10 lbs. of living flesh, as an action, he can create an invisible, flying astral creature as an action. This creature uses **imp** statistics but is an Aberration, can communicate telepathically with Cozmos, and is permanently invisible. The creature dies after 1d4 minutes.

Adoption Price: 35,000 gp

Skepsithop

Tiny Beast, Neutral Evil

Skepsithop is a small cephalopod with the ability to control other creatures via hypnosis. See her NPC description in "NPCs in the Big House" earlier in this chapter.

Skepsithop is always under the effects of the *mind blank* spell. She has the statistics of a **poisonous snake** with the following changes:

- Skepsithop has an Intelligence score of 18 (+4) and can speak telepathically to creatures within 60 feet of her.
- She has a swimming speed of 60 feet and can breathe both air and water.
- She can innately cast the following spells, requiring no components; Intelligence is her spellcasting ability (spell save DC 16):

  At will: *animal friendship,* 3/day: *charm person,* 1/day: *hypnotic pattern*

- She can cast *dominate person*, though she only reveals this to a true friend; doing so causes her to fall unconscious for 1d10 days after the spell ends.

Adoption Price: 25,000 gp

Miss Lady

Tiny Celestial, Lawful Neutral

Miss Lady is a fluffy, cat-shaped celestial who wears a blindfold and a bow. See her NPC description in "NPCs in the Big House" earlier in this chapter.

Miss Lady uses **cat** statistics with the following changes:

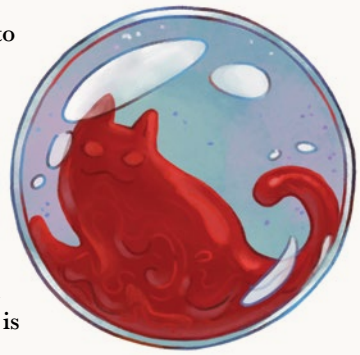
- She has an Intelligence score of 14 (+2), a Wisdom score of 18 (+4), and a Charisma score of 14 (+2).
- She can cast *zone of truth* at will, requiring no components.
- She has Blindsight with a radius of 30 feet.
- She can cast *bless* and *bane* (spell save DC 16); after casting these spells three times in any combination, she can't do so again until she finishes a long rest.

Adoption Price: 12,000 gp

Li'l Stinker

Tiny Aberration, Neutral Evil

Li'l Stinker is a ball of red ooze confined within a 2-foot-wide glass orb, coated internally with *oil of slipperiness*. Li'l Stinker can communicate simple ideas by reshaping its form to resemble objects or creatures.



The glass ball has 4 hit points, AC 12, and immunity to poison and psychic damage. If released, Li'l Stinker has the statistics of a **gray ooze**, with the following exceptions:

- It has an Intelligence score of 8 (–1) and a Charisma score of 12 (+1).
- Its False Appearance trait is replaced with Frightful Stench (see below).
- **Frightful Stench:** A creature that ends its turn within 10 feet of Li'l Stinker must succeed on a DC 16 Constitution saving throw or be poisoned 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 Li'l Stinker's Frightful Stench for the next 24 hours.

Adoption Price: 500 gp*

*and a written oath not to release it.

Titan

Small Monstrosity, Chaotic Neutral

Titan is a strange, doglike creature with six limbs and a humanoid stone face. See his NPC description in "NPCs in the Big House" earlier in this chapter.

Titan has the statistics of a **mastiff** with the following changes:

- His mouth constantly hangs open unless plugged with a stone stopper. It leaks sludgy drool, covering any space he moves through. This liquid evaporates after 1 minute.
- Any creature that touches the slobber must succeed on a DC 14 Constitution saving throw or begin to shrink. An affected creature's size category is reduced by one over the next hour, and it then repeats the saving throw. On consecutive failures, the creature's size continues to reduce until it becomes Tiny.
- Casting *greater restoration* on an affected creature causes it to grow back to its original size at the same rate.
- Plants and other organic matter are also affected but don't get a saving throw.

Adoption Price: 5,250 gp

SELENE'S COSMIC TURTLE FLOTILLA

"Look upon the wonders of ancient Astrium and marvel! The titans that created these wondrous works are long lost to the Maelstrom, but here we get a brief glimpse into their advanced artistry and the apodictic power they commanded... oh, and it's all for sale, for the right price."

–Selene duPry

Perched atop the star fragment-pocked shell of the cosmic turtle Cheltro, Selene's Cosmic Turtle Flotilla is a grand testament to the wonders of Astrium. More than just a shop, it is a museum of epic proportions. Its great shining galleries and archives inspire awe in those who step foot within its monumental walls.

Selene's Cosmic Turtle Flotilla is a nomadic showcase of Astrium artifacts salvaged from the remnants of a mythologized civilization of plane-faring storm giants whose history is lost to the Maelstrom at the center of the Aetherial Expanse. The great works of these giants are scattered across the planes, but here, the esteemed collector Selene duPry has managed to amass over a dozen of the enormous treasures. To fund her travels across the planes in search of Astrium artifacts, Selene occasionally sells items from her collection.

By no means is Selene working alone on this endeavor. Instead, she collaborates with Cheltro, whose enormous size and reserve often lead visitors to forget about it. If and when the cosmic turtle deems it worth their while, they interject into conversations telepathically, communicating snippets of the history of the giants of Astrium from first-hand accounts. In fact, Cheltro is one of the few remaining inhabitants of the Aetherial Expanse who can claim to have met such a storm giant. Through Cheltro, visitors can locate Selene's Cosmic Turtle Flotilla—the turtle's telepathic signature can be broadcast across the Expanse, allowing those with correctly attuned equipment to pick up on its passage.

The institution is constructed of polished metals and reinforced glass, protected from the strikes of micro-meteors by abjuration wards that deflect such projectiles. The building has a central hub where guests are welcomed (and housed on the floors above if they intend to stay for a while). It is then split into six different branching galleries displaying items of interest from ancient Astrium, as well as the magical treasures, which are divided into categories and estimated creation dates. Of course, all of the artifacts are giant in scale, and thus, the buildings that house them are truly monumental.

SELENE DUPRY

Neutral Good, Female Human ***Archmage***

The presence of Selene duPry is undeniable. When she enters a room, even the stars dim. Behind her soft charm is an enrapturing cunning that has found its calling in the study of the Astrium. Selene is a dark-skinned woman, marked by her travels across the planes. Her eyes glimmer with starlight, her hair is eternally whipped as if by untamable elemental gusts, and shadows writhe like living tattoos across her skin. She wears fine robes over practical clothes, ever-ready to jump into action if her home is threatened. Selene also carries an aetherium rod, capped with a pearlescent orb, an Astrium creation that functions as a *staff of power*.

As well as being a researcher and scholar, Selene is a powerful mage. She is self-taught and has little interest in magic; instead, she sees it as a means to further understand the universe surrounding her. Undoubtedly, it comes in useful when protecting the place, too. Although she would rather avoid using her magic for destructive purposes, there have been occasions where she has been forced to intervene to protect herself, Cheltro, and the visiting scholars under her watch.

As previously mentioned, Selene does not run the emporium alone. Cheltro is as much, if not more, a part of the museum as Selene is, given that he provides the entire base upon which the institute is built. Although far less likely to engage in academic discussions than Selene, Cheltro has just as important a role to play as a navigator, explorer, and negotiator. When an item is sold, Selene gives the pitch for what the artifact is, how it works, and what it does, but sales go directly through the unbiased Cheltro. Aetherium is the preferred currency.

History

The Kingdom of Ayris is fraught with political machinations, cut-throat politics, and devious advisors. It is a place where wealth outweighs education, and domination displaces discussion. As soon as Selene was old enough to leave, she hopped aboard a ship headed to the Aetherial Expanse and never looked back. Although Selene still displays the fanciful quirks of an Ayrissian, she has few ties to the Kingdom now.

In her travels around the Expanse, Selene was exposed to influences from various states, both historical and contemporaneous. However, in most of them, she struggled to find any explanations for the wonder of the stars surrounding her. Most polities were more interested in governing internally than investigating externally; thus, when Selene heard myths of Astrium, she was instantly hooked.

It took only one (perhaps lucky) discovery of an Astrium artifact to fund the rest of Selene's career. Once she'd amassed a few such items, Cheltro sought her out, and they worked together to form Selene's Cosmic Turtle Flotilla.

Roleplaying Selene

When the characters interact with Selene, consider these roleplaying traits when deciding how she responds:

Personality Traits: "When it comes to a compelling lecture, there's no time like the present!"

Ideal: "We must look back in order to progress forward. The titans of Astrium knew so much more about the Aetherial Expanse than we do today. History holds the answers."

Bond: "Cheltro and I have been working together for most of my life. He has been my shelter, collaborator, guide, and friend."

Flaw: "I am running out of time. I must find a way to continue my work."

Goals

While Selene's Cosmic Turtle Flotilla is primarily a place of study, the sale of artifacts undoubtedly helps to fund her research. She also hides her final aim: finding a source of immortality.

Unmatched Research

The institute is primarily dedicated to the study of the history and mythology of Astrium and the titans who lived within that ancient civilization. Selene often has half a dozen research fellows living in the building, working on their own studies and assisting in hers. They wish to relearn what the Astrium titans once understood about celestial navigation, aetherium harnessing, aetherstorms, and planar travel.

Attain Funding

It is essential to the continued running of Selene's Cosmic Turtle Flotilla that the institute remain financially viable. Traveling across the planes is not cheap, after all. Selene occasionally organizes lavish fundraising events, and Cheltro is responsible for the private sale of certain artifacts, which can only be purchased with bars of aetherium.

Search for Immortality

Like most mortals, Selene is slowly dying. She is keenly aware of this fact. She wishes to continue her research, potentially indefinitely, and seeks a source of immortality that would allow her to do so. The older she gets, the more desperate she becomes. The inevitable whisper of lichdom can only be stifled for so long, but Selene has yet to find an alternative.

Cheltro

While Selene works on the day-to-day running of Selene's Cosmic Turtle Flotilla, Cheltro manages celestial navigation, planar transportation, and a more direct search of Astrium artifacts. Typically, the giant cosmic turtle keeps to himself, but occasionally, he converses with visitors. The most typical instance is when a purchase is to be made. Cheltro's immense telepathic prowess enables him to converse with multiple creatures simultaneously. This is also useful in a crisis, as it allows the entire team to respond rapidly.

Cheltro's main aim is to ensure that Astrium is never forgotten. The turtle remembers the storm giants who built the civilization, their mastery of aetherium, and their understanding of the Aetherial Expanse. Cheltro knows that most of this knowledge has been lost to time but feels that if only it can be discovered, he and his kind would be spared from the atrocities of war and the peacekeeping role they reluctantly play in the Expanse. If a single power ever threatens the natural order, it is the cosmic turtles who step in.

Cheltro knows Selene can only further this aim for so long and hopes she will soon appoint a successor. If she refuses, it will be up to him to select someone worthy of the mantle.

Iltran Dorn

Lawful Good, Male Human ***Commoner***

Head receptionist and manager of Selene's Cosmic Turtle Flotilla, Iltran is a man often rushed off his feet. Running the entire institute — museum, research facilities, function rooms, accommodation, and occasional auction-house — would be enough to drive most mortals to their breaking point. Thankfully, Iltran has a little help in the form of a delicate tiara that serves as a *headband of intellect* and gives its wearer telepathy out to 1,200 feet, and which perches atop his bald head with the utmost grace.

Iltran's dedication to effective and efficient running of the institute often causes him to come across a little brisk, and it's most of the research staffs' worst nightmare that they should forget a password to one of the facilities and receive a dressing-down from Monsieur Dorn.

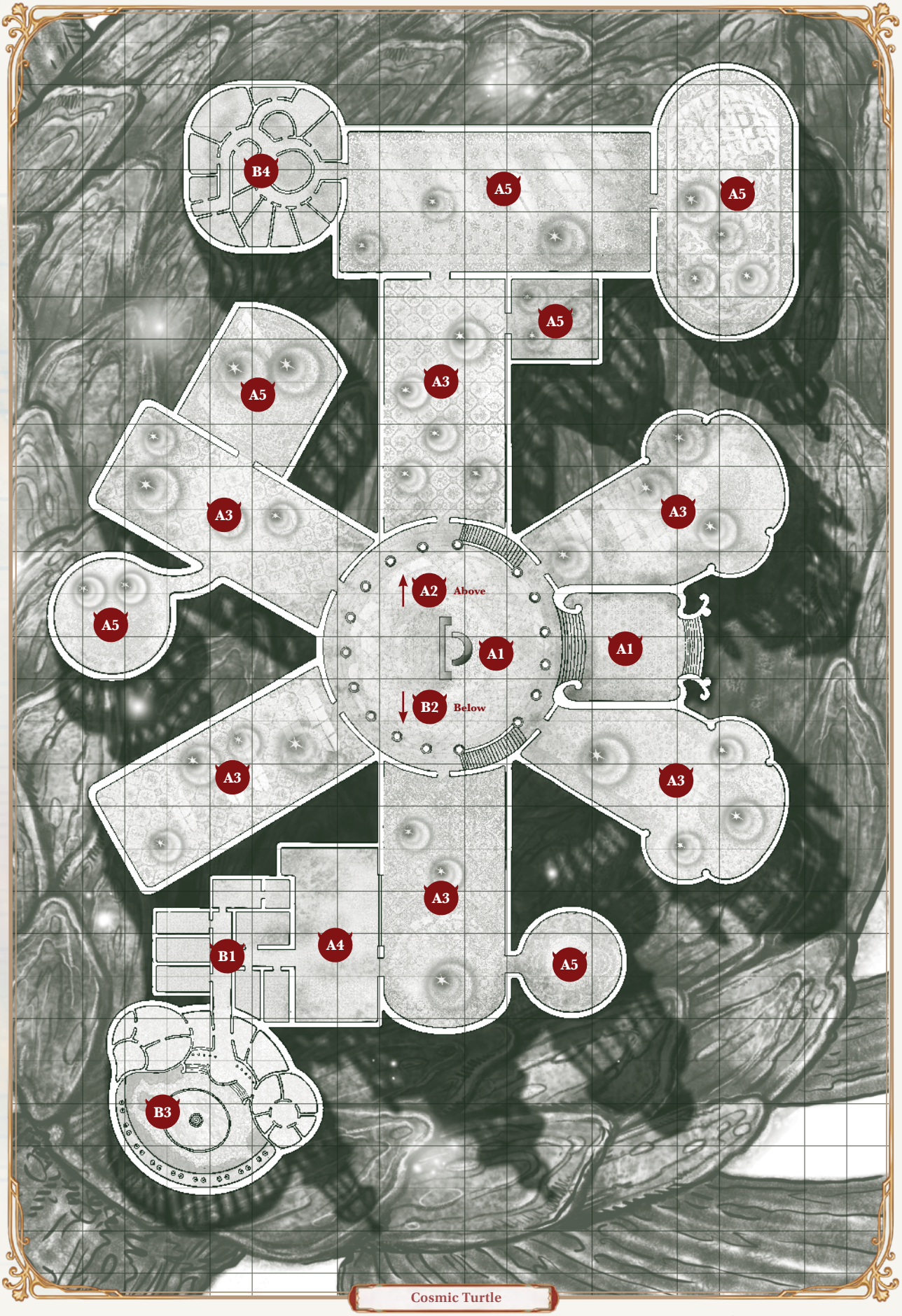
Roleplaying Iltran

When the characters interact with Iltran, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I have a job to do. Woe betide anyone who interferes with my carefully set schedule."
Ideal: "The work being conducted at this esteemed institute is valuable to everyone in the Aetherial Expanse. It's my duty to help out as best my skills allow."
Bond: "My star-kitty Sol is my sole companion. Only she truly respects and understands the hard work I put into this place."
Flaw: "In my efforts to effectively manage this place I can come across as a little intimidating. Deal with it."

Where is Iltran?

Typically, Iltran can be found behind the main reception desk in the entrance foyer (area A1). However, due to his diverse managerial duties, Monsieur Dorn often flits from area to area of the institute ensuring that everything is running as it should be. At night, if not working, Iltran can be found in his accommodation (area A2).



1 square = 5 feet

INSIDE THE COSMIC TURTLE

The interior space is colossal. Polished metal and glass walls provide incredible views of the Expanse. The enormous domed entrance sports a reception desk, doors to several galleries, and a spiraling staircase to accommodations. Guests are asked to check in at reception on arrival. While the buildings are oversized, reception and other facilities are designed for Medium-sized humanoids.

- **Area A1:** Entrance Foyer (guest facilities and reception, where visitors must check in)
- **Area A2:** Accommodation (lavish rooms for visiting researchers, employees, and guests)
- **Area A3:** Galleries (enormous spaces for exhibits, displays, and interpretation)
- **Area A4:** Research Facilities (dedicated areas for studying artifacts and treasures)
- **Area A5:** Function Rooms (halls, rooms, other facilities for throwing parties, etc.)

Several areas are kept under lock-and-key to prevent visitors from gaining access. These include:

- **Area B1:** Offices (where Selene and her employees work behind the scenes to keep the place running)
- **Area B2:** Vaults (where items not on display are stored, warded by abjuration magic)
- **Area B3:** Selene's Quarters (private quarters of Selene duPry, including her suite and private research areas)
- **Area B4:** Security (rooms for security provided by automatons and staff)

Cosmic Turtle Features

Selene's Cosmic Turtle Flotilla has the following features unless otherwise noted:

Objects. Protective glass cases reinforced with abjuration magic display objects, all of which are giant-sized.

Ceilings. The ceilings are 10 feet high and doors are 6 feet tall.

Doors. Some areas are magically locked behind doors that are sealed with abjuration magic.

Light. The shop is magically lit by permanent *light* cantrips cast on glass orbs hung from the ceilings.

Walls. The walls are made from polished metal and glass reinforced with abjuration magic.

Abjuration. Locked doors are warded with *arcane lock* spells (DC 30 to open), plus a *glyph of warding* (DC 20) triggered to cast a *hold person* spell (DC 20) when opened by non-staff. They are similarly protected by *alarm* spells using the same trigger. Keys can be issued to temporarily dispell these protections.

The walls and glass display cases are magically warded to prevent tampering; their material and shape cannot be changed and they cannot be passed through. Similarly, the entire building is protected by magic that prevents magical travel into or within the building.

Areas of the Cosmic Turtle

The following areas are keyed to the map of this location.

A1: Entrance Foyer

Curving polished glass and metal walls swoop around you, forming a gleaming dome. In the center of the orb is a dark glass reception desk, where an attendant stands. Beyond them are several doors leading into various galleries and a staircase leading up to the floors above. All around you, the Aetherial Expanse spins and swirls.

The entrance foyer features a staffed reception desk where visitors are expected to check in. From here, guests can also acquire maps of the emporium, guiding them around the various galleries and exhibits. A tour can also be procured.

If anyone refuses to check in at the desk, security is called, who arrive quickly to deal with intruders. Though the emporium has no holding facility, security rooms can be used for this purpose.

The doors beyond the reception desk lead to the galleries, research facilities, and function rooms. The staircase leads up to accommodation.

A2: Accommodation

Up the grand staircase is a small staffed reception desk and, beyond this, a spiraling corridor off which numerous lavishly decorated rooms can be accessed.

Room keys can be acquired from reception, which also has a basic map of the rooms to aid guests in finding their lodgings. The rooms themselves are decadently decorated suites with bedrooms, living spaces, and bathrooms. Catering is provided in function rooms.

A3: Galleries

Six branching galleries can be accessed from the entrance foyer. Each displays amazing treasures and antiquities from Astrium, including giant-sized objects such as coins, clothing, ship parts, jewelry, and myriad other items. Each gallery is dedicated to a particular portion of Astrium culture, and various exhibits display related items together in enormous glass cases, many of which have their own magically levitating viewing platforms.

Most of the items on display are non-magical or at least have only common magical properties that are not currently activated (such as the ability to produce light, for example). Each giant item has its own interpretation nearby, and those large enough have their own magically levitating viewing platforms so that they can be observed in their entirety. The six galleries are dedicated to: clothing, finance, wayfaring, warfare, arcana, and religion. A tour of the galleries can be arranged at reception.

A4: Research Facilities

Although members of the public are not permitted to enter the research facilities, they can observe the academics at work through one-way glass windows. Within, researchers can be seen cleaning, cataloging, and examining artifacts.

These facilities are linked to the offices (area B1) and vaults (area B2), where further work and storage can be found. The researchers here discover new features of items already in the vaults or catalog new acquisitions. Due to the one-way glass, they aren't disturbed in their work by curious visitors, who can sit and watch from the adjoining gallery.

A5: Function Rooms

Half a dozen halls, ballrooms, galleries, dining rooms, and other function rooms are open to the public when not in use. Each of these is architecturally marvelous and worthy of viewing even when no party, fundraiser, or other event is occurring within.

These rooms are beautifully decorated even when not in use. Typically, most of these rooms are empty save for a single dining room in which food is served daily to visitors and employees. The food is, of course, immaculate (it's also free). The primary purpose of these rooms is for use when gatherings and functions are organized, most often to raise funds for the emporium. Anyone hoping to purchase an item is led to a small auction room (even for private sales) where the item can be inspected before purchase, and negotiations with Cheltro are made.

B1: Offices

Secret Area (Shop Staff Only)

A dozen offices—outfitted with desks, bookcases, filing systems, and other research and administrative tools—are used by research staff.

These offices are finely decorated and outfitted. They are for use by emporium staff only, including researchers, administrators, and even top security staff.

B2: Vaults

Secret Area (Shop Staff Only)

Enormous vault doors fill a single corridor of the emporium, buried deep beneath the galleries in a labyrinthine network of tunnels built directly atop the shell of Cheltro. They are protected with a dozen or more security measures, including laser-filled corridors, password-protected vault doors, and warded chambers.

There are seven vaults, one for each gallery and another for miscellaneous storage of unassigned treasures including new acquisitions, and for aetherium and gold. There is also a large, locked storage facility for financial and research documents. All of these are strictly off-limits for non-staff and require high clearance levels, even for staff members. They are all patrolled constantly by state-of-the-art security automatons who emit a field of antimagic and have truesight out to a range of 240 feet.

B3: Selene's Quarters

Secret Area (Shop Owner Only)

Around the rear of the emporium is a self-contained mansion adjoining the staff section. This extravagant domicile is Selene's home. Gilded archways and elegant sculptures adorn the outside. What is visible through the windows leaves you with no doubt that Selene has earned a hundred fortunes dealing antiquities.

Selene's quarters are strictly invite-only, even for other members of staff. It includes a number of living spaces and bedrooms, as well as several private research facilities and vaults, and her own secret chambers, used for whatever she fancies. One of these is dedicated to her pursuit of immortality, and contains items that would be taboo in most societies.

B4: Security

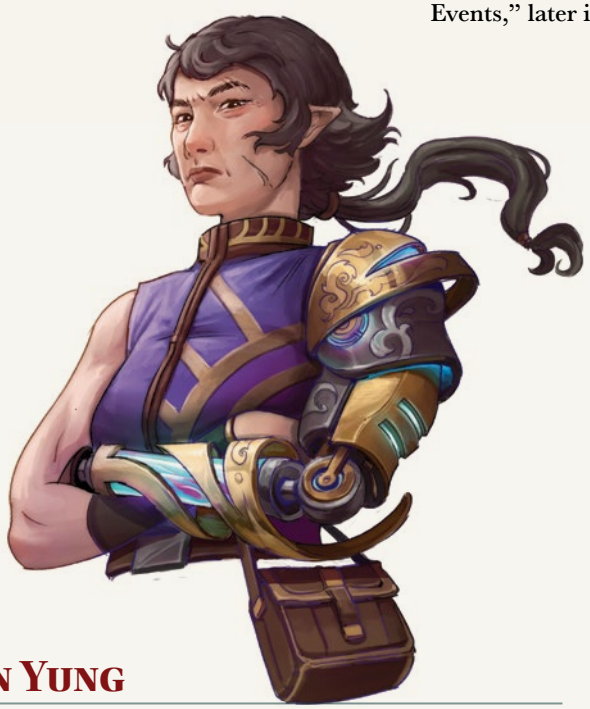
Secret Area (Shop Staff Only)

Maintaining the elegance but lacking the decadence of other areas of the facility, these rooms are dedicated to security staff. Solid metal corridors with route markers painted on the floor give the place a sterile feel.

These rooms are for the security staff. There are observation chambers where *arcane eye* spells are cast and deployed throughout the museum, as well as *scrying* spell screens. There are several rooms which can be repurposed as holding cells, should such a thing ever be required. There are also workshops for the creation and maintenance of the state-of-the-art security automatons.

THE COSMIC TURTLE STAFF

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. They may work in the shop, or may be regular customers, or something else entirely. Some NPCs have quests to offer the characters (see "Quests and Events," later in this chapter).



Min Yung

Lawful Neutral, Female Half-elf ***Assassin***

Ex-pirate turned private security specialist, Min Yung, is the Head of Security at Selene's Cosmic Turtle Flotilla. Min's past life as Captain Ironarm occasionally shines through in her nautical jargon, rough and ready attitude, and her tendency to swear like a sailor. The arms of battle are proudly displayed on her mechanical arm, which is powered by aetherium to allow for, among other things, expert aim with thrown weapons.

Min Yung is also responsible for the maintenance and command of the institute's elite force of security automatons, whose design was perfected by Min. While she has a small team of artificers at her disposal, she often takes the time to tune the Constructs herself, as much to keep her eye in as anything.

Roleplaying Min

When the characters interact with Min Yung, consider these roleplaying traits when deciding how she responds:

Personality Traits: "My trust has to be earned; anyone could be an agent of my old foes."
Ideal: "I need to live a life where I'm not constantly watching my back. It helps to protect others."
Bond: "My mechanical arm is central to who I am. Without it, I'd feel unable to protect myself."
Flaw: "When things get tough, I am merciless. Collateral damage is just part of the equation."

Where is Min?

During the day, Min can be found in her office or in the automaton maintenance room in security (area B4). At night, she typically retreats to her accommodation where she has replaced the standard four-poster bed with a hammock (area A2).

Usk Gore

Lawful Neutral, Nonbinary Half-orc ***Commoner***

Usk Gore is the institute's lead researcher into Astrium artifacts, deferring only to Selene duPry herself. They can often be seen strutting through the corridors of the research facility in shirts that strain to fit over the musculature beneath, accompanied by a variety of enigmatic bow ties. When working, Usk dons a clean, crisp white coat and gloves. Despite the whimsy of their outfits and academic prowess, Usk cuts a somewhat gruff and intimidating figure. They're not afraid to throw out noisy or disrespectful visitors, and they believe that the research functionality of Selene's Cosmic Turtle Flotilla comes first, above all else.

Despite their ornery nature, Usk is a well-respected figure within the research community at the institute, mostly because they have Selene's ear when it comes to funding.

Roleplaying Usk

When the characters interact with Usk Gore, consider these roleplaying traits when deciding how they responds:

Personality Traits: "The artifacts in this institute deserve respect. Ignore this at your peril."
Ideal: "We can learn an incredible amount from the relics of the past, especially those of the Astrium giants."
Bond: "My racing skiff, the *Quicksilver*, is a labor of love. I've been working on it for decades."
Flaw: "Occasionally, my private research interests supersede those of Selene and the institute. I have previously misappropriated funds."

Where is Usk?

Typically, Doctor Gore can be found within the research facilities (area A4) working with other members of research staff on various projects. On Usk's days off, they can be found on their skiff, the *Quicksilver*, which is moored to Cheltro's shell. At night, if not working, Usk can be found in their accommodation (area A2).

Quests and Events

Selene duPry and her associates are often on the lookout for trustworthy adventurers who can undertake tasks for them, both in and outside of the institute. Because of the value of the artifacts stored within the museum, there are often security risks that offer a chance for potential adventurers to prove themselves.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Cosmic Vermin

Prerequisite: *Display combat talent to Min Yung*

Questgiver: Min Yung
Quest Beginning: Min Yung issues an invitation to security over the magical tannoy (*magic mouth*)
Suggested Level: 5th through 10th

Min Yung has become aware that there are some as-yet-unidentified cosmic vermin (use **gorgon** statistics, but they are Aberrations that deal double damage to Constructs) lurking in the air ducts that need destroying. Typically, Min would dispatch her automatons to deal with the creatures, but these particular creatures are particularly effective at disabling and destroying Constructs, so the automata cannot complete the task effectively. The vermin devour metal, thus placing many of the Astrium artifacts at risk.

Artifact Recovery

Prerequisite: *Donation of an Astrium artifact to the museum*

Questgiver: Usk Gore
Quest Beginning: Usk arranges a meeting in the research facility via courier
Suggested Level: 11th through 16th

Doctor Gore asks the characters for their assistance in the recovery of an Astrium artifact from the wreck of an Ayrissian ship called *The Operario* which ran aground on an unmarked shoal around a week's sail away. Usk doesn't know what caused the ship to wreck, only that it has indeed done so, and that its cargo was known to be a collection of Astrium treasures. Among this is a magical goblet of significance which must be recovered, and a portion of an aetherium engine for which there is an additional reward.

Upon arrival at the ship, it's clear that the vessel has been wrecked by an aquatic terror (use **behir** statistics with a 60 ft. flying and swimming speed, and the amphibious and siege monster traits) which still inhabits the place. Tackling the creature head-on could be fatal, but sneaking around the wreck without it noticing is also a challenge. To make matters worse, during the salvage, the wreck is attacked by scrappers looking for treasure to make off with themselves.

The Maelstrom

Prerequisite: Assist another member of staff (other than Selene duPry)

Questgiver: Selene duPry
Quest Beginning: Selene invites the characters to a private meeting in her quarters
Suggested Level: 17th and up

As part of her research, Selene duPry wants to better understand the Maelstrom at the center of the Expanse. Having proved themselves to other staff members, Selene feels confident asking the characters to go to the edge of the Maelstrom to collect cosmic storm dust from its extremities. She warns the them that little is known about the Maelstrom, and that it's possible the storm giants of Astrium still live in its center.

When the characters arrive, they must keep their ship from being torn apart by the Maelstrom or, perhaps worse, sucked into its iridescent depths, all while collecting a large enough sample of cosmic storm dust. During this work, the characters are attacked by ghost-like storm giants (use **air elemental** statistics) who seem to seek to prevent the characters collecting the dust.

In-Shop Events

These Events occur within the shop.

Bombardment

Prerequisite: *Completed* Quest: Artifact Recovery

Event Initiator: Min Yung
Event Beginning: Alarms begin flashing throughout the institute, warning of imminent attack
Location: Entire institute
Suggested Level: 11th through 16th

Suddenly, alarms begin blaring throughout Selene's Cosmic Turtle Flotilla warning of an imminent attack. Min Yung reaches out to the characters using *magic mouth* to ask for their assistance. Pirates are attacking the institute with a small fleet of ships. Doctor Gore assumes that they are after the artifacts recovered from Quest: Artifact Recovery. Read or paraphrase the following to begin this event:

> *All of a sudden, alarms begin flashing and screaming throughout the institute. A mouth of stardust appears before you and states, in the voice of Min Yung, Head of Security:*
>
> *"Alert: Please report to security immediately. We are under suspected pirate attack and require your prompt assistance."*

Once the characters have reported to Min Yung, she explains the situation with Usk Gore, who is also waiting for the characters. Min asks the characters to help fend off the pirates, and she'll do what she can with the institute's defenses. Usk Gore then leaves and, before the characters can follow suit, she pulls them back and warns them that the attacking pirates aren't just run-of-the-mill ruffians. She knows them from her notorious past. It is the fleet of Jhabad Ghazar, The Sunscale Menace, a brass dragonborn pirate captain known for the roost of drakes he keeps aboard his ship.

Characters can help either by manning the institute defenses, getting aboard their own ship, or commandeering one of the institute's research vessels. Three pirate ships attack, including one larger flagship which disgorges a dozen winged drakes that have been directed to cause havoc while the pirates attempt to recover the artifacts.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Pirates Succeed. If the characters cannot fend off the pirates, they succeed in stealing numerous precious artifacts from the institute. The place goes into lockdown, all opportunity to purchase items is suspended, and Min Yung is taken captive by her old nemesis The Sunscale Menace.

Characters Succeed. If the characters manage to fend off the pirates, they're rewarded with an opportunity to purchase an item from the institute's collection. Furthermore, Selene duPry is so impressed that she offers to either upgrade the characters' ship, or purchase a new ship for them.

Security Breach

Prerequisite: None

Event Initiator: Min Yung
Event Beginning: Min Yung contacts the characters discreetly using *sending*
Location: Galleries: Finance (area A3)
Suggested Level: 5th through 10th

As the characters make their way through the institute, they hear the voice of Min Yung in their minds, sent using the *sending* spell. Read or paraphrase the following to begin this event:

> *Without warning, you hear the voice of Min Yung, Head of Security, in your mind:*
>
> *"Adventurers. Security breach in finance gallery. Potential theft occurred. Please report and investigate. Bring in the thief alive for maximum reward."*

The characters then have the opportunity to head to the finance gallery, where they can investigate the crime scene to pick up clues.

Breach. Upon arrival in the finance gallery, it's clear that a hole has been cut through the glass, and several Astrium coins removed.

Aetherium Residue. Characters that minutely inspect the glass or display and succeed on a DC 18 Intelligence (Investigation) check find a fine, greasy powder coating it. A successful DC 15 Intelligence (Arcana) check is enough to identify this as powdered aetherium.

Feathers. A successful DC 16 Wisdom (Perception) check allows the characters to spot a few stray feathers in the display. A successful DC 14 Intelligence (Nature) check identifies these as birdfolk feathers.

Locating the Thief. Once the characters have found these clues, they should know to look up to find the flying thief, or to follow the trail of dust left by the thief's magical minimizer (see below). Either method requires a DC 20 ability check (using an appropriate skill, such as Survival if following the dust trail, Perception if searching for the sound of wingbeats) to catch the thief before they manage to leave the institute. Otherwise, the characters manage to follow them to their point of egress and see them boarding a ship.

Apprehending the Thief. Apprehending the thief is much easier if they're caught within the institute. They are a birdfolk **assassin** named Crackcraw, armed with a *+3 dagger* capable of cutting through any substance save adamantine or a *wall of force*, and a magical minimizer that allows items to be reduced in size as per the *enlarge/reduce* spell, except the exact duration of the effect can be controlled. This magic item is fueled by powdered aetherium.

Inside the institute, Crackcraw can't fly quickly away from the characters, and must rely on their typical weaponry (darts and their dagger) to defend themselves. Outside the institute, Crackcraw can launch minimized hunks of rock at the characters, which return to their larger size within moments of being thrown thanks to the magical minimizer.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Thief Apprehended. If the characters manage to capture Crackcraw alive, they're rewarded with a healthy sum of gold, as the thief can be interviewed and their patron discovered. If they kill Crackcraw in their attempt, they're still rewarded, but not quite so richly.

Thief Escapes. If the thief escapes, the characters are roped into schmoozing at a fundraising event that Selene duPry hosts in order to raise funds for the repair of the damaged display. Furthermore, they're tasked with tracking down the thief across the Aetherial Expanse, if they're up for the challenge.

SELENE'S COSMIC TURTLE
MAGIC ITEM CATALOGUE

Selene's Cosmic Turtle Flotilla does not advertise the fact that it, on rare occasions, sells off some of the Astrium items it possesses that are of less academic interest in order to continue the funding of the institute. Thus, items are not explicitly up for sale, but a well-placed inquiry at the right time could result in a successful trade: the institute only accepts 'donations' of aetherium.

Some magic items sold by the institute can be added to ships. Adding such upgrades requires 15,000 gp and 1d4 weeks of work. During that time, the ship must remain in port. If the ship leaves, the work must start over, but you don't need to pay the gold piece cost a second time.

Stormstrike

Weapon (Greatsword), Legendary (Requires Attunement)

Stormstrike is a ceremonial blade created by Astrium storm giants, but which can be used to enact violence, and which thankfully shrinks to the size of its wielder.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Upon waking the day after you first make an attack roll with *Stormstrike*, you develop a lust for lightning and thunder. This causes you to have disadvantage on attack rolls, saving throws, and ability checks if you go more than a week without seeing a storm.

Lightning Blade. You can use a bonus action to speak this magic weapon's command word, causing lightning to encase the blade. These sparks shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is sparking, it deals an extra 3d6 lightning damage to any target it hits. The lightning lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Sky Strider. You have a flying speed equal to your walking speed while you wield this sword. In stormy conditions, your flying speed is doubled.

Stunning Bolt. As an action, you can point the blade in a direction, causing a bolt of stunning lightning to fork from it, forming a line 5 feet wide that extends out 120 feet from you. Each creature in the line must succeed a DC 20 Constitution saving throw or become stunned until the end of your next turn.

This property of the weapon can't be used again until it has been left in a storm for at least one hour, allowing lighting to strike and recharge the blade.

Supernatural Awareness. While you are holding the weapon, you can sense the direction and distance to the nearest storm. In addition, you can use an action to cast *control weather* from the weapon. Once you cast the spell, you can't cast it from the weapon again until you complete a long rest.

Sentience. *Stormstrike* is a sentient lawful neutral weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Giant and Primordial. It sings hymns in Giant when in stormy conditions.

Personality. Stormstrike seeks to act as a badge of office, and to be used to summon storms for dramatic effect and worship. Conflict arises if the wielder improves weather conditions, kills a storm giant, or goes more than a week without seeing a storm.

Stormstrike knows that it was forged by the storm giants of Astrium, but cannot or will not remember what happened to Astrium. It longs to be returned to the hands of a storm giant priest. It would do anything to be reunited with such an individual.

If Stormstrike comes into conflict with its wielder, it might increase in size to become unusable, or fly out of its wielder's reach for a short period of time.

Price: 120,000 gp

Astrium Artillery

Siege Weapon, Legendary

Armor Class: 20
Hit Points: 75
Damage Immunities: Bludgeoning, Piercing, and Slashing from non-magical Attacks; Poison, Psychic

The *Astrium artillery* can be wielded as a ranged weapon by a Large creature, or can be added to a ship.

Arcane Missile. As an action, the cannon can be fired, creating up to three glowing torpedoes of magical force. Each torpedo hits a target of your choice that you can see within 2,400 ft. A torpedo deals 36 (8d8) force damage to its target. The torpedoes all strike simultaneously, and you can direct them to hit one target or several.

Each torpedo created by the *Astrium artillery* consumes one charge of aetherium.

Price: 65,000 gp

Star Compass

Wondrous Item, Rare

This ship's-wheel-sized mithral compass can be used to faultlessly navigate the Aetherial Expanse. Once per day, you can use the compass to cast the *find the path* spell, except you needn't be familiar with the location you name, the location can move, and the location needn't be specific. In the case of a vague location, the compass selects the closest location that matches your description.

A *star compass* can be added to a ship. Ships with a *star compass* installed do not need to be piloted: they automatically magically navigate to the location named by the *find the path* spell to the best of their ability. Such ships still require some form of propulsion.

Price: 5,000 gp

Spacetime Dilator

Wondrous Item, Legendary (Requires Attunement)

This strange object appears to be an amalgam of liquid mithral and bottled lightning, held within an enigmatic brass encasement. It is ring-shaped, and large enough to fit around a Medium humanoid's waist.

You can use an action to cast *time stop* and *teleport* from the item. Once you cast either spell, you can't cast it from the item again until you finish a long rest.

A *spacetime dilator* can be added to a ship. Ships with a *spacetime dilator* have their travel pace increased by 20 mph (480 miles per day), and the speed of any movement components by 180 ft. Additionally, a *spacetime dilator* can consume one charge of aetherium to cause a week's travel to pass in just 24 hours. The rest of existence advances as usual. For example, after 24 hours of expedited travel, everyone outside the ship is a week older.

Price: 85,000 gp

Amulet of Enlargement

Wondrous Item, Rare (Requires Attunement)

This giant-sized amulet thankfully reduces to the size of its owner. The amulet's owner can cause a creature wearing the amulet to grow its size as per the "enlarge" effect of the *enlarge/reduce* spell, without requiring concentration, and with an indefinite duration. If the amulet is worn by a Huge or smaller beast with an Intelligence of 3 or less, the owner can also replicate the effects of the *awaken* spell upon the wearer, without the 30-day restriction.

Price: 4,500 gp

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
belt of storm giant strength	60,000 gp
gauntlets of ogre power	500 gp
javelin of lightning	450 gp
ring of air elemental command	55,000 gp
ring of shooting stars	50,000 gp
robe of stars	45,000 gp
staff of thunder and lightning	45,000 gp

WURMGULLET BAZAAR

"Precious metals, soil, bones of all kinds. Blood of beast, river silt, ocean water. In my lord's maw, all of nature is welcome, brought in, churned about, and sifted out. That which remains bears his mark, an image from which greatness can be achieved. Come, then, and partake in this haven; see his holy gift. He is as generous as he is hungry, and his hunger never ceases. Devour, churn, purify, venerate. Through his digestive blessings, we are born anew. Through him, our profit grows, through and through."

– Wurmspeaker Yuta

The mythic Landwurm travels through latitudes of tropical regions, tunneling through shore, sea, and earth, transforming all that enters its maw into fuel for its city-sized organs. Landwurm consumes all in its path, its hundreds of teeth shredding and rending, its bladed tongue slicing, its throat ever open. The earth quakes as it bores colossal caverns underground, and the earth howls when the Great Wurm erupts from its depths. The Great Wurm's skin is thicker than ancient trees; its multitude of eyes are each as large as a bear; its body spans the length of some mountain ranges. And it is here, in the depths of its body, where its worshippers have created their emporium.

All manner of materials and refuse wind up inside the gullet of the Great Wurm. While much of it is dissolved in the acid lake of its guts, some items infused with magic instead have their impurities burned away, leaving a twisted but refined product when the acid recedes. This process has birthed an order of worshippers to seek religious purity in the belly of the beast, hiding in the hollowed-out husks of ancient structures and setting up workshops from which they craft myriad items from the detritus of Landwurm's devourings. These include enchanted tools they've crafted from the purification process and magic items recovered from the Great Wurm's consumption.

None of this would be possible without the guidance of Wurmspeaker Yuta, master of the Wurm Dwellers. She Who Survived Devouring has since created an enclave within the wurm's gullet, which she calls the Wurmgullet Bazaar, by lashing together whatever salvage she found, using pieces of consumed buildings and debris to craft floors, walls, and ceilings. The Great Wurm seemingly provided whatever she needed to survive in this place. And where there had been fear in the belly of the beast, there grew appreciation and veneration.

Wurmspeaker Yuta

Lawful Neutral, Human Female ***Mage***

Yuta is a personable, warm person who greets newcomers to the Great Wurm. As she makes a first impression, she commonly asks her followers to heal any injuries a newcomer may have received on the way in.

Dressed in a patchwork of clothing dyed a deep green, Yuta's attire is both priestly and primal, complete with a necklace of teeth and a crown of bone and scale. The central piece of the necklace is a flat disk of purified wurmgut iron engraved with two rows of sharp teeth.

History

Twenty years ago, Yuta was an exile from her people, sailing through coastal islands, seeking a place to build a new home. No safe place could be found, either already occupied by a group of people or too populated with the island's perilous flora and fauna to feel secure. During this journey, she found her boat in the path of the Great Wurm, and Yuta braced for what might be her final journey.

When she awoke, she found herself in the belly of the Great Wurm on what used to be the plaza of a temple that had been devoured some five hundred years ago and lodged in an obscure corner of the wurm's digestion, safe from the rivers of acid that regularly pass through. From there, she began to build onto it with debris and ruins that would arrive.

As the Great Wurm devoured other settlements, Yuta did all she could to save them and bring them into the welcoming embrace of her faith. Those who dwell within the wurm are safe from its destruction, and they profit from all its gifts.

During those years, her congregation began to learn the effects of the Great Wurm's body on raw materials, and after discovering a means of safely expelling those who wished to leave life in the gullet, began their mercantile pursuits. A few Wurm Dwellers took it upon themselves to venture back into the outside world to spread word of the impossible civilization within the Great Wurm's guts. Those few who believed them hired adventurers to investigate and eventually sent tribute of gold to buy the wurm-purified tools that the Wurm Dwellers used in their rituals.

Through the removal of that which the wurm could not digest and the gathering of gold and food, the mercantile congregate was formed. When Landwurm sleeps — which it often does for months at a time before rampaging once more — brave adventurers can clamber through the gaps of its teeth into the fleshy world within.

Roleplaying Yuta

When the characters interact with Yuta, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I will protect you from fear, child. Just look around. Despite its strangeness, this world is warm. There is food, there are friends. You are safe."

Ideal: "Retribution. Fairness is not needed to make a just society. Ruthlessness is required to uplift the downtrodden and bring low the undeserving."

Bond: "The Great Wurm gifts us with all that we need."

Flaw: "Our work here reflects on the power and generosity of the Great Wurm. Imperfections of any caliber are unacceptable."

Yuta takes her role as faith leader, community leader, and mercantile mastermind of the Wurm Dwellers seriously. The life and role she made for herself have given her a sense of fulfillment. She attends to guests of the Landwurm herself, taking joy in seeing all whom the wurm has brought them, as anyone who is not here on purpose is more prone to panic than they are to spend their coin. She wants to ensure their first few moments here are ones with a friendly face.

Goals

As the wurm worshippers grow in number, Yuta looks toward the future for when she's gone.

Guiding a God

When Yuta isn't leading the followers of the wurm, she secludes herself in her temple, creating and discarding an endless procession of schematics for an item that will cause the Great Wurm to notice her and listen to her guidance in the same way that her congregation hears her. To have the ear of the wurm god itself would be a miracle that would eternally legitimize her role as leader and quell any unrest that could destabilize their community.

Platforming a Home

While the current buildings are enough to serve the Wurm Dwellers in their current state, the wurm cult will inevitably grow. Yuta wants to find a city filled with sturdy buildings into which to steer the Landwurm — once she has completed her goal of gaining the Great Wurm's attention. With her guidance, Landwurm will devour the structures, and at least a handful of them will get lodged like the temple she began building upon — or so she reasons.

Departures

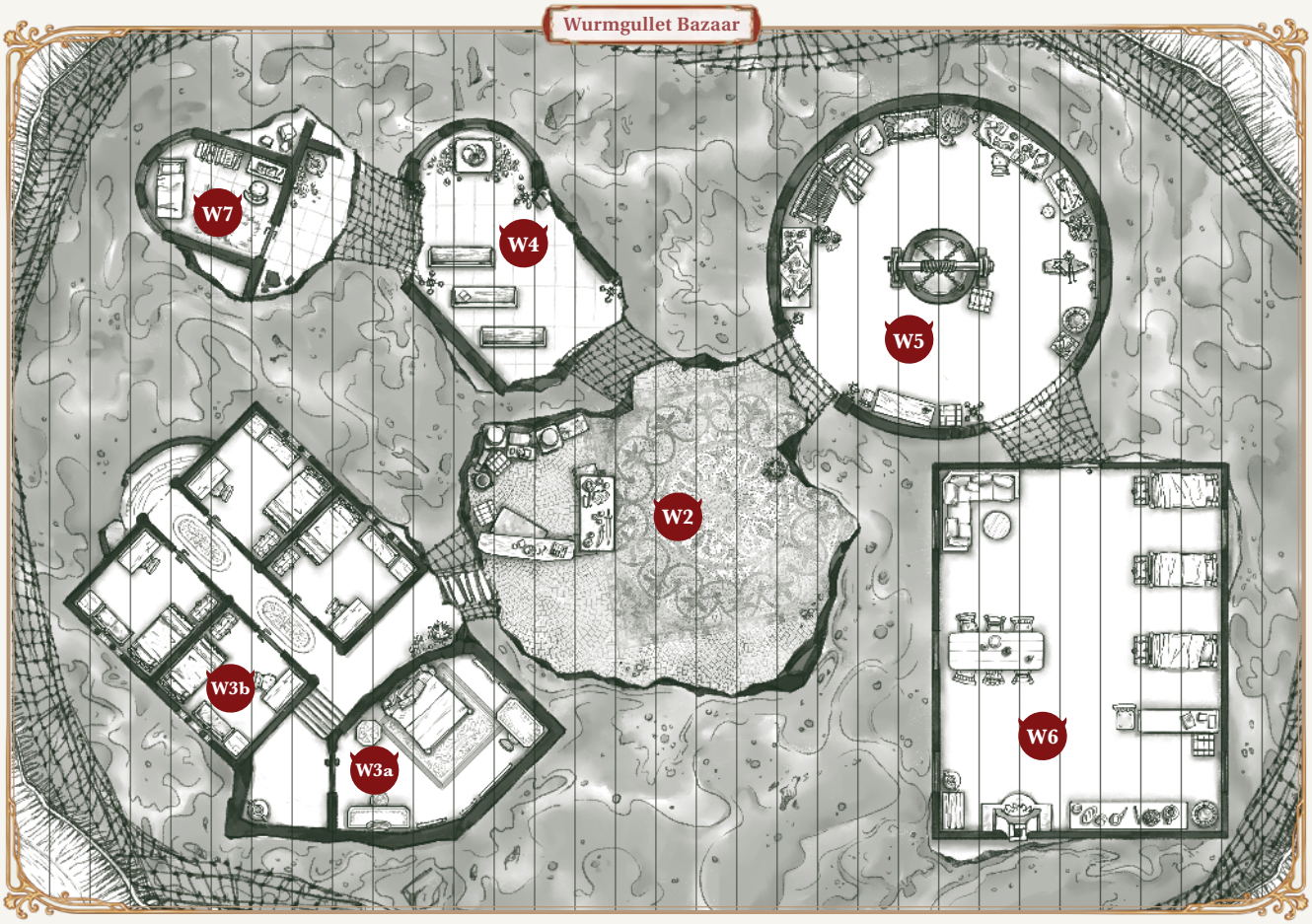
When visitors (or desperate survivors) are finished with the wurm and wish to depart, Yuta provides them with a *wurm idol* (see "Magic Item Catalogue" later in this chapter). Creating an idol takes time and resources away from other endeavors, so she only grants one idol per group.

Wurmgullet Bazaar Staff

This section describes the number of staff members who work for this shop, their uniforms (if any), the staff's general mood regarding the shop, and the shopkeeper's appearance.

The shop staff are:

- Wurmlistener Bhevattax (Lawful Neutral, Female Dragonborn **Gladiator**; described more in "NPCs in Wurmgullet Bazaar" later in this chapter)
- Wurmlistener Learkh (Chaotic Neutral, Male Wood Elf **Cult Fanatic**; described more in "NPCs in Wurmgullet Bazaar" later in this chapter)
- Bellkeeper Voynea (Neutral, Male Tiefling **Assassin**)
- Kelotir of the Acid Forge (Lawful Neutral, Male Half-Orc **Cultist**)
- 12 Wurm Dwellers (**Cultists** of various alignments)



1 square = 5 feet

INSIDE WURMGULLET BAZAAR

The Wurmgullet Bazaar comprises lashed-together sections of architecture secured in place via natural glue, metal, and rope so as not to fall deeper into the Great Wurm. A character swallowed by the Landwurm is caught in area W1 and sees the entire settlement below:

- **Area W1:** A large woven net, catching creatures and objects alike
- **Area W2:** The storefront of the wurm cult
- **Area W3:** Private quarters for visitors and customers
- **Area W4:** Open-air temple for the Wurm god
- **Area W5:** The workshop for the store. A large bucket contraption is attached to the bottom
- **Area W6:** A hall that serves as barracks, a kitchen, and living quarters for members of the worshippers of the wurm god
- **Area W7:** Quarters for Wurmspeaker Yuta

Most areas of the Wurmgullet Bazaar are open to customers and visitors alike, allowing them to see how items are made, experience the cult's worship, and learn about Wurm Dweller lifestyle. Only the hall and Yuta's quarters are kept private.

Wurmgullet Features

The Wurmgullet Bazaar has the following features unless otherwise noted:

Objects. Art of all kinds is hung on the walls or decorating the floor of the Wurmgullet Bazaar. Whether they are paintings, pottery, or carvings that survived their fall or objects created by members themselves.

Ceilings. The ceilings of each room vary, but the smallest one rises eight feet in height.

Doors. The Wurmgullet Bazaar's doors are all crafted from spare teeth or chitin that make their way inside the wurm. Breaking down a wurm door requires a creature to use its action to make a successful DC 24 Strength check. A door has AC 20, 13 hit points, and immunity to acid, poison, and psychic damage.

Light. The shop is lit with all manner of objects: candles, bioluminescent fungi or moss, torches, or *continual flames*.

Walls. The walls of buildings within the wurm's gullet vary but are typically sandstone or wood, depending on what falls and survives into the Wurm Dwellers' catching nets. They are patched with the materials on hand. Interior walls and ceilings are given similar treatment.

Windows. Glass is rare and precious inside the wurm. Most windows are made of wooden slats, allowing them to slide open or shut.

Within the Wurm

The following areas are keyed to the map of this location. Read or paraphrase an area's boxed text the first time the characters enter it.

W1: Catching Nets

> *A massive network of nets catches you, holding you and littered debris across its three layers. On this layer is a series of mismatched buildings and structures, tethered to both the net and each other with glue, hooks, and rope. There is a ladder from your net up to a central area.*

The catching nets are Yuta's invention: five layers of netted rope with progressively smaller openings, which can be open and closed to catch objects when the wurm devours them. The nets have two positions: folded back, which protects the structures within the Great Wurm's gullet, and engaged, which can catch things as large as buildings or as small as people to be scavenged before falling into the wurm's digestive tract.

There are ladders from each layer that lead to the storefront.

W2: Wurmgullet Bazaar Storefront

> *A massive chunk of stone that was once a city square, its decorative tiles still intact upon its enormous face, leads to all other sections of the store. A booth and till are here, with one of the Wurm Dwellers ready to handle sales.*

The primary and central flagstone of the store was the first piece of the store's body. Here is where the cult's business is done, where outsiders arrive, leaving the catching nets, and where they will spend much of their time. Walkway bridges lead from this platform to others.

Business is handled by a single booth where the Wurm Dwellers' work is on display: commonplace magic items enhanced by their wurm god's blessing, weapons smithed by the heat of the wurm, potions, and scrolls, and wondrous items blessed by the wurm god's divinity.

W3a: Visitor Platform

> *This platform consists of a series of side-by-side rooms, a walkway connecting them all, and some stairs leading to a lowered section. A rope bridge connects this lowered section to the storefront section.*

This platform section was once part of a larger oasis villa, though now it only holds some of its original guest quarters. There are nine of these rooms in two rows, each with its own private entrance.

W3b: Visitor Quarters

> *This room is lovingly decorated. A four-poster bed, dresser, and art hang on the walls. A small writing table and chair rest in the corner as well.*

This room contains its original furniture, repaired as best as can be by the wurm cult.

W4: Landwurm Sanctuary

> *This small platform holds an effigy made of metal and porcelain shaped like a curling wurm. Its floor is made of stone tiles, with a few pews for sitting.*

This platform serves as a temple for open devotees of the Landwurm. A few wurm worshippers are always present, singing hymns to honor their god or sitting in silent prayer. Some pews hold reading material devoted to their wurm god, penned by Yuta.

W5: Gut Iron Workshop

> *This large, circular room was once an observatory, though only some of its glass ceiling remains. Around it are densely packed workstations: weaving, leatherworking, forging, and enchanting. In the center is a pulley system, allowing someone to sit on a platform and be lowered toward the stomach acid below.*

The Wurm Dwellers' artisans work diligently to fashion wurmgut iron to make all the shop can offer. The central platform allows lucky (or unlucky) workers to harvest or work with the stomach acid of the wurm, which is vital for some of the unique goods they produce.

A unique forge called the Acid Forge uses the searing chemicals of the Landwurm's guts to smelt and purify metal, and leatherworking structures use the same substance to tan and cure hides.

W6: Hall of Worship

> *What was once a civil center has been refitted to act as a serve-all hall for domestic living for the worshippers of the wurm god, from a kitchen and dining table to bunk beds and a small sitting area. Emblems and symbols of the wurm god adorn the walls, and along the ceiling hangs a sculpture of the wurm god. A great brass bell hangs above this area.*

The Wurm Dwellers work in shifts around the clock, tending the store, cooking, or otherwise serving their community. When not working, they retire here.

The Wurmcaller Bell. An old brass bell hangs in the ceiling of this area. It's known that ringing the bell will cause the Great Wurm to stop moving from a few minutes to a few hours as it senses the vibrations within itself. It can let people in or out or even try to halt the Great Wurm's rampage if the town is deluged in debris. Bellkeeper Voynea (see "NPCs in Wurmgullet Bazaar" later in this chapter) ensures it is only rung when necessary.

Beds. Those granted the title of Wurmlistener (see "NPCs in Wurmgullet Bazaar" later in this chapter) are allotted personal single beds with cloth room partitioners to give them some modicum of privacy.

W7: Yuta's Chambers

The door into this building is locked. Opening it requires passing a DC 22 Dexterity check with a thieves' tools check. On a failure, a small compartment of acid pours out, destroying whatever was used in the attempt to pick the lock. Yuta carries the key on her at all times.

> *This small room is separated from the rest of the platforms and holds the remnants of a small temple and its sandstone walls. Inside are a simple bed, furs, a writing desk, and a repository of scripture and tomes.*

This room is moderately decorated, with the central piece being a writing desk that Yuta restored. Yuta devotes time to writing the scripture and doctrine of the wurm god cult when she can.

NPCs in Wurmgullet Bazaar

Yuta welcomes all comers into the fold of her faith so long as they are willing to work alongside her to bring glory to the Great Wurm. Though many who show up at their front door do so in a panicked manner, thrilled to be alive but also wanting to escape, some decide to stay and don the wurm god's holy robes.

Wurmlistener Bhevattax

Lawful Neutral, Female Dragonborn ***Gladiator***

Tall, regal, and blue-scaled, Wurmlistener Bhevattax is an arrogant dragonborn, proudly wearing her wurm god robes. Although she is a recent addition, she undertakes all duties with ardor and tirelessness, whether it's cleaning the store, cooking the next meal, or singing hymns to the wurm god itself. Bhevattax is a true believer, as loud and austere as she feels her station demands.

Before her life in the fold, Bhevattax was a soldier of fortune, selling her sword to anyone who could afford her services. Despite her earnings, Bhevattax found no solace in a job well done, just in a job well finished. During her years of travel, she heard of a giant, unkillable wurm and, in her naivety, saw it as a challenge. Her duel with the wurm was short-lived: in an instant, she was filled with fear at the wurm's immensity falling down its throat, ensnared in the catching nets.

Bhevattax's passion and her reverence for Yuta grates on some worshippers, but few actively dislike her. Bhevattax is strong and will defend her new home with her life.

Roleplaying Bhevattax

When the characters interact with Wurmlistener Bhevattax, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Do I miss the bloodshed? Yes, I suppose, yes. But this life is a better one. I trust my brothers and sisters in veneration of the Great Wurm. It's not easy, but I love it."

Ideal: "Simplicity. I've found that the greatest glory in the world is in everyday things. A clean home! A sharpened sword! A perfect hymn of praise!"

Bond: "Yuta offered me a new life through her understanding of the Great Wurm. I'm drawn to her. I love her. I would never turn my back on her."

Flaw: "I have killed before. And, oh, how I will happily kill again! Praise Great Wurm and all the foes it brings before my blade!"

Bhevattax is a constant stream of energy, never relenting, resting only when she needs to. She readily took to the mercenary lifestyle because of the continuous need for stimulation and action, which daily life in the wurm god, while slower, readily provides her with. While she is the only one out of the worshippers who led a warrior's lifestyle before life inside, she has taught other cult members how to use weapons to the best of their capability to help better defend themselves should the wurm god swallow a dangerous creature.

Where is Bhevattax?

Bhevattax is simultaneously hard to find and hard to miss. She constantly moves between duties in the storefront (area W2), the workshop (area W5), and cooking (area W6). When not actively working, she either worships the wurm god (area W4) or sleeps (area W6).

Wurmlistener Learkh

Chaotic Neutral, Male Wood Elf ***Cult Fanatic***

Learkh Denderrion was previously a bard, spending years playing taverns and traveling the road before he donned the wurm god robes. Learkh is an old member of the faith, joining only a few years after Yuta founded it. While not the most fervent member, he is a comforting presence, providing entertainment for worshippers and visitors alike.

Learkh learned many songs during his bardic life, codifying them in a massive songbook. He was always eager to add new ones from his travels, which eventually brought him to where the wurm god traveled, hearing tales of a "living earthquake." He entered that tale when the town he was resting in was swallowed by the Great Wurm god.

Despite his easygoing nature, Learkh fears the Great Wurm's power and is suspicious of attempts to harness it. He refuses to work with wurmgut iron or wurmcured leather and cautions Yuta against attempting to control the wurm god.

Roleplaying Learkh

When the characters interact with Learkh, consider these roleplaying traits when deciding how he responds:

Personality Traits: "Many people might fear such a fate? But, I am not many people. I am here, and I am lucky."

Ideal: "Travel. I always wanted to travel the world, and now I see it from inside a wurm."

Bond: "Stories are my only bond. People come and go, but the stories they leave with me linger."

Flaw: "I owe Yuta my life, but…I believe I know our god better than her. I must wrest power from her before she does something to get us all killed."

Learkh is easygoing and readily takes to his duties. While not as outspoken as Bhevattax, he is happy to be of service to his fellows in the faith. He refuses to work in the workshop as he sees it as an attempt to use the Great Wurm rather than accept its gifts.

Where is Learkh?

Learkh is typically found in the storefront (area W2), ready to greet visitors and customers or share tales with travelers and fellow worshippers.

Quests and Events

The worshippers of the Great Wurm have no innate need for gold except to buy luxuries from outsiders and occasionally procure the services of adventurers who find their way inside. Yuta sometimes speaks of melting down their coins into idols of the Great Wurm, but the Wurmlisteners value the aid of adventurers too highly to melt away their nest egg.

For while the wurm often swallows gold, many other more dangerous things survive falling into the catching nets, scuttling off into dark places before the Wurm Dwellers can handle them. Hostile creatures, lingering ties to previous lives, would-be thieves, and more make their way into the Great Wurm's gullet — and are seen as challenges sent by the wurm god to test them. When they fail these tests, they turn to outsiders for aid.

Quest Hooks

With life mostly existing inside the wurm, there is a disconnect between the wurm worshippers and the outer world.

A Lost Passage

Questgiver: Wurmlistener Learkh
Quest Beginning: Wurmlistener Learkh invites the party to sit and listen to his story
Suggested Level: 5th through 10th

Wurmlistener Learkh (see "NPCs in the Wurmgullet Bazaar" earlier in this chapter) serves the wurm god with a carefree attitude. When the wurm god swallowed him, this former bard managed to keep his instrument in his possession, but his satchel containing all of his written compositions was dropped in the chaos. He asks that the party attempt to find his book and return it to him, offering an ample supply of gold as a reward.

Wurmlistener Learkh remembers the following things about where he was when he was devoured:

- He was in a completely different chamber of the wurm's gullet, one untouched by Yuta's improvements, "north" of the main chamber.
- He remembers a statue of a woman holding a spear nearby.
- It was on a beach, the water only a few yards away.
- He was close to a crashed galley, half-sunken into a sandbar, connected to a nearby island.

The Moneymaker

Questgiver: Wurmlistener Bhevattax
Quest Beginning: Wurmlistener Bhevattax calls the party to worship with her to the wurm god
Suggested Level: 5th through 10th

Wurmlistener Bhevattax (see "NPCs in Wurmgullet Bazaar" earlier in this chapter) is so devoted to the Great Wurm that she will not leave its body and return to the world beyond, even for a moment. However, she needs something from her previous life as a traveling mercenary.

When she first saw the wurm god, she saw it as a new challenge to conquer and set forth to observe it. She made a small base in a cave with an overview of the desert she knew it traversed and spent a month preparing for her fated duel. Believing her armor would only slow her down, she left it and her belongings behind, facing the wurm with only her spear and courage. She believed that, in the event of her loss, she wouldn't need to go and fetch them.

She tells the party the location of the cave she made into a home and asks them to retrieve her old armor, promising gold and the equipment in the old backpack. Unfortunately, a **roc** makes its home in her old cave.

Wurm Trained Animals

Prerequisite: Departed and returned to the Great Wurm's gullet

Questgiver: Wurmspeaker Yuta
Quest Beginning: Wurmspeaker Yuta speaks to the party during another visit
Suggested Level: 5th through 10th

As the Wurmspeaker's flock grows, Yuta thinks of how best to keep them happy. To this end, Yuta has concluded that a pet may be the best choice, though it must not frighten easily. She asks the party to bring back a sturdy animal for them to adopt as a pet.

A proper pet must meet the following qualifications to count as a sturdy animal:

- Must be Medium or Large
- Must be a Beast or Monstrosity
- Must have an Intelligence score no higher than 3

Alternatively, other pets, such as those found in The Seeker's Big House (Page 117), could make the wurm worshippers happy.

Home Delivery

Questgiver: Wurmlistener Learkh
Quest Beginning: A stack of plates shatters in the bazaar (area W2)
Suggested Level: 1st through 4th

While many good things come to the wurm cult thanks to their resident god, fragile objects are rare. Glass, clay, and porcelain rarely make it inside the Great Wurm's gullet whole, so proper cookware and dishes are treasured possessions within the community.

When a stack of plates shatters, Wurmlistener Learkh comes to the party with a request: buy and transport a vast supply of cookware and dishware across the wilderness and deliver it to them intact.

In-Shop Events

These Events occur within the Wurmgullet Bazaar.

A Shocking Morsel

Event Initiator: The Landwurm
Event Beginning: The Landwurm devours a series of forgotten ruins
Location: Wurmgullet Bazaar's Storefront (area W2)
Suggested Level: 11th through 16th

The Landwurm is constantly consuming, and during one of the party's visits, devours a long-abandoned city. The city, however, was the lair of a pair of nesting **behirs**. Read or paraphrase the following to begin this Event:

> *A terrible bellowing fills the air as stone, sand, and debris fall into the catching nets. Pillars, tiles, and statues are caught to the exaltation of the onlooking wurm worshippers. But in one of the devoured chunks comes another sound, like hissing and thunder rolled into one. Two serpentine creatures crawl out of the structure on a dozen limbs, their jaws snapping and crackling with lightning.*

Panicked by their predicament, these behirs lash out immediately, looking to devour and kill the only target they can make out: the Wurm Dwellers and the party. Wurmspeaker Yuta calls out for aid as she prepares for battle. All NPCs in the shop (see earlier in this chapter) are involved in this Event.

Defending the Wurm Dwellers. If the characters help, they find the behirs who scurry across the catching nets and structures, cutting the nets loose (causing them to drape across the structures) and chasing down the NPCs.

On each turn, one behir always uses its Swallow action to try and eat a Wurm Dweller while the other bites through the catching nets. Each uses their breath weapon as often as possible, targeting the catching net. Each layer of the catching net has an AC of 18. Each structure's netting support has 200 hit points. If a structure loses all its hit points, it falls into the stomach acid below.

Abscond from Assistance. The characters may choose to flee from the behirs, believing them too dangerous a threat to handle safely, let alone survive. They may instead use a *wurm idol* (if one has already been provided) or simply hide in one of the structures, leaving the defense to Yuta and the cult.

Developments

An explanation of this event's developments are found in Appendix A - Further Adventures.

Recognition

Prerequisite: Completed Event: A Shocking Morsel

Event Initiator: Kelotir of the Acid Forge
Event Beginning: The Wurm Dwellers' forge master approaches the party when they arrive
Location: Wurmgullet Bazaar's Storefront (area W2)
Suggested Level: 11th through 16th

The half-orc **cultist** Kelotir is a fervent worshipper of the Great Wurm who shows his devotion through his crafts. Day in and day out, he toils in the workshop (see area W5) to create and craft in the Landwurm's name. While his efforts have not earned him recognition by Wurmspeaker Yuta, he hopes to enlist the party to help him change that. Read or paraphrase the following to begin the Event:

> *"Our saviors have returned!" An apron-wearing, acid-scarred Wurm Dweller approaches you, nervous energy plain in his voice. He removes his hood, visibly shaking as he continues. "I hope it will not be too much of a bother, but I wish to ask for your assistance in my work. I can't pay, but I do have something to give you!"*

Kelotir asks the party to procure adamantine for him, either as unworked metal ingots or a suit of armor. He explains that in all their years worshipping the wurm, no one has been able to successfully work adamantine with the wurm god's blessing. But he believes he knows the secret to making it finally work.

Divine Inspiration. If the characters accept Kelotir's request, he will patiently wait for the party to procure and present him with workable adamantine for his experiment. Even if the party is simply placating him, Kelotir will always ask them if they've been able to procure what he's asked of them.

No Glory Here. Should the party deny Kelotir's request, he simply accepts that it may be too much of a risk to ask of someone and departs to procure adamantine himself.

Developments

The Wurmgullet Bazaar's NPCs and magic item selection change depending on how the characters resolve this Event.

Whispers of the Wurm. If the party procures a piece of adamantine for Kelotir, he applies a new application of the wurm god's acid to the metal, working it into a new item entirely. If given the metal in raw form, he works it into a suit of armor of the party's choosing. Whether he is working with ore or a premade suit of armor, the party exchanges it for Wurm-whispered Adamantine (see "Magic Item Catalogue" later in this chapter).

Lip Service. If the party denies Kelotir's request, he does not return after departing to find the adamantine himself.

MAGIC ITEM CATALOGUE

The following magic items can be found in this shop:

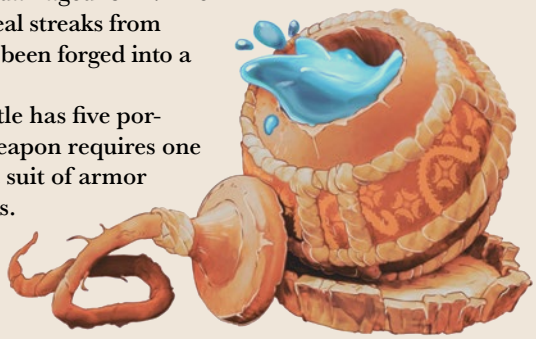
Bonding Spittle

Wondrous Item, Common

This viscous blue drool is bottled and sold for blacksmiths or traveling warriors. When poured over a damaged, destroyed, or degraded metal object (like a weapon or suit of armor), the spittle reforms the materials into their original undamaged form. The repaired object has teal streaks from where the spittle has been forged into a similar metal.

One bottle of spittle has five portions. Repairing a weapon requires one portion. Repairing a suit of armor requires two portions.

Price: 50 gp

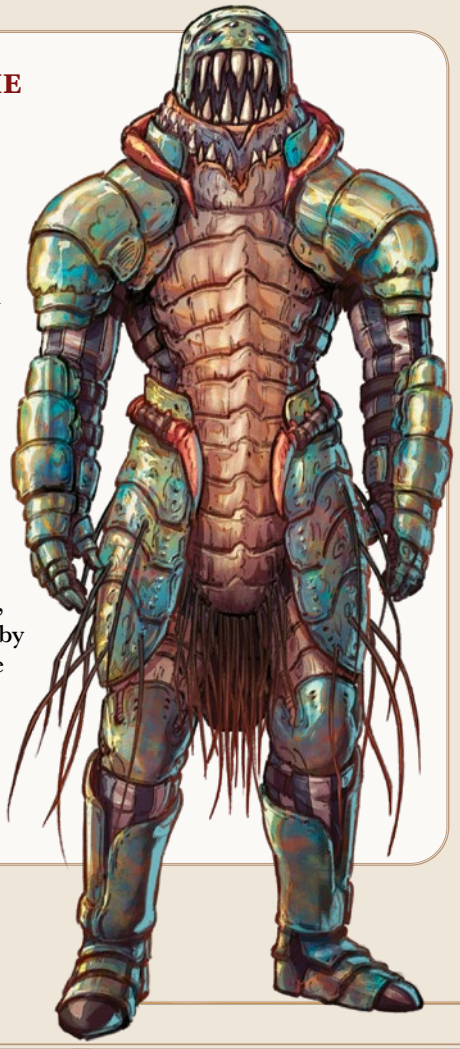


Holy Armor of the Landwurm

Armor (Plate), Very Rare (Requires Attunement)

This unnerving suit of plate armor is made from teeth, chitin, and leather harvested from the living body of the Great Wurm. It completely obscures the wearer's appearance. You have a +2 bonus to AC while wearing this armor. Additionally, your speed increases by 30 feet. You gain a burrow speed equal to your speed. While walking or burrowing, your speed can't be reduced by difficult terrain and you have resistance against damage dealt by terrain, such as by thorns or lava.

Price: 13,000 gp



Heartstring Staff

Staff, Legendary (Requires Attunement)

This staff is constructed of a petrified sliver of the Great Wurm's heartstring, reinforced with wurmgut iron. Its base is sharpened to a point, and the metal at its head is sculpted to mimic the razor-toothed mouth of the Landwurm.

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While you hold it, you gain a +3 bonus to spell attack rolls. Additionally, you gain the following benefits:

Creeping Chitin. You gain a +2 bonus to your AC while you aren't wearing any armor.

Master over Stone. You gain tremorsense (120 feet) and a burrow speed of 30 feet. Creatures you summon gain these benefits as well.

Endless Hunger. When you hit a creature with a spell attack, you can expend up to five of your Hit Dice to deal additional damage of the spell's type. Roll the spent hit dice to determine how much extra damage you deal. You regain a number of hit points equal to half the extra damage dealt.

Divine Rebirth. If you die while attuned to this staff, your body transforms into a purple wurm after 1d4 rounds. This wurm's only desire is to kill and eat the creature that killed you. If it completes this goal, or you weren't slain by a creature, the wurm flees into the wild. You can't be resurrected until this wurm form is slain.

Price: 50,000 gp

Horn of the Warmaster

Wondrous Item, Very Rare (Requires Attunement)

This carved and hollowed Landwurm tooth is covered in jagged glyphs carved with an acid-dipped stylus. This horn has 5 charges. When you blow into it as an action, you can expend a charge to activate one of the following effects:

- A creature within 60 feet of you that can hear the horn gains an extra reaction and can use two reactions on the same round (but not against the same trigger). This effect ends once that creature uses its extra reaction, or 1 minute passes.
- A creature within 60 feet of you that can hear the horn can make an attack as a bonus action on their turn. Once that creature uses its bonus action to attack, or 1 minute passes, this effect ends.
- A number of creatures equal to your proficiency bonus can move up to half their speed as a reaction. This movement doesn't provoke opportunity attacks.

Price: 14,000 gp

Robes of Crawling Devotion

Wondrous Item, Very Rare (Requires Attunement)

These green-dyed robes are made from linen and leather. While wearing this robe, you have resistance to acid and necrotic damage.

This robe has 3 charges. When you wear it, you can use an action to cast one of the following spells from it: *bless* (expends 1 charge) or *cure wounds* (as a 5th-level spell, expends 2 charges). These robes recover 1d4 charges at dawn.

Price: 12,000 gp

Ring of Petrified Chitin

Ring, Very Rare (Requires Attunement)

This ring comprises overlapping bits of chitin, forming an elastic and flexible ring. While wearing this ring, your ranged weapon attacks deal an additional 1d6 acid damage.

You can call upon the wurm god's blessing as a bonus action, drawing from its ever-devouring nature. The first time you hit a creature with a ranged weapon attack before the end of this turn, the target must make a DC 15 Constitution saving throw. On a failed save, it's knocked prone and takes 6d8 acid or necrotic damage. On a successful save, it only takes half damage and isn't knocked prone.

Once a creature fails this save, you can't use this feature again until you complete a short rest or unless you spend a spell slot of 1st level as part of the bonus action to activate it.

Price: 10,000 gp

Horn of Clarity

Wondrous Item, Uncommon (Requires Attunement)

This carved and hollowed Landwurm tooth is covered in curving glyphs carved with an acid-dipped stylus. This horn has 3 charges. When you blow into it as an action, you can expend a charge to activate one of the following effects:

- You clear any mist, fog, or smoke (magical or nonmagical) within 30 feet of you.
- You grant the Help action to any creature you can see within 60 feet of you. That creature also gains a 1d4 bonus on the next ability check they make before the end of their next turn.

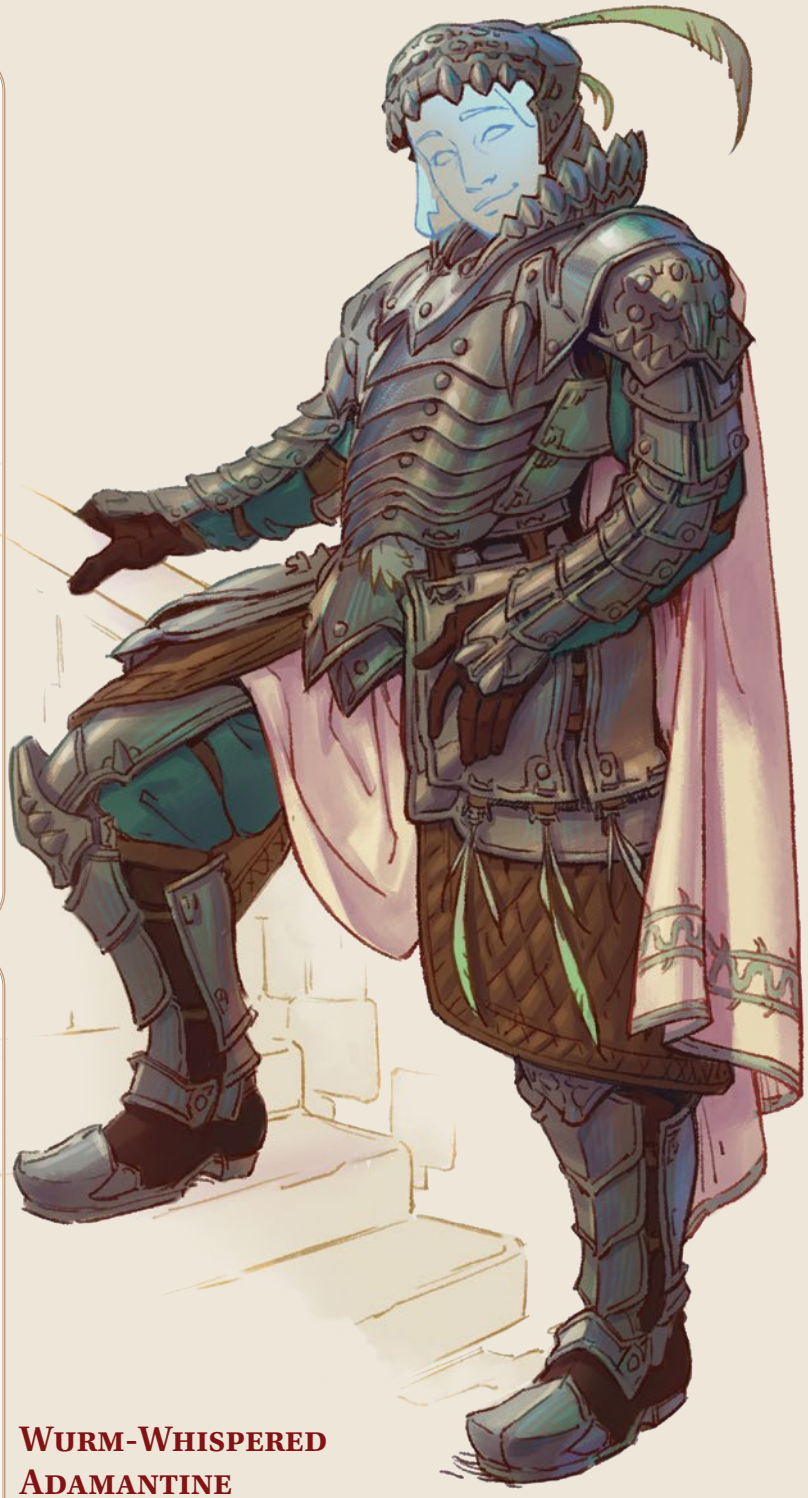
Price: 650 gp

Wurm Idol

Wondrous Item, Rare (Requires Attunement)

This shard of chitin is etched with the visage of the wurm god. As an action, you can shatter it to teleport you and up to five creatures you can see within 30 feet of you to the Hall of Worship (area W6).

Price: 2,000 gp



Wurm-Whispered Adamantine

Armor (Medium or Heavy, but not Hide), Very Rare

This suit of adamantine armor shines with vivid teal streaks. While wearing this armor, you gain immunity to acid and necrotic damage. In addition, whenever you roll a Strength, Dexterity, or Constitution saving throw, you can roll a d4 and add it to the result.

Price: Special

(can only be procured by completing "Event: Recognition" earlier in this chapter)

MANGROVE MIRE

No matter what foolish notions the legends put in your head, avoid the clutch of mangroves within the Khoorish Slog. Yes, the tales say that heroes like Alakhran the Conqueror found the power to defy the dragons, but no one has emerged from that place alive in decades. And even if you did return, the cost of your survival may be too dire.

–Anonymous Villager

Deep within the Slog of Khoor, a witch coven with a mythic reputation weaves vile enchantments. According to legend, these hags have lurked within Mangrove Mire for a thousand years, since before the Dragonrage devastated the realms of Arora (see ***Arora: Age of Desolation***).

The Mangrove Sisters enjoy their reclusive life among the myriad monsters and odors of the swamp. Many adventurers have found themselves transformed into toads for daring to disturb this tenebrous triad in their quest for power. Yet, if the hags are feeling kindly—a rare occurrence—or simply in need of entertainment that toads can't provide, they may offer their wares for sale. The witches don't charge visitors any form of traditional currency, rarely even accepting tangible objects in trade. Instead, they pull from the hearts, souls, and destinies of their victims, effectively taking part of the buyer's life in their bargains.

Geniva the Thought-Bottler concocts and sells one-of-a-kind potions, but asks for precious memories in return; Presiva of the Primordial Flame forges deadly weapons, but imbues the steel with accursed magic; and Atriva of the Unspeakable Truth offers powerful artifacts while also dealing in inescapable omens.

GENIVA
THE THOUGHT-BOTTLER

Lawful Evil, Female ***Sea Hag***

Geniva, the youngest sister, resembles a youthful woman with short, dark hair and soft features. The cruelty within her soul has no reflection on her innocent visage, save for when her face twists into a fiendish, sadistic grin (often when sealing a deal with a customer).

Her arms are covered in runic tattoos that glow a faint green, illuminating garments stitched from vines and dark snakeskin leather. She spends her time behind the counter of her potion shop, concocting arcane mixtures. She busies her hands by casting spells, organizing bottles, and preparing ingredients.

PRESIVA
OF THE PRIMORDIAL FLAME

Lawful Evil, Female ***Green Hag***

Presiva is the middle sister, and appears as a rosy-cheeked, middle-aged woman with a broad, athletic frame, a fiery red gown, and a white apron that stays supernaturally clean. When she isn't at her worktable or her forge, she dances around the shop, cleaning shelves and oiling weapons. Her hands are never idle nor empty, but the tools she wields and the task to which she's dedicated change often.

ATRIVA
OF THE UNSPEAKABLE TRUTH

Lawful Evil, Female ***Night Hag***

Atriva is the eldest sister, old enough to have forgotten her true origins. She never leaves her shop, confined entirely to an ornate, gold-trimmed rocking chair behind her desk. The soft rocking of her chair sends gentle waves throughout her shop, as she stares blankly forward with blind, milky eyes. Her body is frighteningly large compared to her sisters, possibly a side effect of the power she has painstakingly procured.

Following the Dragonrage, a world-shattering event that gifted mortals with arcane power, these sisters found themselves with shared abilities. After learning and developing their arcane prowess, the sisters ventured into the ruins of the swamps in search of forgotten magic and ancient power. After having uncovered their greatest magical desires, the trio turned their hearts to more profound power: the lives of others. They fostered the growth of a great tree, and word quickly spread that old world magic was up for sale. Foolish and desperate travelers raced to them, sacrificing anything from their pasts to their very lives to grasp at the witches' wares.

Roleplaying Geniva

When the characters interact with Geniva, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I can read thoughts, so I know everything about my customers before they open their mouths. I like to play coy and innocent so they'll trust me."
Ideal: "History. The past of a person is far more important than their future, and the power of their memories is seldom understood."
Bond: "I would do anything for my sisters."
Flaw: "I pay little attention to the present, and couldn't care less about planning ahead."

Geniva greets all new customers with a charming smile, but a DC 17 Wisdom (Insight) check reveals the predatory air behind her sparkling eyes. Geniva seeks to barter, trick, or outright steal the memories from her customers' heads. Her most prized possession is her compendium of memories, drawn from thousands of creatures across many centuries.

Geniva has a "nose" for the past, quickly sniffing out those memories potent with pain, mirth, or historical significance. She is eager to speak and do business with anyone who enters the shop; as she is so fond of saying, "The prince and the pauper both keep treasure up here," while tapping her skull with a spindly finger.

Roleplaying Presiva

When the characters interact with Presiva, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I love learning about creatures that visit my shop, even if I don't retain the information very well."
Ideal: "Opportunity. The most important time in someone's life is right now, because right now is when I can sell them something!"
Bond: "I owe Atriva everything I have, and I trust my sisters to deal with any real problems."
Flaw: "Guests in my shop are just a passing moment for me to take advantage of, and I don't really care what happens to them."

Presiva's magic is tied to the flame that burns eternal in her forge. It's said that every blade she ever forged will rust and crumble if the flame goes out, so she orbits it closely when customers are about. She howls with glee when she sees a new customer and welcomes them to warm themselves by her forge as she foists items upon them, describing every detail of their powers.

Roleplaying Atriva

When the characters interact with Atriva, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I already know everything that is about to happen, including how I respond to it."
Ideal: "Understanding. Knowledge of the future is the only way to ensure one's safety. Power over the future is the only true power."
Bond: "I run this shop to support my sisters' methods, and I deeply rely on their magic."
Flaw: "I am very forgetful, and rarely retain conversations after they've ended."

Atriva doesn't acknowledge guests in her shop unless she is addressed directly, only ever offering simple explanations or answers in response to questions. If someone attempts to haggle with her, she flatly states, "You will pay its full price, or nothing at all."

On occasion, a creature enters her shop whom she has foreseen will buy one of her items. She tells the character this, and tells them the item they will buy. If they don't, she shrugs cryptically and says, "It will enter your possession someday." Since Atriva is aware of all her items' futures, she also knows if and when an item will be stolen. As a proactive response, she hides a note in or on these items with the name of the creature destined to steal the item and a simple curse.

Atriva's petty curses inconvenience the thief, and can only be broken with a casting of *remove curse* or greater magic. Choose one of the following:

- *Curse of Mediocrity:* When making an ability check, your d20 always rolls a 10.
- *Curse of Anxiety:* Your mind refuses to quiet itself at night; you must spend 10 hours taking a long rest instead of 8.
- *Curse of Weakness:* When you take damage that deals you less than 10 points of damage, you take 10 damage instead.

Gobo

Goals

Geniva. Fuels her magic with collected memories. Without them, her potions would never rise above the strength of the average alchemist.

Presiva. In addition to her forge, Presiva derives magic from characters actively using her items. The more cursed items she sells, the more likely characters are to use them, the more her power grows.

Atriva. Has goals that are difficult to comprehend, but the core of her intentions are to keep herself and her sisters safe and powerful. Often, while sitting in her chair, she whispers influential arcana that subtly alters the near and distant future.

The Magic of the Ages

Geniva. The more memories Geniva collects, the more power she has over her potions' effects. She is passionate about the craft, and she shares her works primarily because they would pile up if she kept them. Of particular interest to Geniva are memories from before Dragonrage, rare and precious things of immense power.

Presiva. Uses the magic of her forge to imbue metal with curses of nigh-unbreakable strength, crafting weapons both deadly and doomed. Presiva draws profane power as these cursed weapons spill the blood of both the wielder and their enemies.

Atriva. Has abilities that are the strongest of her sisters, but require their combined power to effectively use. Every time one of her omens of the future comes to pass, her power increases. Her magical influence seems to have no upper limit, and some believe her to be not only the oldest mortal in Khoor, but the most magically powerful as well. She can only lay a single omen upon a soul at a time, so she is eager to meet new souls which she can twist with her magical misfortunes.

History

When the sisters discovered their magic powers, they decided to spend all of their time fostering magical strength and researching lost knowledge. In their youngest years, Atriva's pursuit of power was far stronger than her sisters'. Her wisdom and intellect eventually led her to fully understand the future and its makings, but quickly deteriorated most other parts of herself, leaving her mind trapped in the null space between now and what-if.

Presiva, meanwhile, grew fond of her powers, and found greater joy in using them than her sisters. The first of her magical tools were given to her two sisters, which furthered their ability to pursue lost magic in the swamp. Geniva chose to commit all she learned to memory, so that her sisters would never fully lose the magic they accumulated in their journey. When their strength became unquestioned by the swamp itself, they created a home within its murky waters.

With their resources fully drained, they began casting indescribable spells to alter their own fates. They grew weak from these spells, stealing parts of their past and future to preserve their strength. Atriva decided to alter the lives of others, extending the negative effects of their magic to adventurers instead. The shop has been open for several decades, allowing the witches to have accumulated a remarkable amount of power from previous customers.

Reliable Protection

The first time any of the witches takes damage, each witch rolls initiative. In turn order, they cast the *wish* spell. They can do this once per day, affecting only creatures and objects within 5 miles of their swamp. After casting this spell, they must complete a long rest before they can cast it again.

- **Geniva:** "I wish for time to rewind 10 minutes."
- **Presiva:** "I wish our guests were somewhere else."
- **Atriva:** "I wish for our shop to move somewhere else in the swamp."

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Shop	Price
Potion of Animal Friendship	Geniva	100 gp
Potion of Climbing	Geniva	25 gp
Potion of Diminution	Geniva	250 gp
Potion of Gaseous Form	Geniva	300 gp
Potion of Growth	Geniva	125 gp
Potion of Poison	Geniva	45 gp
Potion of Water Breathing	Geniva	75 gp
+1 Weapon (Any)	Presiva	100 gp
Javelin of Lightning	Presiva	150 gp
Mace of Terror	Presiva	600 gp
Sword of Life Stealing	Presiva	700 gp
Trident of Fish Command	Presiva	100 gp
Vicious Weapon (Any)	Presiva	700 gp
Necklace of Adaptation	Atriva	100 gp
Portable Hole	Atriva	400 gp
Robe of Useful Items	Atriva	350 gp
Wings of Flying	Atriva	750 gp
Ring of Regeneration	Atriva	10,000 gp

INSIDE MANGROVE MIRE

The swamp where the hags live is called Mangrove Mire, but over time, the name came to apply to the establishment as well: a single shop with many disparate vendors built within the gnarled roots of an immense mangrove tree. When entering the shop through the main entrance, you can immediately see:

- **Area M1:** A winding hall that leads deep into the darkness of the mangrove roots
- **Area M2:** A merchant that rents out safe travel through the swamp
- **Area M4:** A dilapidated food cart

Beyond this, additional areas include:

- **Area M3:** A potion shop
- **Area M5:** A forge and well-stocked weapon shop
- **Area M6:** A master clothier's shop
- **Area M7:** A shop filled with enchanted items

Mangrove Mire Features

Mangrove Mire has the following features unless otherwise noted:

Floor. The floor is covered in brackish, 1-foot-deep water. Gnarled thickets of strange plants choke the walkways. The entire floor is difficult terrain.

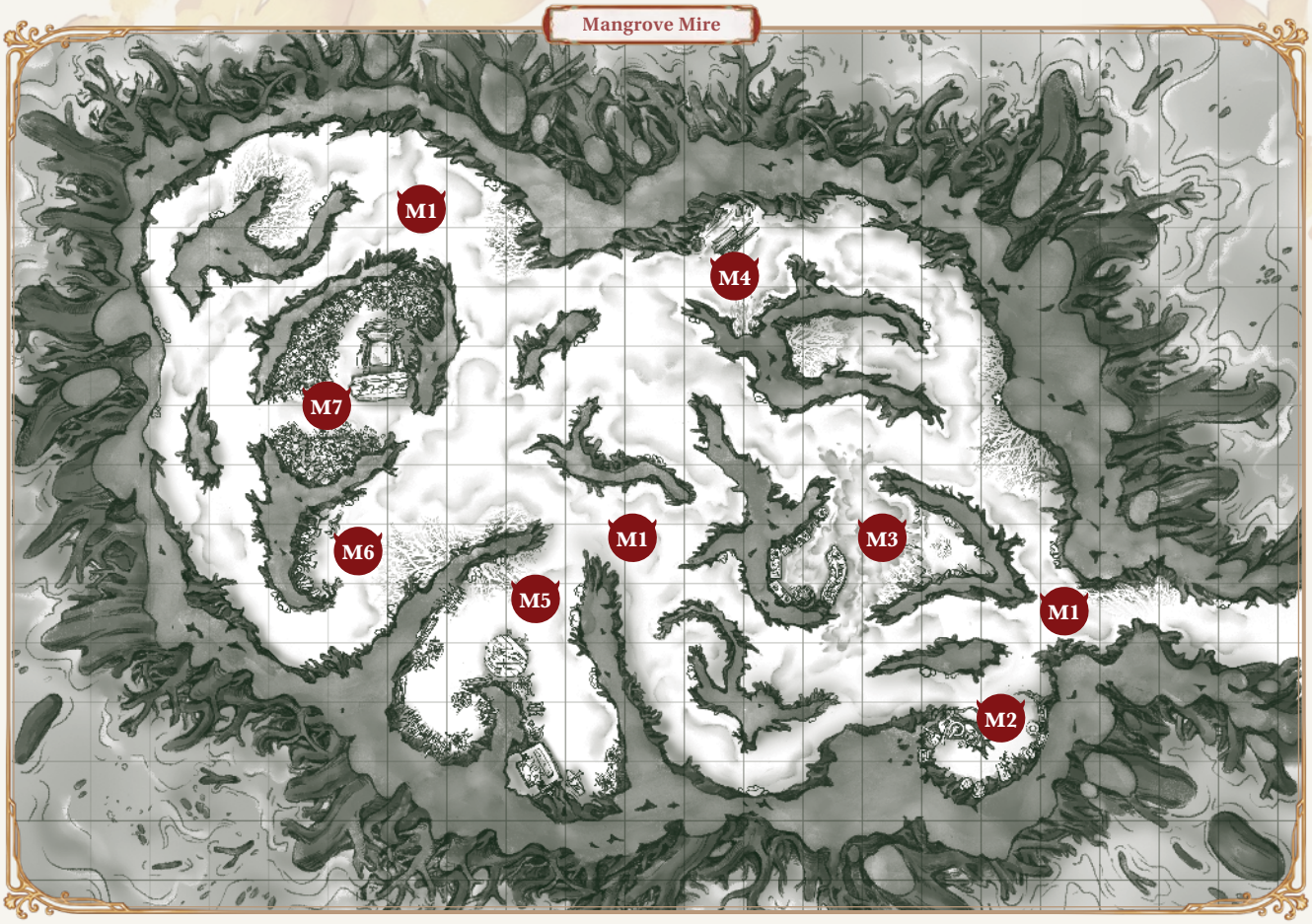
Objects. The concourse of the shop is teeming with plants withered, bloated, and alive all at once. Dozens of equally uncanny creatures lurk among these plants, watching all who pass.

Light. Hanging from the ceiling are glowing fruit that cast dim light throughout all areas of the shop. Each fruit weighs about half a pound, and if consumed, cast *light* on the creature that ate it.

Ceilings. The ceiling of this shop is a thick mesh of roots, roughly 30 feet high throughout the shop. Tiny creatures often scurry through the roots to pick the glowing fruit, causing the light to flicker.

Doors. The threshold to each area is an open arch.

Walls. The walls of this shop are made from magically guided and thickly enmeshed roots.



1 square = 5 feet

Within Mangrove Mire

The following areas are keyed to the map of this location.

M1: Hollow Halls

> *The interior of the great mangrove tree is a tangle of roots forming a massive hollow beneath the tree. Its halls twist and wind deep into the musty, humid darkness. Amid the roots are faint orange lights dimly illuminating the halls, which echo with distant sounds of music, clanging bottles, and sloshing water. To your left lies a small chamber, where a squat, furry, duck-billed animal stands atop a shop stall and beckons you in.*

The central area of the tree that ties the shops together is overgrown with numerous swamp plants. The Mangrove Sisters collect and nurture rare herbs and flowers for their spells and potions.

Gobo's Shop. Immediately to the left of the entrance is Gobo's Shop (area M2).

Geniva's Music. Ethereal music from Geniva's Potions (area M3), can be heard even from here.

Creatures. A large variety of animals call corners of the shop home. Between shop visits, the party might be ambushed by 1d4 **swarms of insects**, **phase spiders**, **giant toads**, or **giant wasps**. These creatures respect the witches, and never attack them. Some creatures—like **rats**, **baboons**, and **flying snakes**—can be found in the shops, helping the witches craft items or sort inventory.

M2: Gobo's Shop

> *An odd, platypus-like being exuberantly welcomes you into his burrow. About 4 feet tall and covered with thick, silky brown fur, he has remarkably intelligent eyes and a wide, duck-like bill. "Hello hello!" he chirps. "The name's Gobo, and Gobo has what you need. Information? Transportation? Get it from Gobo!" He gestures to a set of large objects resting atop his root.*

Gobo's shop is in a small grotto, with a raised root acting as a countertop and a display shelf for his goods. Despite appearing mundane, all of these items can be used as vehicles:

- A cauldron with a ladle
- Two brooms
- An oversized mortar and pestle
- A wooden plank atop carved bird legs

Décor. Gobo (see "NPCs in Mangrove Mire" later in this chapter) has decorated his shop with jars of glowing fruit, novelties from other realms, a mirror, and several fanciful paintings depicting himself dressed in ornate armor atop a snarling dragon. They are clearly the works of someone who has never seen a real dragon.

Activating Items. When a customer purchases the use of one of his vehicles, Gobo casts a spell involving a bag of powder and vocal components that only a magical platypus like Gobo can perform. This spell attunes the item to the customer. The spell affects the items in the following ways:

Gobo's Wondrous Vehicles

Wondrous Item, Rare (Requires Attunement)

Gobo sells a strange array of vehicles which appear at first to be mundane items. Each vehicle has an AC of 16 and 25 hit points.

Cauldron and Ladle. This cauldron is large enough for a Medium creature to sit in comfortably. It is paired with a ladle large enough to be used as a quarterstaff. While inside the cauldron, you can use the ladle as a paddle to row the cauldron over any solid surface with a speed of 30 feet. This cauldron ignores difficult terrain. If filled with water, the cauldron slowly produces mist, enveloping a 5-foot radius around it in fog after 1 minute. Creatures and objects inside this fog are heavily obscured.

Brooms. A creature stands on the two broomsticks like skis, activating them with a command word. While active, the brooms float 1 foot above the ground. Leaning in any direction while standing on these brooms causes them to point and glide at a speed of 30 feet in that direction. These broomsticks ignore difficult terrain. Once per day, resetting at midnight, the rider can use a different command word to give the brooms a flying speed of 60 feet until the end of their next turn.

Mortar and Pestle. This mortar is large enough for a Medium creature to sit in comfortably. It is paired with a large pestle that can be used as a greatclub. While inside the mortar, an attuned creature can point with the pestle and cause the mortar to move in the opposite direction with a speed of 30 feet. If moving through difficult terrain, this heavy mortar instantly flattens the ground in any 5-foot-square space through which it passes.

Plank with Legs. This strange pair of bird legs is attached to a wooden plank. An attuned creature can stand on the plank like a surfboard and speak its command word, causing the legs to stand up. The legs stand at 6 feet tall, and have a walking speed of 40 feet. A creature riding them can direct the object by pointing their finger in the desired direction. Small or Tiny creatures targeting the rider with a melee attack must instead attack the legs.

M3: Geniva's Potions

Ethereal music fills the air in this shop, seemingly with no source. At the far end of the shop, opposite the bar, is a raised stage where a figure made of silver mist dances to the music. A young woman with soft features and eyes that glint in the dim light smiles sweetly as you enter. "My name's Geniva, youngest of the Mangrove Sisters. May I offer you a concoction?"

Countless bottles in impossible shapes cover water-damaged shelves. The fluids within are just as remarkable, glowing and pulsing, floating out of their containers, sometimes forming hands that grab nearby ingredients. Accompanying the potions on these shelves are jars and boxes filled with rare and unusual ingredients.

When not interacting with the party, Geniva stirs a large, iron cauldron containing a bubbling, iridescent brew. The color of the fluid changes with the music, and emits a constant stream of fog that fills the room with a gentle haze. When Geniva is not actively tending to the cauldron, the ladle remains upright, lazily stirring the pot for her.

Ethereal Dancer. Geniva is a master of memory magic. As such, the wispy figure dancing in the corner of her shop takes the forms of people from its observers' memory. Draw upon the characters' backstories to determine how the dancer shifts in appearance as they linger in Geniva's shop.

M4: Ruined Food Cart

A vendor with a mobile food cart must have once set up shop here. Nothing remains of this shop but a ruined cart with a sign saying: "Alligator Fritters."

Tragically, nothing remains of this stall.

M5: Presiva's Primal Forge

Heat and light roll from this grotto, spilling from the mouth of a forge with a golden flame within. A muscular woman dressed in a sooty apron tends this flame, and she practically jumps with excitement as you approach her shop. With a gesture, the soot fades from her apron.

Presiva's smithy is neatly and cleanly kept, with every available item clearly on display. The most notable object within is an enormous, glimmering greatsword hanging from the ceiling of the shop.

Lining the walls around the shop are hundreds of swords, axes, polearms, and other ornate weapons in nearly every conceivable shape and size. The floor of the shop is littered with dozens of barrels filled with blades of every possible make. In the center of the shop is a display of ornate daggers, wands, and magical rods made of materials like amber, oak, ivory, and diamond.

M6: Blip's Gathered Garbs

Just outside the witches' shops is an eclectic display of garments hanging upon one of the root-covered walls. Vines dangle haphazardly from the ceiling, and there is no shopkeeper in sight.

A sentient **ape** named Blip (see "NPCs in Mangrove Mire" later in this chapter) has set up a boutique outside of Atriva's Antiques (area M7). Blip typically lurks in the tangle of roots that makes up the ceiling unless a customer calls for her or attempts to take a garment without paying. Several giant roots support Blip's suspended workshop, which contains baskets of materials and her hammock.

The back wall of the shop is an enormous vertical loom that Blip has built into the wood, which is well-worn from constant use. Despite Blip's simian appearance, she is a master clothier who simply lacks materials. Given a bolt of silk or linen, she can make regal attire, and since she's an orangutan with no sense of or need for money, charges only coppers in exchange.

M7: Atriva's Antiques

This grotto is in a complete state of disarray, with items piled haphazardly from the ground nearly to the ceiling. Near the entrance lies a half-rotten wooden table, behind which sits an ancient hag so massive that her head scrapes the ceiling and her shoulders brush up against the walls. A path snakes through piles of glimmering arcane relics, leading deeper into the darkened shop.

Atriva, whose age stretches back toward the beginning of time, and whose power stretches into the future, has a shop that resembles a junkyard of arcane artifacts. The piles include everything from an enchanted grand piano to a small ogre in a birdcage. The value of the items is as random as their attributes.

Atriva informs visitors about what each item does if asked, but only tells them the price after they agree to buy the item. Her omens become truth once spoken, and she cannot give an omen to someone who does not accept her wares.

Beside her is a bin filled with jewelry and gemstones. If asked, she explains that each item in the bin holds an enchantment—perhaps a great boon, perhaps a deathly curse. The only way to tell is by putting it on.

NPCs in Mangrove Mire

The characters can meet the following NPCs in this shop, in addition to the witches. They all consider these shops a home, and work together as a sort of weird, found family inside the tree. Some NPCs have quests to offer the characters (see "Quests and Events" later in this chapter).

Gobo

Chaotic Good, Humanoid Platypus ***Druid***

Gobo is a 4-foot-tall platypus with a vaguely humanoid form. He wears a crushed, shapeless hat, a leather vest, and waterlogged trousers. His fur is sleek and thick, and a ducklike bill sits between his wide set eyes. Although his expressions are difficult to read, his general demeanor is approachable and kind.

Gobo is the original denizen of this mangrove tree who befriended Presiva when the Mangrove Sisters first arrived. The witches rewarded his kindness by granting him sentience. Gobo now explores the swamp himself, using magic learned from the witches to create vehicles that make traversing the mire easier.

Roleplaying Gobo

When the characters interact with Gobo, consider these roleplaying traits when deciding how he responds:

Personality Traits: "Gobo wanna helps in any way that don't risk what Gobo got's goin' on."
Ideal: "Gobo likes good people. If Gobo got's good friends and good food, Gobo's winnin'."
Bond: "These witches do Gobo good, so Gobo does 'em good in turn. 'Specially Prezzie'."
Flaw: "Gobo ain't dyin' for nobody. Not no way, not no how."

Gobo has an animalistic self-interest, but his proximity to people has given him a soft spot for well-intended adventurers. He's happy to give directions around Mangrove Mire in exchange for stories about the adventurer's travels. Gobo relies on the witches for protection from the swamp, and keeps to his burrow when things seem dangerous.

He wants more than anything to ride a dragon, but understands it's a pipe dream, and has since settled for seeing one someday. Adventurers who trade with him, humor him, and are grateful for his help will earn his good graces.

Blip

Chaotic Good, Female Awakened ***Ape***

Blip is an orangutan who stays outside of Atriva's shop, hanging above the party in vines while she sews old fabric into new and strange garments. She has Intelligence, Wisdom, and Charisma scores of 14 (+2). She wears a vest that functions as a *robe of useful items*, whose patches entirely depict sewing materials and leatherworking tools, and sports a small stylish hat on her head.

Roleplaying Blip

When the characters interact with Blip, consider these roleplaying traits when deciding how she responds:

Personality Traits: "My fashion sense is a cut above the rest, even if few people agree with my vision."
Ideal: "Nothing lost should ever go to waste, a new purpose is better than none."
Bond: "I love my old friend the witch, but it hurts that she doesn't remember me."
Flaw: "I get very defensive about my designs and my value…as an artist, of course."

Blip hangs from vines, fabric stretches, and chains because she hates getting wet. If the party shows interest in her shop, she will frantically show off all of her favorite outfits, constantly suggesting what each party member should wear. For characters that Blip particularly likes, she will offer to create custom outfits for if they return. Her mood swings as much as she does, at one moment beaming with pride and shattering her own self-worth in the next. She will always speak very highly of Atriva, saying she is the greatest witch to ever live.

Quests and Events

Dangers lurk around every corner in Mangrove Mire, and the Mangrove Sisters are known for giving curious tasks to customers that catch their interest.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

It Gnaws on the Roots

Prerequisite: Met Presiva

Questgiver: Presiva
Quest Beginning: Presiva stops in the middle of her work and asks the party for help
Suggested Level: 3rd through 7th

Presiva can detect the presence of a foreign creature that is attacking the tree itself. The party must seek out the creature, a mated pair of **bulettes**, and kill them or drive them off.

The Birth of New Magic

Prerequisite: Met Geniva

Questgiver: Geniva
Quest Beginning: Geniva seeks out the party with an offer
Suggested Level: Any level

Geniva recognizes that a new type of magic is about to be born nearby, and asks the party to procure it. Geniva gives the party a crude map of the region. The magic is born deep in the swamp, and can take the form of a new spell or magic item designed by the GM.

That's What They Look Like?

Prerequisite: Humor Gobo's interests

Questgiver: Gobo
Quest Beginning: Gobo struggles nervously before asking if the party can take him to a dragon
Suggested Level: 5th through 10th

Gobo has always dreamed of seeing a dragon, and thinks the party can help him. He's heard rumors of a **black dragon** that resides deep in the swamp, and urges the party to help him see it. This dragon, Selintethysarr (known in local legends as "Crooktooth") finds Gobo particularly delicious looking.

In-Shop Events

These Events occur within the shop.

The Intruder

Prerequisite: A character is cursed by one of Atriva's items

Event Initiator: Gobo
Event Beginning: Gobo races through the shop, shouting about an intruder
Location: The Hollow Halls (area M1)
Suggested Level: 3rd
Content Warning: Body horror, form theft

Gobo races past the party with a horrified expression, warning that "the creature" is back. Soon after, a Huge and hideous amalgam of arms, legs, weapons, and materials scrambles into the area. It stops once it sees the party, and the faces of each party member emerge from its flesh. One of the faces speaks to the party.

> *"Do not try to stop our pilgrimage. We want the witch of the future."*

It will attempt to move past the party, but engages in combat after it is first struck. This creature is a **gibbering mouther** with a walking and climbing speed of 30 feet. In addition, the amalgam creature benefits from any magic item the party has purchased in the shop, also suffering those items' costs. If it touches any of the witches, the witch instantly dies.

After battling the creature, Gobo will explain that whatever this creature is tries to attack Atriva each time a powerful curse affects a visitor. Atriva will offer no explanation for its existence if asked, stating she cannot remember much about it.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

It Continues, Again. If the creature reaches Atriva, the sisters cast *wish* (as described earlier in this chapter). The party finds themselves 1 week in the past, but possess all the items they purchased in Mangrove Mire.

A Lesson in Meddling. If the party reduces the creature to 0 hit points, it lets out a hissing wail, and melts into the muck. Gobo will thank the party and let them take one or two of his vehicles permanently. It nevertheless reappears the next time one of Atriva's curses afflicts someone.

MANGROVE MIRE
MAGIC ITEM CATALOGUE

Each of the three Mangrove Sisters has powerful magic items for sale, but none of them can be bought with money.

Geniva: Memories. Geniva trades potions for memories. Suggested memories are detailed under each item, and cannot be regained as long as the character retains the benefits of the potion. The GM and the player must work together to determine the nature of the memory.

Presiva: Curses. Presiva places a curse on characters who wish to use her best weapons. Suggested curses are detailed under each item, and cannot be removed while the weapon exists.

Atriva: Omens. Atriva relinquishes her favorite items by placing an omen on the character who takes it. The suggested omens can be activated whenever the GM sees fit. These omens cannot be avoided by any means until they have occurred at least once, regardless of whether or not the character benefits from the item.

Geniva's Stock

The witch Geniva sells these items in her shop (area M3).

Potion of the Conqueror

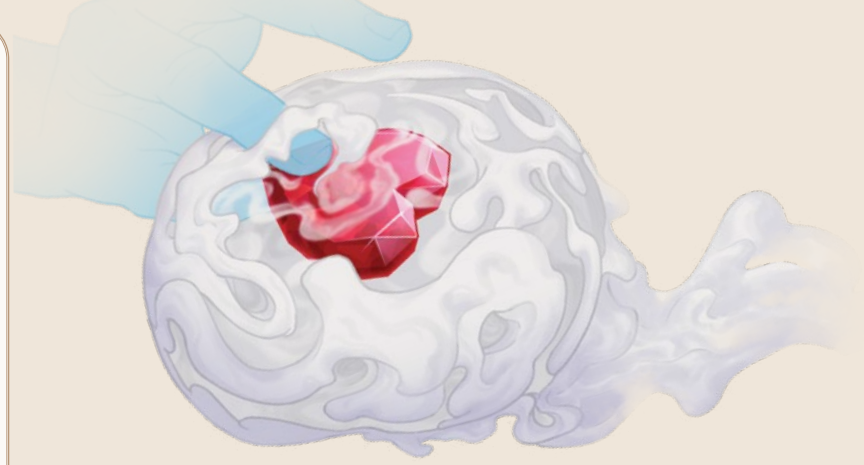
Potion, Legendary

This bottle is capped with a golden crowned cork, and contains a velvety blend of red and purple. When consumed, its contents taste like razor blades and cinnamon. You take 3d8 slashing damage when you drink this, and permanently gain the following benefits:

- Your Strength score increases by 4, to a maximum of 22.
- You gain two additional Hit Dice.
- You have advantage on Intimidation (Charisma) checks.
- You can exude a frightful aura as an action. Each creature within 30 feet of you must make a DC 20 Wisdom saving throw or become frightened of you for 2d4 rounds. Once you use this action, you can't use it again until you complete a short or long rest.

Price: Special

You lose all memories of your victories; when you think back, you only remember your failures.



Potion of Freed Form

Potion, Legendary

This potion is not contained by a bottle, and instead floats freely in the form of a milky white orb. In the center floats a small heart-shaped gemstone, which can be grabbed to move the potion around. It tastes extremely bitter and acidic, with a hint of pineapple and coconut. You take 3d8 acid damage when you drink this, and permanently gain the following benefits:

- As an action, you can increase or decrease your size by one category (Medium to Large, for example).
- You can cast *alter self* at will.
- Your body can move through spaces as small as 1 inch in diameter. Moving through spaces that are smaller than your current size takes you 1 minute per foot moved, and this ability does not affect worn or carried equipment.
- Your AC increases by 4 while you aren't wearing armor.

Price: Special

Geniva takes all memories in which you were free to do as you pleased, leaving behind only those where you were forced into duty.

Potion of the Hive

Potion, Legendary

This potion sits in a black glass bottle bearing the image of a bee. It constantly emits a buzzing sound, and occasionally moves around on the shelf as it vibrates. It has a screw off cap, as well as three small visual instructions on the back. They depict a character drinking, the bottle being thrown, and a bee flying out of an open bottle.

You take 3d8 piercing damage when you drink this, and permanently gain the following benefits:

- You grow bee wings and gain a flying speed of 40 feet.
- You grow a stinger and can make an Unarmed Strike with it. On a hit, the stinger deals 1d8 piercing damage plus 2d4 poison damage.
- You gain double your proficiency bonus to Wisdom (Perception) checks.

The bottle can be thrown into a space up to 20 feet away. If the bottle is thrown, it explodes into a torrent of honey and bees. Each creature within 15 feet of the explosion must make a DC 24 Dexterity saving throw, taking 20d6 piercing damage and becoming restrained on a failed save or taking half as much damage and not becoming restrained on a successful one. A restrained creature can repeat this saving throw at the end of their turn, ending the effect on a success. A creature that fails this repeated save takes an additional 6d6 piercing damage.

If the bottle is left open, it trickles out bees, creating a friendly **swarm of insects** at dawn each day. These swarms can be commanded as a bonus action by the creature that first opened the bottle, granted they can hear the command.

Price: Special

You forget an important NPC, losing all memory of their name, face, and your relationship with them.

Potion of the Unailing Body

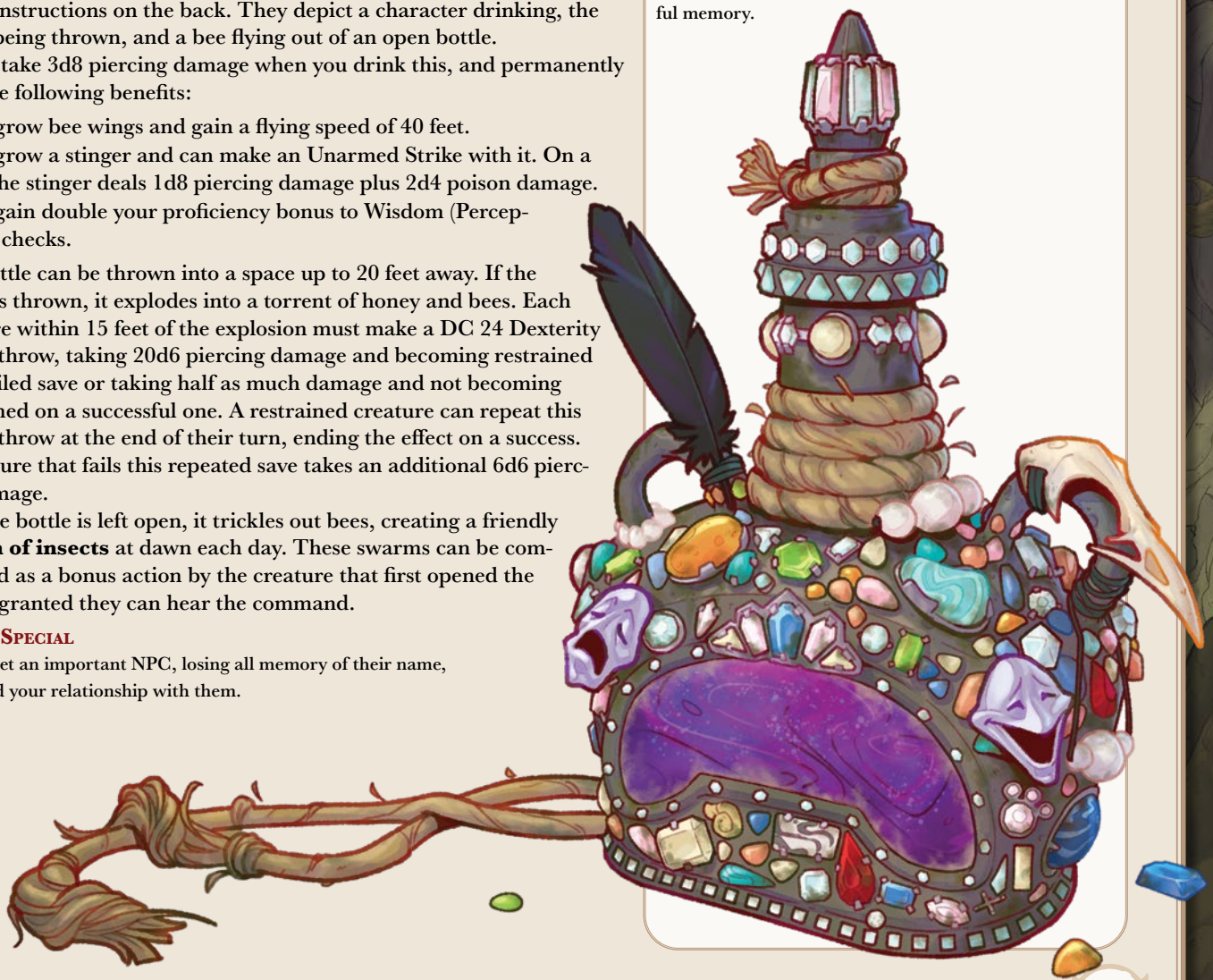
Potion, Legendary

This potion rests in an ornate, dusty bottle inlaid with numerous gemstones. A glass window reveals the liquid to be a dark purple. Drinking this potion grants you 3d8 temporary hit points, and you permanently gain the following benefits:

- When you complete a long rest, you gain 3d8 temporary hit points, which last until you complete a long rest.
- You are immune to being poisoned.
- You have advantage on Constitution saving throws.
- You age at half your usual rate.
- You no longer require food, water, or air to survive.

Memory: Special

You lose both your happiest memory and most painful memory.



Presiva's Stock

The witch Presiva sells these items in her shop (area M5).

Bow of the Blind Marksman

Weapon (Shortbow), Legendary (Requires Attunement)

This bow's limbs are tipped with golden carvings of blindfolded faces. You have a +3 bonus to attack rolls and damage rolls made with this weapon.

As an action, you can cast *magic missile* at 5th level using this bow. Once you've done so, you can't do so again until the next dawn, or until you use a magical arrow with this bow, which is consumed in the casting of this spell.

Price: Special

You gain a curse. While attuned to this bow, ranged attacks against you always hit, even if the attack roll would normally cause it to miss you.

Dullard's Razor

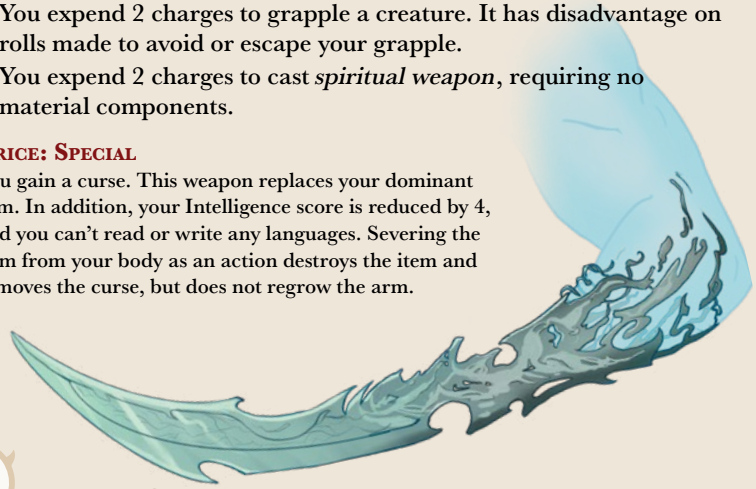
Rod, Legendary (Requires Attunement)

This weapon resembles a toy sword made completely from silver. When you attune to the toy sword, it replaces your forearm and becomes a rod with 6 charges. As an action, you can expend charges to perform the following actions (the razor regains 1d6 + 1 charges at dawn):

- You expend 1 charge to transform your arm into a *+3 shortsword*, *scimitar*, or *longsword*.
- You expend 1 charge while your arm is transformed as a bonus action to grant it a thrown range of 60/120 feet until the start of your next turn. The blade regenerates from your arm instantaneously after hitting or missing its target.
- You expend 2 charges as an action to double the length of the weapon until the start of your next turn, increasing its reach by 5 feet and increasing its slashing damage by 2d6. You can then make two attacks.
- You expend 2 charges to grapple a creature. It has disadvantage on rolls made to avoid or escape your grapple.
- You expend 2 charges to cast *spiritual weapon*, requiring no material components.

Price: Special

You gain a curse. This weapon replaces your dominant arm. In addition, your Intelligence score is reduced by 4, and you can't read or write any languages. Severing the item from your body as an action destroys the item and removes the curse, but does not regrow the arm.



Staff of Eldermancy

Staff, Legendary (Requires Attunement)

This long, black staff is made of gleaming onyx, and is carved to resemble three entwined tentacles. Despite its sturdy material, the tentacles seem to shift, and each is tipped with a purple eye that blinks and twitches unnervingly. Among the tentacles are three seemingly living eyes. The staff is topped with an effigy of a purple spellbook.

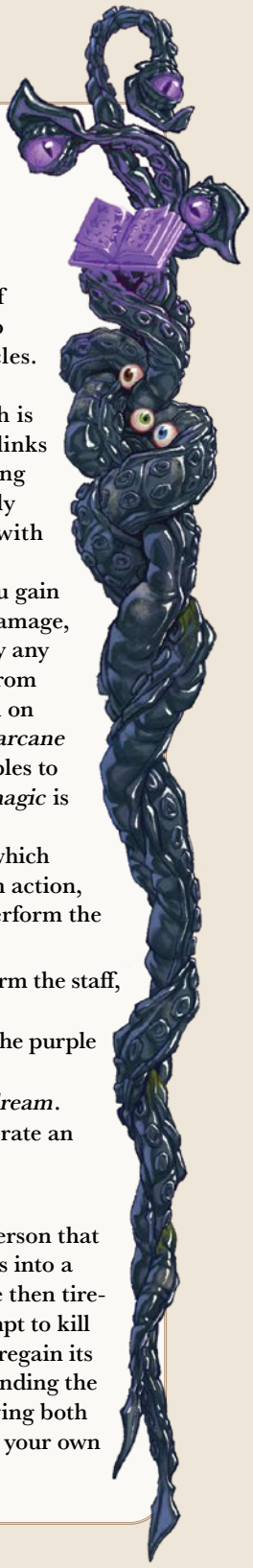
While attuned to this staff, you gain resistance to psychic and force damage, and your mind cannot be read by any means. An eye can be removed from the staff as an action, and placed on any surface as an action, to cast *arcane eye* on that point. The eye crumbles to dust after 24 hours, or if *dispel magic* is cast on it.

The staff also has 4 charges, which it regains each day at dusk. As an action, its user can expend charges to perform the following actions:

- You expend 1 charge to transform the staff, casting *black tentacles*.
- You expend 2 charges to open the purple book, casting *legend lore*.
- You expend 2 charges to cast *dream*.
- You expend 1 charge to regenerate an eye removed from the staff.

Price: Special

You gain a curse. The thing or person that you value most in the world turns into a gibbering mouther. The creature then tirelessly seeks you out. It may attempt to kill you, or plead with you to help it regain its shape. Destroying the staff and ending the curse can only be done by removing both eyes from the staff and replacing your own eyes with them.



Atriva's Stock

The witch Atriva sells these items in her shop (area M7).

Scarf of the Young Thief

Wondrous Item, Artifact (Requires Attunement)

This white scarf billows in an unseen wind. While wearing the scarf, you gain the following benefits:

- You gain a flying speed of 60 feet.
- Your reflexes are enhanced, granting you a +4 bonus to Dexterity (to a maximum of 24).
- You can command the scarf to make an attack, replacing one of your attacks on your turn. It is a finesse weapon with a +7 bonus to hit, and deals 2d8 bludgeoning damage on a hit.
- If attached to an object or a willing or incapacitated creature, it can be pulled as if it weighed 500 lb. less.

Price: Special

You receive an omen which will come true at some point in the future: "The wind will take you with it whenever it so chooses."

Virtuoso's Thingamajig

Wondrous Item, Legendary (Requires Attunement)

This lute is bent into a curious "L" shape, making it seemingly impossible to play. Its strings are unusually long, and drape to the ground. The wood is old, covered in moss and splinters. While attuned, you can play the instrument to produce angelic tunes, granting you advantage on Charisma (Performance) checks made with it.

Additionally, the lute has 10 charges, and regains 1d6 + 2 charges at dawn. As an action, you can expend charges to perform the following actions:

- You expend 2 charges to cast *mass suggestion* (spell save DC 22).
- You expend 1 charge and target up to six creatures that can hear you. The creatures must succeed on a DC 22 Wisdom saving throw or become deafened for 10 minutes.
- You expend 2 charges and target up to six creatures that can hear you. The creatures must succeed on a DC 22 Wisdom saving throw or become charmed by you for 10 minutes.
- You expend 2 charges and target up to six creatures that can hear you. Within the next hour, the creature can add 1d6 to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die, but must decide before the GM says whether the roll succeeds or fails.
- You expend 6 charges and target up to two creatures that can hear you. They must make a DC 22 Wisdom saving throw. On a failure, a creature's speed is reduced to 0 and can't take actions, bonus actions, or reactions, as it is completely enthralled by your song. While listening, the creatures believe that everything you sing about is the truth. The creature can only attempt this saving throw if it's shown evidence that what you're singing isn't the truth. It completely believes your words for 1 hour after your song ends.

Price: Special

You receive an omen which will come true at some point in the future: "You will play this instrument for a powerful ruler, but you will never curry the favor of a ruler again."

THE BLACK MARKET

"Its door is down in Blade Alley. Inside lies a vault filled with artifacts piled to the ceilings like a temple to crime!"

"No, no, you might be right about the inside, but the entrance is the front door of a high-rise tenement on St. Creyl Street. I've seen it!"

"Bad guesses, both of you! I know for a fact I slipped into the Black Market through an unmarked door deep in the castle vaults."

"That don't make any damn sense and you know it. A black iron door in the middle of a block of flats? You serious? Or a thieves' den hidden under the king's royal nose?"

"I've seen it, and I ain't lying!"

"Neither am I!"

"Listen, listen. All I'm saying is we all know it's a door of black iron. Let's believe for a minute we've all been inside, and try once again..."

The elegance and savoir-faire of a gentleman thief and the devious cunning of a master spy unite under one roof in the Black Market. This is the gilded hall of lost and purloined items that can only be found by the gold-hearted scoundrel, the devious fence, or the lost wanderer. All items of value and significance that slip through the pages of history can be found here.

Where is the Black Market? Lawkeepers have gone gray searching for the answer. The constable who cracks the Market's secret will find a treasure trove of evidence from centuries of unclosed cases – but the Market is too devious. No, its secret is far too simple to be solved by the law. The black iron doors of the Black Market appear exactly where they need to, and to exactly who needs to find it.

The shop itself is a demiplane—a pocket dimension—and its entrance can exist in any city, in any realm, at any time, though only in one place at any moment. The desperate criminal seeking a fence, the murderer claiming righteous vengeance, the outlaw robbing the rich and giving to those in need—these are the clientele of the Black Market.

How does the shop determine whose need is greatest? Who gives the Market insight into the weft of the threads of fate? Some rogues call it a gift from the fickle hand of Fortune herself. Others see it as the shop's proprietor and acquisitions expert somehow mystically thumbing Fortune's scales. No one knows for certain, and the Black Market goes to great lengths to ensure that mystery persists.

DIOP SY

Lawful Neutral, Genderfluid Elf ***Assassin***

The Gentleman Thief, the Gatewalker, the Charmer of Fortune, the Villain's End—all epithets acquired over Diop Sy's 200-year career as a shadow thief. In his rare appearances within the Black Market, his easy manner and elegant elven features smooth over his infamous reputation. A stylish ponytail of gold-beaded locs shadow a dark-skinned face and shining, probing eyes. Standing just over 6 feet, his height might be imposing if his slender frame and billowing cloak didn't give him the impression that a strong gust would fly him instantly to the other end of the shop.

Diop's genderfluid style gives her a kaleidoscopic impression—like viewing her from a different angle reveals facets of her appearance, reputation, and very soul that were previously hidden. For instance, her stylish clothing is wide-shouldered and masculine, yet exude a gala-ready elegance. Hidden just within the folds of her garb is a dagger ready to be drawn at a moment's notice.

History

Diop Sy is a 350-year-old elf, and she has lived many lifetimes in that span, from desperate sneakthief to shrewd auctioneer-turned-fence to mystical friend of Fortune herself. Should a character ever ask Diop of his origins, he gives a version of the history below replete with so many lies and misdirections that the truth is indecipherable.
Sy began her career in the darkest pits of urban poverty. She didn't have the luxury of honor in those days, nor did she have the wisdom needed to separate the thieves with good intentions from those motivated solely by greed. Now that she's older and has earned better judgment, she uses the Black Market's services to absolve herself of the guilt of those early years.

The Gentleman Thief

Even in those early days, though, Diop had a rare talent for observation and mimicry. He shadowed rogues at the height of their prowess as they swiped artifacts from evil wizards in secretive demiplanes and plundered long-lost tombs and well-guarded noble manses. After decades of work in the shadows, Diop emerged into the light of renown.

The Black Iron Key

One fateful day, Diop discovered something peculiar while pilfering plundered artifacts from a museum of history: an intricate key of black iron. Its design would make it fit for a palace or a temple, but matched no known style, and—after some research—seemed to have simply appeared in the museum's collection one day. The Gentleman Thief pocketed it.

Years later, there came a day when even Diop's 100-year-talent failed them. They misjudged their allies' character; they acted on false leads—everything

that could go wrong did. Diop's nemesis, the Inspector Ganimard, was hot on their heels. The Gentleman Thief fled, urged on by instinct, until they were cornered in a dead-end street terminating in a towering, locked door of black iron.

Cornered, with no crew to count on, and with death approaching on silent wings, Diop muttered a prayer to Fortune and slid the mysterious key into its matching door. It gave a satisfying click and swung open. Diop pushed into the room beyond, and when their eyes adjusted to the darkness around them, what they found could only be described as a vault filled with forgotten dreams. Its cavernous, arched hallways were piled high with artifacts long thought lost, strange and idiosyncratic esoterica, and priceless art objects known to have slipped through the cracks of history.

Suddenly, Diop knew what he was meant to do. In his earliest, scrappiest days, he had brashly promised a long-lost friend that he would one day control the entire black market. His laughter echoed through the halls, and within a month, the doors of black iron made their next appearance in another back alley of a distant city.

Roleplaying Diop Sy

When characters interact with Diop, consider these roleplaying traits when deciding how they respond:

Personality Traits: "Charm is the deadliest weapon of all—one I vastly prefer to steel."

Ideal: "I was at the bottom once. I know how painful each day can be. I also know how well it honed my skills. I suppose this conflict is at the heart of the Market … and the heart of me."

Bond: "I keep my friends close, yes, but I keep my rivals in the law even closer."

Flaw: "My code of honor does not bend. I would sooner break bonds of fellowship than break my code."

Diop is cordial with anyone who discovers the Market, but only becomes friendly with someone who helps them achieve their goals.

Goals

Diop doesn't just run the Black Market because it's good business. It's also a means to several vital ends:

Heir, Apparently

Thieves and scoundrels are no less principled than so-called nobility. For every gold piece a cutpurse steals, hundreds of the same are picked from the common man's pocket by their lords and masters. Diop can't grant the garden-variety thief true justice, but he does hope the Market's mysterious habit of appearing at just the right time will one day introduce him to a thief he can make his protégé—a true heir to the Gentleman Thief.

Detangling Fortune's Knot

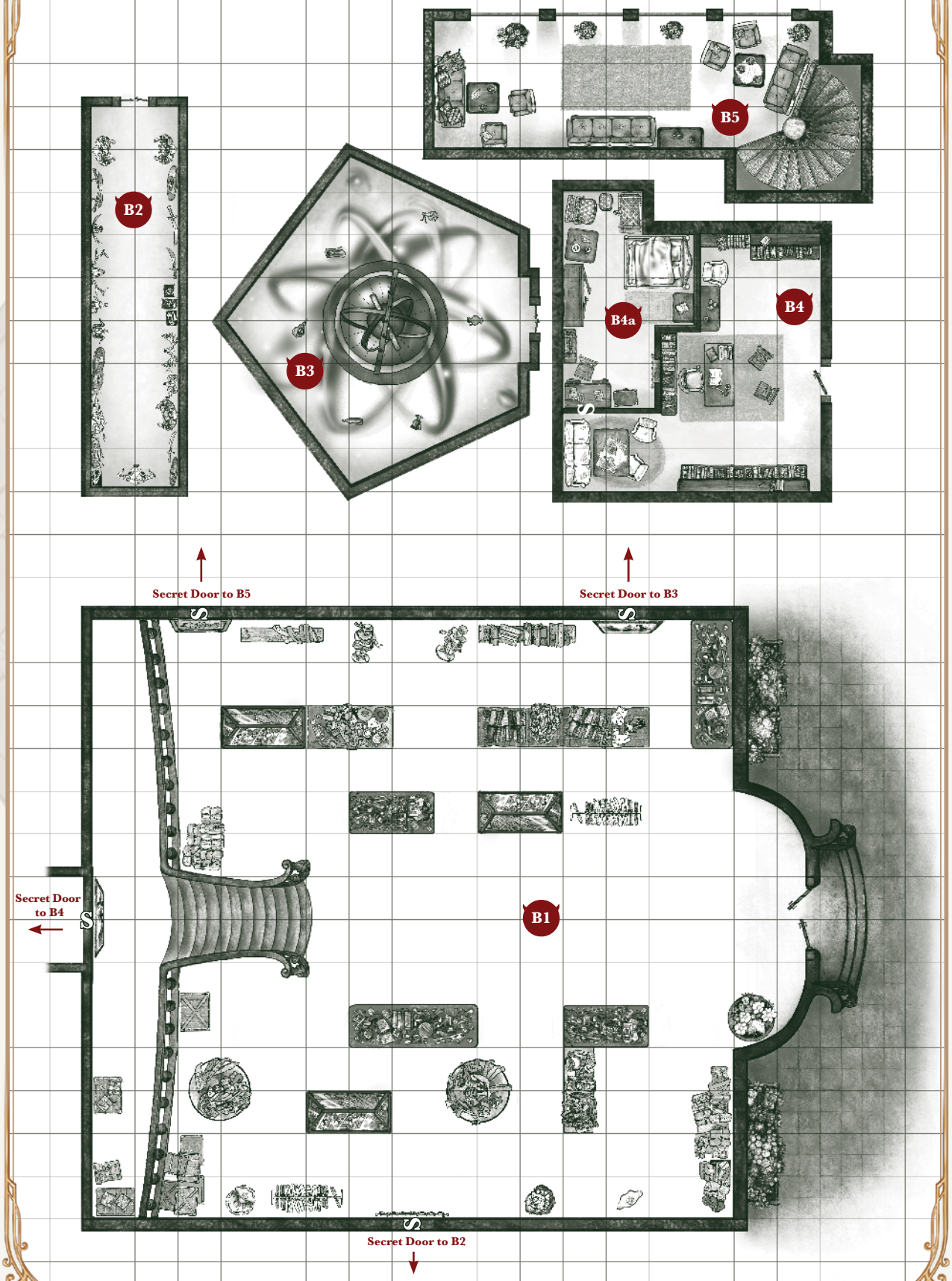
Diop's day-to-day goal is to understand the strange magic of the Black Market. She's gained some insight into it, like how to coax its labyrinthine halls to divulge a few of their secrets. There's something deep at the heart of the Market; something primordial and divine, like a knot of power that Fortune herself can pluck upon to make music of the fates of mortal lives. One day, Diop swears she will understand its secrets.

The Black Market Staff

The Black Market has three clerks aiding Diop in the shop's daily duties. They are:

- Josephine Pellegrini (chaotic good human **spy**; see "NPCs in the Black Market" later in this chapter)
- Rex Tamperclaw (lawful good dragonborn **mage**)
- Gigi Gnawblade (lawful neutral orc **commoner**)

All shop staff wear a plain black apron, inside of which are tools for appraising items, gems, and trinkets. Each apron also has a set of thieves' tools.



The Black Market

INSIDE THE BLACK MARKET

Once inside the Black Market's iron doors, the characters see a palatial room like a library of lost and stolen items. Area B1, the vast main showroom, is visible from the entrance.

The Black Market Features

Unless otherwise noted, areas within the Black Market have the following general features:

Ceilings. Rooms within the Black Market have 50-foot-high ceilings, and its hallways have 10-foot-high ceilings.

Walls. The walls are made of limestone bricks that turn a warm crème color in the light.

Doors. The iron doors within the Market are like miniature versions of its imposing entrance doors. Diop, or a character Diop trusts, can lock a door with their touch. The mechanical locks require a successful DC 15 Dexterity check with thieves' tools to open. If this check fails by 5 or more, a poisoned needle stabs out, requiring a DC 18 Dexterity saving throw to avoid 1d4 poison damage. If the target takes damage, they must make a DC 15 Constitution save or become poisoned for 24 hours.

Light. The Black Market is lit from above by dazzling crystal chandeliers. This produces long shadows in the corners that provide partial cover to a creature hiding within them.

Display Cases. Display cases can be found throughout the shop; the cases are made of glass with AC 5 and HP 1, with immunity to psychic and poison damage. Each case is magically trapped to set off an alarm if a command word is not used to disable the trap, or other magical means have not be used to disable the trap.

Areas of the Black Market

The following areas are keyed to the map of this location.

B1: Main Showroom

Read or paraphrase the following the first time the characters enter the Black Market:

> *The black iron doors swing open, revealing a dazzling, lush hall within. The air smells of sweet perfume, and crystal chandeliers bathe the stone walls in warm light. The vastness of the space seems impossible; it couldn't possibly fit behind the wall into which this door is fitted.*
>
> *The decor within seems haphazard. Tapestries from countless ages of history line the walls, and suits of armor and trinkets are displayed on racks and tables arranged more like a flea market than a museum.*
>
> *A woman with regal features but dressed in utilitarian garb notes your arrival from atop a staircase, but makes no effort to greet you.*

Josephine Pellergrini (see "NPCs in the Black Market" later in this chapter) handles sales and purchases. In order to buy an item, the characters must bring it to her here in this room; she doesn't leave this room while working her 8-hour shift.

Diop's Greeting

The first time the characters enter the Black Market, the proprietor Diop Sy is unaware at first that new guests have entered. If the characters spend at least 10 minutes investigating the items in this room, Diop notices and arrives in secret. A character must succeed on a DC 19 Wisdom (Perception) check to see him perched atop the crystal chandelier hanging above them. He greets the characters once they notice him.

Investigating the Showroom

The main room is filled largely with Common magic items and historically significant trinkets and curios. The inventory changes each day purely at the whim of the magic that sustains the Black Market. Any item listed in the catalogue later in this chapter, including the Classic Magic Items table, can be found here. The showroom has:

- 2d4 Uncommon magic items
- 1d4 Rare magic items
- 1d3 Very Rare magic items

A character can make an Intelligence (Investigation) check to search through items in this room of a certain rarity, or for a specific item that they know is in the Black Market, either by sight or by reputation. The DC for this check varies based on what they're looking for:

Showroom Item Seeking

Item Rarity	Intelligence (Investigation) Check
Common	DC 5
Uncommon	DC 10
Rare	DC 15
Very Rare	DC 20
Specific Item	DC 25

Secret Tunnels

The main showroom doesn't appear to have any doors beyond the main entrance. In truth, it has many doors, all concealed by illusions, tapestries, and false walls. Countless secret passages branch off from this hall, winding through dark, slender corridors to parts of the shop that even Diop has never seen before, containing items none yet know.

When the need is great, the Black Market itself sometimes reveals these doors to a character. Characters who succeed on a DC 16 Intelligence (Investigation) check while searching within 30 feet of a hidden door can also find it.

Diop knows of and regularly uses these doors:

- To the trophy hall (area B2), hidden behind a tapestry of a smug warrior laden with two dozen weapons.
- To the arcane conservatory (area B3), hidden behind a painting of a bearded wizard battling a red dragon in spiraling swathes of color.
- To the rogue's gallery (area B4), at the top of the stairs to the showroom's upper gallery, hidden behind a portrait of three adventurers peering into a treasure chest.
- To the secret basement (area B5), hidden behind a painting of a bow-wielding huntswoman assailed by a skeleton hiding in the snow.

B2: Trophy Hall

Grim, stone faces peer out from the walls of this vast armory, containing the weapons and armor described in this shop's Magic Item Catalogue. If a magic suit of armor could be multiple types of armor (for example, *mithral armor* could be *mithral plate* or a *mithral chain shirt*), choose one or determine it randomly.

B3: Arcane Conservatory

A golden, spinning astrolabe depicting the planes dominates the center of this room, which contains all the potions, scrolls, and other wizardly and divine magic items in this shop's Magic Item Catalogue. These items drift gently through the air, orbiting in sync with the planar spheres on the astrolabe.

B4: The Rogue's Gallery

This secret passage emerges into a well-appointed office, containing three bookshelves of leatherbound tomes and a maple desk with a small placard that reads "Office of Diop Sy." If the characters have business with Diop personally, such as the sale of a big-ticket item or one of the Quests described later in this chapter, she meets with them here.

Treasure. A character who searches the bookshelves can make a DC 15 Intelligence (Investigation) check. On a success, they determine that the books are all extremely rare, with the newest being over 100 years old, and the oldest being a two-millennium old Elvish epic thought lost to time. The whole collection could easily be worth 15,000 gp to a collector.

If the Intelligence (Investigation) check succeeds by 5 or more, they also locate the secret door described below.

Secret Door. A character who succeeds on a DC 18 Wisdom (Insight) check notes that this office is surprisingly unpretentious for someone with as much dramatic flair as Diop Sy. Indeed, a secret door is built into the bookshelf behind the desk. Pulling on a book titled Locking Fundamentals (too simple a book for a burglar of Diop's skill) opens the door. A tripwire is strung across the entrance, requiring a DC 18 Wisdom (Perception) check to spot. On a failure, it triggers an *alarm* spell that mentally alerts Diop to the intrusion.

B4a: Diop's Den

No one but Diop knows of the existence of this room. It is the bedroom of a queen, draped in furs and fineries. Beside Diop's luxurious four-poster is a simple bedside table containing a sleeping draught, a pair of handcuffs, and a single locked drawer requiring a successful DC 25 Dexterity check with thieves' tools to open.

Treasure. Inside the locked drawer is the black iron key to the Black Market. Diop secures the key every morning after opening the shop and again each night after closing. Whoever possesses this key can choose to seal the doors of the Market to all, open them to all, or open them to only those the Market selects.

B5: Secret Basement

A set of stairs spiral downward 30 feet into a staff-only break room. The staff described in "NPCs in the Black Market" take 10-minute breaks here every 2 hours.

The Stolen Vista. Somehow, this basement room contains vast bay windows overlooking a bustling shopping street in a major city—though the city changes every 24 hours or so.

NPCs in the Black Market

The characters can meet the following major NPCs in this shop, in addition to the shopkeeper. These NPCs have Quests to offer the characters (see "Quests and Events" later in this chapter).

Joesphine Pellegrini

Chaotic Good, Female Human ***Spy***

Josephine Pellegrini has beauty that rivals fey royalty. She has brown skin with warm olive undertones, emerald eyes, thick black eyebrows, a strong jawline, and delicate cheeks that look as if she was born blushing. Raven hair sits in a bun atop her head most days. She dresses down in utilitarian black garb, unless the occasion demands she dress up.

Josephine was born to a noble family in a far-off city. She stumbled upon the Black Market while fleeing an assassin sent by one of her family's enemies, and formed an unbreakable bond with Diop when they fought the killer off together. Feeling likewise, Diop asked Josephine to be the Market's first employee, and she accepted.

Josephine has a secret: she is secretly the 400-year-old scion of the long-lost noble house of Cagliostro. After a fashion, she is a lost artifact of the Black Market too. Her mother died when she was only 5 years old, and her father—who developed a potion of eternal life and shared it with her—was kidnapped about 200 years ago. She has been the head of her noble house ever since, using trickery and subterfuge to lead a double life as an information broker for the Black Market and the head of House Pellegrini. She longs to learn of her father's whereabouts (see "**Quest: The Man with the Sapphire Ring**" later in this chapter).

Roleplaying Josephine

When characters interact with Josephine consider these roleplaying traits when deciding how she responds:

Personality Traits: "I never let my emotions control me. This skill unnerves my foes, and it secretly excites me to create this fear."

Ideal: "Knowledge. It and power are one and the same, after all. It is my first line of defense against my enemies."

Bond: "I can't let Diop know it, but I'm in love with her. If anything happened to her or the Market … I don't know what I'd do."

Flaw: "I cannot help but lie to my friends and family back home about my life now. Other than Diop, I lie to the friends I made through the Market, too. No one knows the full me and lately I've begun to fear even I don't."

Josephine is in the business of gathering and selling information, so anything a character says to her is something she could one day sell off to their rivals, if any. Of course, she extends the same courtesy to them in return, selling vital clues about their foes' secrets or whereabouts for 100 gp—plus expenses incurred in those secrets' acquisition (at the GM's discretion).

Josephine uses **spy** statistics, but has a +10 bonus to Charisma (Deception) checks.

Ganimard Guedira

Lawful Good, Male Orc ***Veteran***

Years ago, Ganimard Guedira was the lead investigator on a task force created by nobles who longed to catch the famous Gentleman Thief. Ganimard was a zealot of justice in those days, and pursued Diop to the ends of the earth. Over the years, however, Ganimard began to realize that Diop's heists weren't just lifting valuables, they were exposing corrupt schemes among the nobility: embezzlement, profiteering. arms dealing, poisoning, and worse.

The story of Ganimard's defection is one that grows larger and more absurd with each telling, but one thing is definitively true: Inspector Guedira is now firmly on the side of true justice—the side of the Black Market. His clean-shaven face, gleaming white tusks, and bright blue eyes all shine even brighter now that he serves justice on his own terms.

Though he's now retired, he moonlights as a security guard at the Black Market whenever the urge strikes him. This is just an excuse to reminisce about the old days with Diop, though.

Roleplaying Ganimard

When characters interact with Ganimard consider the following traits when thinking of his response:

Personality Traits: "All people deserve respect, even your nemeses. *Especially* your nemeses."

Ideal: "Justice. Tyranny is following the letter of the law unquestioningly. Ignoring your own heart is submitting to oppression."

Bond: "Even though I was in the wrong, Diop gave me a chance to become their friend still, to this day I will do anything to protect them."

Flaw: "Big things? When it comes to those, I can admit when I'm wrong. Little things, though? Hah! I'd sooner die!"

Quests and Events

The ever-shifting doors of the Black Market invite all sorts of rogues to its hidden halls, and all of them have danger biting at their heels that might embroil the characters in the fight!

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

The Man with the Sapphire Ring

Prerequisite: Met Josephine once and returned to the Black Market again

Questgiver: Josephine Pellegrini
Quest Beginnings: Josephine invites the party to join her at the bay window
Suggested Level: Any

Josephine Pellegrini's life as a spymaster has been in service of finding her kidnapped father. She recently learned that someone wearing her father's unmistakable sapphire signet ring was seen in the market of a countryside castle town called Vista Cagliostro.

She begs the characters to travel to Cagliostro, find the man with the sapphire ring, and bring him back to her in Pellegrini Manor.

The ring can be found in a pawn shop, where it was sold by a decrepit old man with gleaming emerald eyes, supposedly to pay for his funeral expenses. The shopkeep will part with it for 500 gp. If the characters return it to Josephine, run Event: The Woman with the Sapphire Eyes.

The Heart of the Moon

Prerequisite: Purchased an item from the Black Market

Questgiver: Ganimard Guedira
Quest Beginnings: Ganimard wants to test the party's prowess
Suggested Level: 3rd through 5th

Diop has long wondered who the next great Gentleman Thief will be, while Ganimard often dreams of unsolved cases. When Ganimard sees the party in the Black Market, he spies a way to pull on both threads at once; he invites the party to Diop's office right before they're about to leave and offers them a job.

He tells them a story of a necklace called the Name of the Moon, stolen from the bedstand of a queen 20 years ago in a heist Ganimard once thought was pulled by Diop, but which he now believes to have been done by a mysterious third party. Since the lost necklace hasn't slipped into the Black Market, the true thief must still possess it.

The characters learn that the true thief was a **doppelganger**. When that queen died, the doppelganger used the skills it developed stealing the necklace and returned to gain power by impersonating the late queen's daughter. The doppelganger keeps the stolen necklace in a secret lockbox beneath the missing princess's bed and plans to dramatically reveal it on the day of her coronation as queen as a sign of divine proof of her royal mandate.

Smoke and Mirrors

Prerequisite: Diop Sy was captured in Event: Arrest Warranted

Questgiver: Ganimard Guedira
Quest Beginnings: Ganimard asks the characters to meet him in Diop's office
Suggested level: 10th through 15th

Diop Sy is captured and awaiting trial. Ganimard Guedira has learned where the trial is to be held: not in any mortal court, but in the courts of Hell.

If the characters haven't purchased the *Armor of the Fallen One* (see "Magic Item Catalogue" later in this chapter), Ganimard offers it as a preemptive reward for helping Ganimard's old friend. The characters must:

- Find a diabolist or a plane walker who can help them open a gate to the Second Layer of the Hells.
- Infiltrate the Iron City and find the prison where Diop is being held.
- Either break Diop out of prison, or successfully defend him in a court tailor-made to declare him guilty.

In-Shop Events

These events occur within the shop.

The Woman with the Sapphire Eyes

Prerequisite: Completed Quest: The Man with the Sapphire Ring

Event Initiator: Josephine Pellegrini
Event Beginnings: Immediately upon completion of Quest: The Man with the Sapphire Ring
Location: Area B1
Suggested levels: Any
Content warnings: Parental death

Josephine sobs when the characters return her signet ring to them.

"I knew it, I always knew it, this confirms everything I feared and hoped for at the same time. Leave me. No, forgive me… it's I who should go."

Josephine pushes past the characters and runs down to the basement (area B5). The characters can either give her space, or attempt to comfort her.

Developments

The staff at the Black Market, the items it offers, and the services it offers can change depending on the outcome of this Event.

Josephine Replaced. If the characters give her space, Josephine is confronted by Diop, and she leaves the Black Market without a goodbye. Within a week, she's replaced as floor manager by a lawful neutral dwarf **commoner** named Clarisse de Balsamo. Clarisse is bubbly and eager to befriend the characters, offering them a 20 percent discount on all items.

Josephine Comforted. If the characters attempt to comfort Josephine, they can make a DC 15 Charisma check. On a failed check, she appreciates the attempt but is still too upset to talk with the characters. On a success, she reveals that her real name is Giuseppina di Cagliostro; her father changed the di Cagliostro name to Pellegrini 400 years ago … when Josephine was born. (See the "The Elixir of Emerald Eternity" section below for more.)

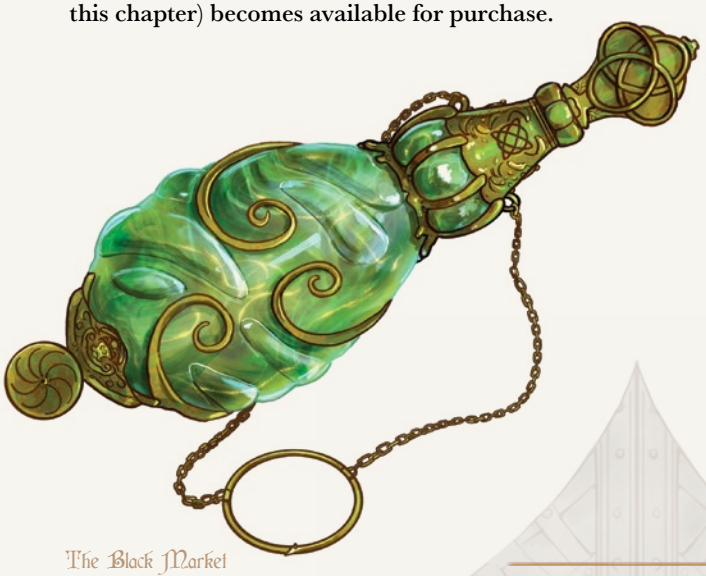
The Elixir of Emerald Eternity

With Josephine successfully comforted, she reveals to the players the truth of her past.

Her father, Giuseppe di Cagliostro, was obsessed with eternal life, and through his own alchemical genius, developed an elixir that would extend his lifespan. He tested this elixir on his wife, who had just given birth to his daughter Giuseppina. The tests were individually harmless, but their compounding strain eventually killed her.

Her father, grieving, locked himself away until he perfected the elixir. The only magic the ring holds is a mild enchantment to conceal the emerald eyes. Josephine sobs that her father must have escaped his kidnapping and returned to their old home hoping to find her, but she was long gone.

Josephine finds inscribed inside the band of the ring the formula for the elixir her father created. If the characters wish, the Black Market can have their alchemist recreate it as a reward for their help. The *elixir of emerald eternity* (see "Magic Item Catalogue" later in this chapter) becomes available for purchase.



Arrest Warranted

Prerequisite: Completed Quest: The Heart of the Moon

Event Initiator: Intruders
Event Beginning: A group of unknown guards infiltrate the Black Market
Location: Showroom (area B1)
Suggested Level: 10th level

While the characters are shopping, a dull ringing reverberates through the Market. After a moment, it becomes clear that someone is trying to batter down the doors of the Black Market. Diop and all other NPCs in the shop rally at the top of the stairs in the showroom (area B1). Diop quickly shares that someone from his past is coming to collect old debts—then the door bursts open.

A group of city watchmen storm the room alongside fiendish enforcers of Hell. Their numbers include:

- 20 **guards** as common rank-and-file; they seem uncomfortable working with devils, but eager to follow orders from their superiors
- 3 **barbed devils** as squad leaders
- 2 **priests** as healers
- 1 **erinyes** called Enforcer Kayldar, she carries a *rope of entanglement*

Fight or Flight. Diop says, "I don't kill. If you fight, it has to be so no living people die. So what are we doing? Fight or flight?" They can stand against the onslaught, or flee to the basement and leap out the window.

Developments

The staff at the Black Market, the items it offers, and the services it offers can change depending on the outcome of this event.

Arrested Development. If the characters lose the fight, they are knocked unconscious and wake up in captivity in a local prison without their belongings in a standard holding cell. Eventually, Ganimard arrives to let the characters know he pulled some strings to have them released, but Diop would have to await trial, and the Black Market's inventory will surely be confiscated without Diop's protection.

No One Dies! If one of the guards or priests dies during the fight, Diop surrenders and asks everyone to lay down their arms. He agrees to go peacefully, but shoots a dirty look at the character that dealt a killing blow. The characters aren't arrested, and Ganimard tries to explain the raid.

Diop's Enemies

Ganimard explains that a diabolic Duke of Hell and a mortal duke combined forces to confront Diop in revenge for his heists against them both, years ago. He asks for the characters' help to save the Black Market (see Quest: Smoke and Mirrors).

THE BLACK MARKET
MAGIC ITEM CATALOGUE

The Black Market somehow acquires items lost to history—particularly items that were stolen in legendary heists. Every item within the Black Market has a story. Even a simple bag of holding can be made significant by giving it a unique name, history, and appearance. To whom did it belong? Why was it lost? Most items of this sort were stolen from a powerful person, then traded hands enough times that their true value was forgotten. Or the item was lost in a bloody attempt to reclaim it. Even items that were thought destroyed sometimes turn up in the Black Market. Try using these lost artifacts to subtly introduce your world's history to your players.

Gloves of the Spellthief

Wondrous Item, Very Rare
(Requires Attunement by a Rogue or Monk)

These gloves once belonged to a master criminal dubbed the Spellthief. These gloves have 6 charges. When a creature that you can see within 60 feet of you casts a spell, you can use your reaction to spend at least 3 charges to cast *counterspell* at a level equal to the number of charges spent. If you need to make an ability check as part of the spell, the check uses Dexterity instead of your spellcasting ability modifier.

If the spell is successfully countered, you also steal the spell. While you have a spell stolen, you can cast it yourself using the spell attack bonus or spell save DC of its original caster and without the need of material components. After 1 hour, after you use this feature of the gloves again, or after you cast the spell, the spell fades from the gloves.

The gloves regain 1d6 charges daily at dawn.

Price: 25,000 gp

Serenity's Blade

Weapon (Longsword), Rare (Requires Attunement)

This blade once belonged to a queen in a faraway realm from a time now forgotten. You have a +2 bonus to attack and damage rolls made with this magic weapon.

Moonbeam. While wielding this blade, you can cast the *moonbeam* spell. It doesn't require concentration, but ends immediately if you drop or sheathe the weapon, which glows brightly while the spell is active. Once this property of the weapon is used three times, it can't be used again until the next moonrise.

Sentience. Serenity's Blade possesses an ancient, deteriorated spark of sentience. The sword can communicate simple ideas and images telepathically to its wielder, and understands Common and Celestial. The blade hates to leave anyone behind, believes in always sticking it out in a fight, and has a desire to defend others even at cost to itself and its wielder.

Price: 4,500 gp

Silencer

Weapon (Longbow), Very Rare (Requires Attunement)

This sleek, black longbow would be invisible in the dark were it not for its glossy finish. You have a +2 bonus to attack and damage rolls with this magic longbow.

As a bonus action, you can nock an arrow to gain truesight with a range of 150 feet, and can see through solid objects. This benefit lasts until the end of your turn. Any arrows you fire while you have truesight in this way are magical and can pass through solid objects up to this bow's maximum range of 600 feet, ignoring full cover.

Price: 25,000 gp

Armor of the Fallen One

Armor (Plate), Very Rare
(Requires Attunement by a Good or Neutral Character)

This plate armor is adorned with motifs of angelic figures along the back spine, while the grieves feature motifs of flames. Legend has it that this armor once belonged to a crusading Celestial plunged into the Hells and succumbed to evil.

You have a +3 bonus to AC while wearing this armor. You also gain immunity to radiant damage and resistance to necrotic and fire damage.

Angelic Wings. You can grow angelic wings as an action that grant you a flying speed of 60 feet. This effect lasts for 1 hour and can't be used again until the next dawn.

Fall in Flames. At any time while you have angelic wings, you can end that effect as a bonus action. Each creature within 60 feet of you must make a DC 18 Dexterity saving throw, taking 5d10 fire damage and 5d10 radiant damage on a failed save, or half as much on a successful one. You then gain the Hellfire Stride trait.

Hellfire Stride. Your walking speed increases to 50 feet. This effect's duration is equal to the remaining duration of the Angelic Wings trait when you used Fall in Flames. While this trait is active, you are immune to fire damage and any creature that makes an opportunity attack against you must make a DC 18 Dexterity saving throw or take 5d10 fire or radiant damage (your choice).

Price: 30,000 gp

Silvertongue Draught

Potion, Very Rare

This potion replicated by an alchemist friendly to the Black Market, is based on a potion originally found one night within the Market's back rooms.

For the next hour, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

While under this effect, your tongue has an argent gleam that can be noticed by a successful DC 15 Wisdom (Perception) check.

Price: 10,000 gp

Elixir of Emerald Eternity

Potion, Legendary

When you drink this potion, your adult life is lengthened by 10d10 × 10 years, halting aging at your current age. Your eyes turn a rich emerald green while the potion's effect is active.

Alternatively, if you fail three death saving throws during the potion's duration, you can choose to awaken with 1 hit point at the start of your next turn. If you do so, the potion's life-extending duration ends.

Once you have drank this potion, you cannot benefit from it again for one year and a day.

Price: 20,000 gp
(can only be bought after completing Quest: The Woman with the Sapphire Eyes)

THE HEDGEROW

"No customers are permitted in the greenhouse at any time, under any circumstances. Any customer entering the greenhouse is liable for damages to the building, the plants, and themselves. If you encounter a trapped, injured, or deceased customer while tending or harvesting, report immediately to management."

– Excerpt from the Hedgerow Employee Handbook

In contrast to the bustling city streets just outside, the lush humidity of the Hedgerow feels untamed and secret.

The Hedgerow sells plants and plant-related items that range from the mundane to the magical, including everything from simple plant-based salves and tonics to deadly weapons crafted from growing things. These items are all available in a cozy, customer-facing lobby, but behind an "employees only" door lies the massive, labyrinthine greenhouse where the shop's stock is grown and harvested.

Druids living within the city know the Hedgerow as a source of little-known herblore. It is not unusual for the shopkeeper, a pixie named Bramble, to make house calls to treat a pest problem threatening a farmer's crop or consult on a plant-related concern or project.

Bramble started the Hedgerow as a flower shop but has always been more interested in the plants than the commerce. The shop is located in a heavily developed city, so the little garden where she initially grew her inventory became a haven of flora over time.

Bramble made her garden steadily more extensive and complex, seeking more room to cultivate new varieties and propagate exotic strains. She has built a vast network of interconnected greenhouses, using dimensional magic, underground and vertical space, and the occasional size-reduction enchantment to squeeze an improbable amount of growing space onto the small shop's property.

The Hedgerow's restricted greenhouse is a wild, humid place crowded with rare and robust plants. Those who enter it can easily forget they're not lost in the deep jungle, but rather in the heart of a bustling city.

Bramble's diminutive size has introduced difficulties in managing and caring for everything, so she employs a team of awakened shrubs, called shrublets, to assist.

The shrublets allow Bramble to travel in search of new and exciting plants, which she does often. It is not unusual to arrive at the Hedgerow and find the shopkeeper away on a quest to track down a legendary flower on another plane or a berry said to change the color of the eater's eyes. She is sometimes gone for weeks, leaving the Hedgerow in the hands of her questionably-qualified team of animated plants.

BRAMBLE

Neutral Good, Female ***Pixie***

Customers of the Hedgerow often assume the shop is unoccupied when first entering, unable to spot the tiny shopkeeper among her wares. Bramble is petite even for a pixie, standing just under 10 inches at full height — although she rarely stands still. She flits around on a pair of delicate dragonfly wings, tending to the inventory and keeping everything in its proper place.

Dressed in a tangle of leaves, vines, and flowers, Bramble has a shock of yellow hair sticking straight up from her head like the flames of a lit match. Her skin is the green of a new leaf. Her large, wide-set eyes are entirely black, which, along with her trailing antennae, give her a distinctly bug-like appearance. She's nearly always smiling, although some might find this disquieting since her teeth are a bit too sharp for many mortals' tastes. Bramble's voice is high-pitched and musical.

Since she is responsible for creating each item the Hedgerow stocks, Bramble has a keen sense of the value of her wares and doesn't like to negotiate on price. A character who tries to haggle the price down can make a DC 25 Charisma (Persuasion) check. Characters who display an authentic love for nature and herbs have advantage on this check. On a success, Bramble relents and grants a discount of up to 10 percent. On a failure, Bramble scowls and buzzes away without a word.

Bramble is hundreds of years old (she's not sure how many hundreds; she doesn't find counting years interesting) and is a creature of great wisdom despite what some might perceive as childlike playfulness and whimsy. She spent centuries exploring and learning about the living world of the Fey Realm and is now in the process of doing the same with the Material Plane.

History

Curiosity first brought young Bramble away from the Fey Realm and into the mortal plane, full of plants entirely new to her. But when her exploration brought her to large human cities, she was horrified by the lack of greenery. It became her mission to bring growing things into the city. She began with a modest flower shop but could not limit herself to such a small-scale operation for long. She missed the vast green expanses of the Fey Realm and so began creating her own.

Roleplaying Bramble

When the characters interact with Bramble, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Plants are just as interesting as people; sometimes more interesting, depending on the plant — and the person."

Ideal: "Plants should have dominion over all spaces, and I must grant them entry to any place they cannot reach alone."

Bond: "My shrublets serve me loyally, and I will protect them from any threat."

Flaw: "I'm happy to help you, so long as you know what you want. I have no patience for beating around the bush."

While Bramble is friendly, she is not chatty. She has an abrupt manner and comes off as perpetually in a rush. If a conversation is taking too long or doesn't seem to be going anywhere, she might simply leave in the midst of a sentence.

Despite her impatience with people, she has seemingly infinite patience with growing things. She has been known to sit in front of a plant and watch intently as a leaf unfurls for over an hour.

Goals

Bramble is a servant of the natural world. The Hedgerow exists not to turn a profit but to aid in the pixie's lifelong mission of cultivating green and growing things. She doesn't often appear within the shop and tends to leave its day-to-day maintenance and sales to her shrublets (see the sidebar below).

Bring Life to the City

Bramble believes that the world belongs to nature and that no place should be devoid of growing things. She serves the flora, making it her mission to enable greenery to grow anywhere and everywhere. To accomplish this, the Hedgerow offers decorative plants and flowers to serve the desires of the city denizens, as well as practical items better suited to visiting adventurers or country folk.

Master Mortal Plants

Having already learned everything there is to know about plants in the Fey Realm, Bramble is now on a journey to attain mastery over the growing things of the mortal world. She hunts for rare and unusual plants to bring back to her greenhouse for cultivation. Only when she can understand each plant from seed to stem will she consider her work on the Material Plane complete.

Shrublets

Unaligned, Genderless ***Awakened Shrubs***

Dozens of awakened shrubs staff the Hedgerow. Unlike their wild kin, these sentient bushes have been pruned into neat shapes. They greatly respect Bramble, who knows each of the shrublets by name, and they follow her instructions devotedly.

Each shrublet stands between 3 and 4 feet tall and has been neatly pruned into a shape, such as a cone, sphere, or cube. They have no eyes and observe their surroundings by sense. When at rest, the shrublets are indistinguishable from a leafy shrub.

The shrublets cannot speak but understand Common and do their best to help customers. They can accept money to make sales, but if a customer has a complex question or wishes to bargain, the shrublets defer to Bramble.

The shrublets pose no dangers to customers and are friendly to the extent of providing customer service. If the shrublets observe a customer doing wrong (stealing, damaging merchandise, entering employee-only areas), they do their best to stop them but avoid violence.

A shrublet within the Hedgerow can contact Bramble telepathically at any time with a wordless call. This call can be either a routine call or a distress call. Upon receiving this communication, Bramble intuitively knows whether it is a routine call or a distress call and where the shrublet is located.

You can use the following roll tables to generate individual shrublets as needed.

Shrublet Name

d8	Name
1	Sprig
2	Bud
3	Root
4	Twig
5	Bean
6	Seedlet
7	Petal
8	Herb

Shrublet Activity

d10	Activity
1	Sweeping up soil
2	Watering plants
3	Counting silver pieces
4	Harvesting fruit
5	Picking aphids off plants and eating them
6	Pruning dead leaves and branches
7	Sowing seeds
8	Dragging heavy burlap sacks of potting soil
9	Cleaning glass with a cloth
10	Taking stem cuttings

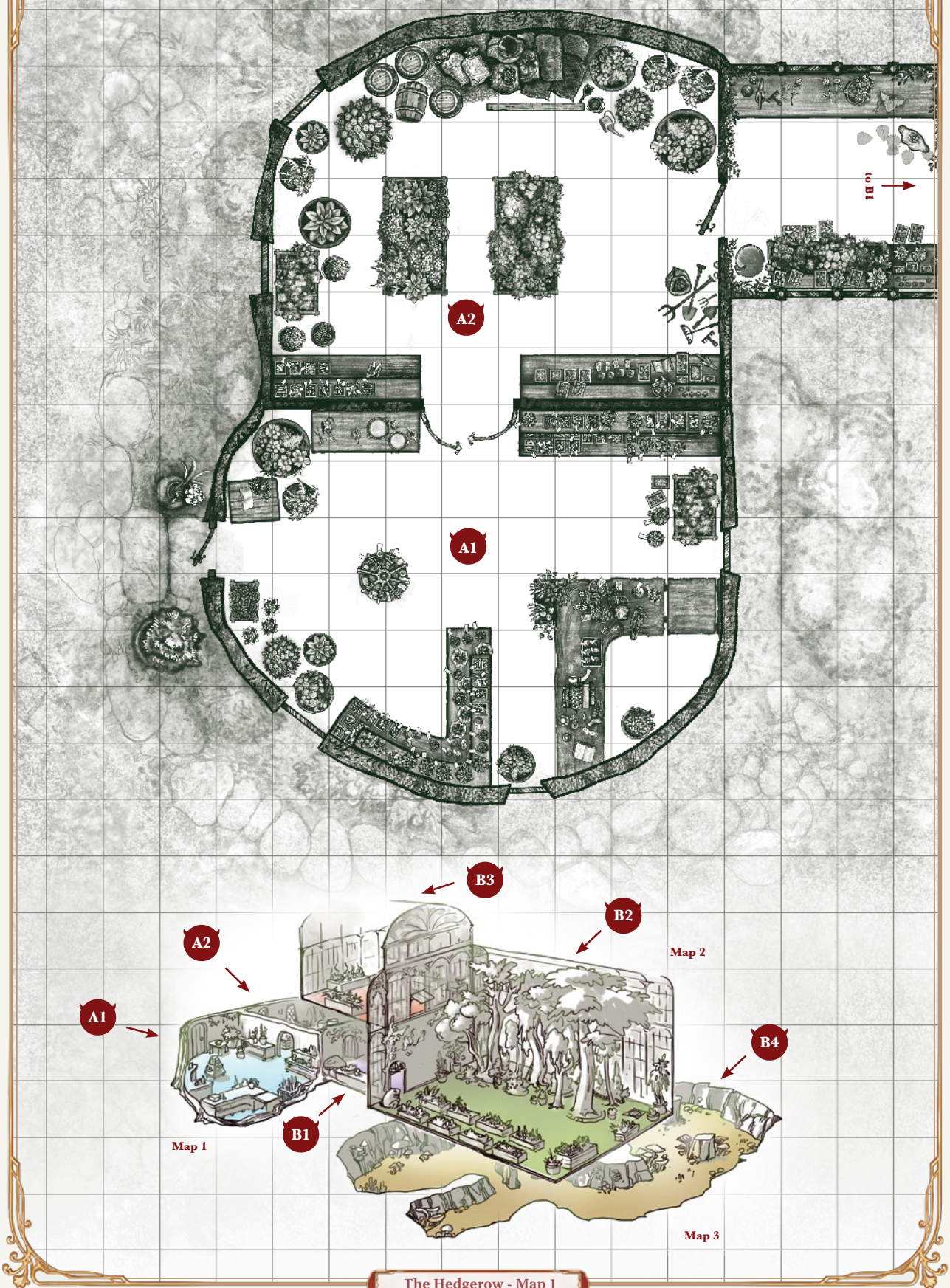
Shrublet Quirk

d8	Quirk
1	Keeps sneezing
2	Little yellow flowers growing on it
3	Only a foot tall
4	Scorched branches on its left side
5	Scratches itself due to a pest infestation
6	Coiled tendril sticks up from its head
7	Prehensile vine tail
8	Small red bird nests in it

Roleplaying Shrublets

The shrublets all have unique personalities; use these traits as a baseline, which shrublets can diverge from as you see fit:

Personality Traits: "Emotions are foreign to me."
Ideal: "It is my responsibility to ensure that customers at the Hedgerow find what they need."
Bond: "Bramble is my leader, and I will follow her orders without question."
Flaw: "I have a taste for human flesh that I reluctantly suppress."



1 square = 5 feet

The Hedgerow - Map 1

INSIDE THE HEDGEROW

The shop is tightly packed with shelves and items. Leafy vines twine over everything. The smell of damp earth hangs heavy, and the shop's interior is noticeably more humid than outside.

Nearly the entirety of the small shop, which is made up of two rooms joined by an open arch, can be seen from the doorway.

- **Area A1: Lobby.** Front counter containing items for sale
- **Area A2: Nursery.** Plants, seeds, plant care items, and an employee-only door

Behind the employee-only door lies the greenhouse. Areas in the greenhouse include:

- **Area B1: Workshop.** Where Bramble transforms plants into items for sale
- **Area B2: Orchard.** Trees and food-producing plants
- **Area B3: Canopy Garden.** Deadly plants fill this upper-level area
- **Area B4: Caverns.** Underground tunnels containing plants that grow in darkness

The Hedgerow Features

Areas in the Hedgerow have the following features unless otherwise noted:

Objects. The shop is crowded with shelves and cabinets holding inventory.

Ceilings. The ceilings of the shop are 8 feet high, and its doors are 6 feet tall.

Doors. The shop's front door has a deadbolt lock on it. Breaking down the locked door requires a successful DC 15 Strength check. The door has AC 13, 10 hit points, and immunity to poison and psychic damage.

Light. The shop is lit by large glass windows that let in sunlight. At night, magic lanterns provide dim green light for any shrublets working late.

Walls. The interior walls and ceiling of the shop are made of living wood that has grown into the shape of a shop. The exterior is covered with thick bark.

Windows. Each wall bears multiple floor-to-ceiling mullioned glass windows. Each window has been magically reinforced. Breaking a window requires a successful DC 13 Strength check. Each window has AC 13, 10 hit points, and immunity to poison and psychic damage.

Within the Hedgerow

The following areas are keyed to the map of this location.

A1: Lobby

> *A stem of drooping bluebell flowers jingles merrily as you open the door of the Hedgerow. Behind the shop's front counter, a leafy cone shifts and extends a woody arm to wave in greeting.*

The lobby of the Hedgerow contains more shelves and tables than the space can comfortably accommodate. Every surface is covered in items for sale. This area of the store displays items crafted from living plants for practical use, intended for sale even to those without a green thumb.

At the back of the lobby, opposite the front door, stands a counter behind which a shrublet (awakened shrub) can usually be found, ready to assist customers and take payments.

To the left of the entrance is an open archway leading to the nursery (area A2).

A2: Nursery

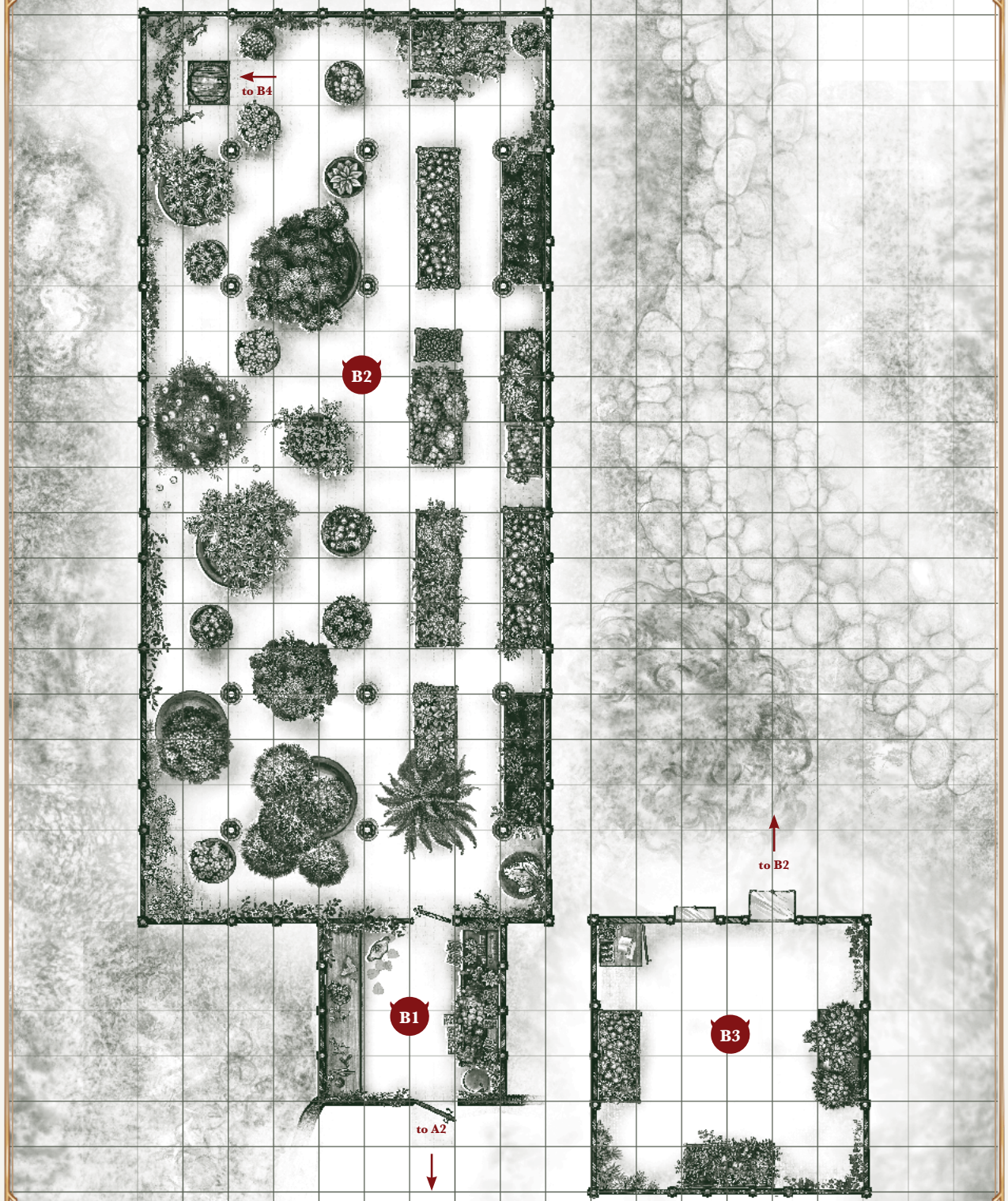
> *Despite the tall windows, this room is shadowed by dense, green growth. Racks of potted plants line the walls, and long vines trail from hanging pots overhead. Bins hold gardening implements of all kinds, and a narrow shelf is piled with tiny, painstakingly tied bundles of seeds, each labeled with a parchment tag.*

The nursery holds seeds, sprouts, gardening products, and decorative potted plants. This section of the store is for those who wish to grow their own plants.

Only half-visible behind a curtain of hanging plants is a door. A sign posted on the door reads:

> *DANGER! Authorized Personnel Only.*

This door is not locked, but if the shrublets (**awakened shrubs**) or Bramble observe a customer attempting to enter the door, they intervene. A **shrieker** is positioned on the other side of the door, which sounds an alarm if any unauthorized creatures enter. This door leads to Bramble's workshop (area B1).



1 square = 5 feet

The Hedgerow - Map 2

Greenhouse Features

The Hedgerow's greenhouse has the following features unless otherwise noted:

Objects. A 5-foot-wide gravel path winds between long planter boxes. Dense foliage spills into the walkways. A creature standing in a space filled with foliage has half cover, but this area is difficult terrain, and melee attacks made from this position have disadvantage.

Ceilings. The ceilings of the greenhouse are 15 feet high, and its doorways are 6 feet tall. All doors within the greenhouse are open and have no locks.

Light. Thick, clouded glass encases the greenhouse, allowing in light but little else. At night, magic lanterns rise from within the foliage and float at 20-foot intervals, providing dim green light for any shrublets working late.

Walls. The walls of the greenhouse are thick glass. Inside, the vague, blurred shapes of buildings and people moving about the city are barely visible, and outside sounds are inaudible. This glass is magically reinforced; each 5-foot section has AC 29, 30 hit points, and immunity to poison damage and psychic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.

Within the Greenhouse

The following areas are keyed to the map of this location.

B1: Workshop

A long workbench stretches the entire length of one of the walls of Bramble's workshop. Hanging on a pegboard behind the bench are all manner of tools in miniature size, from saws and chisels to less identifiable arcane implements. Shelves mounted to the other walls hold magical components neatly categorized in boxes, bins, and glass jars.

Plants grow everywhere, some in the midst of being repotted or pruned, others entirely removed from their soil and undergoing more abstruse procedures. A human-sized mannequin stands in one corner, a tangle of vines trained into the shape of a breastplate on its torso.

An unlabeled potion of poison sits on the workbench among the remains of the materials used to create it. A character inspecting the materials with a successful DC 14 Intelligence (Nature) check recalls that the dried reddish-purple belladonna petals in a nearby mortar and pestle produce a deadly poison.

A lush, heavily forested area is visible through an open doorway to the right. This doorway leads to the orchard (area A4).

Treasure. A wall-mounted shelf contains the following items:

- *Bag of beans*
- *Decanter of endless water*

The shelf is protected with arcane runes inscribed into the wood; a DC 14 Wisdom (Perception) check discovers the runes, while a DC 15 Intelligence (Arcana) check reveals their anti-thieving purpose. If any creature but Bramble or a shrublet removes an item from the shelf, creatures within a 20-foot-radius sphere centered on the shelf must succeed on a DC 16 Dexterity saving throw. A creature takes 5d8 thunder damage on a failed saving throw, or half as much damage on a successful one; in addition, the thunderous alarm alerts Bramble or nearby shrublets to the attempted theft.

B2: Orchard

> *The main area of the greenhouse sprawls before you. The dense canopy of the trees obscures the ceiling, filling the air with the heady scents of fruit and flowers.*

The orchard contains fruit trees and food-bearing crops. The ceiling is 50 feet high, barely visible through the dense canopy.

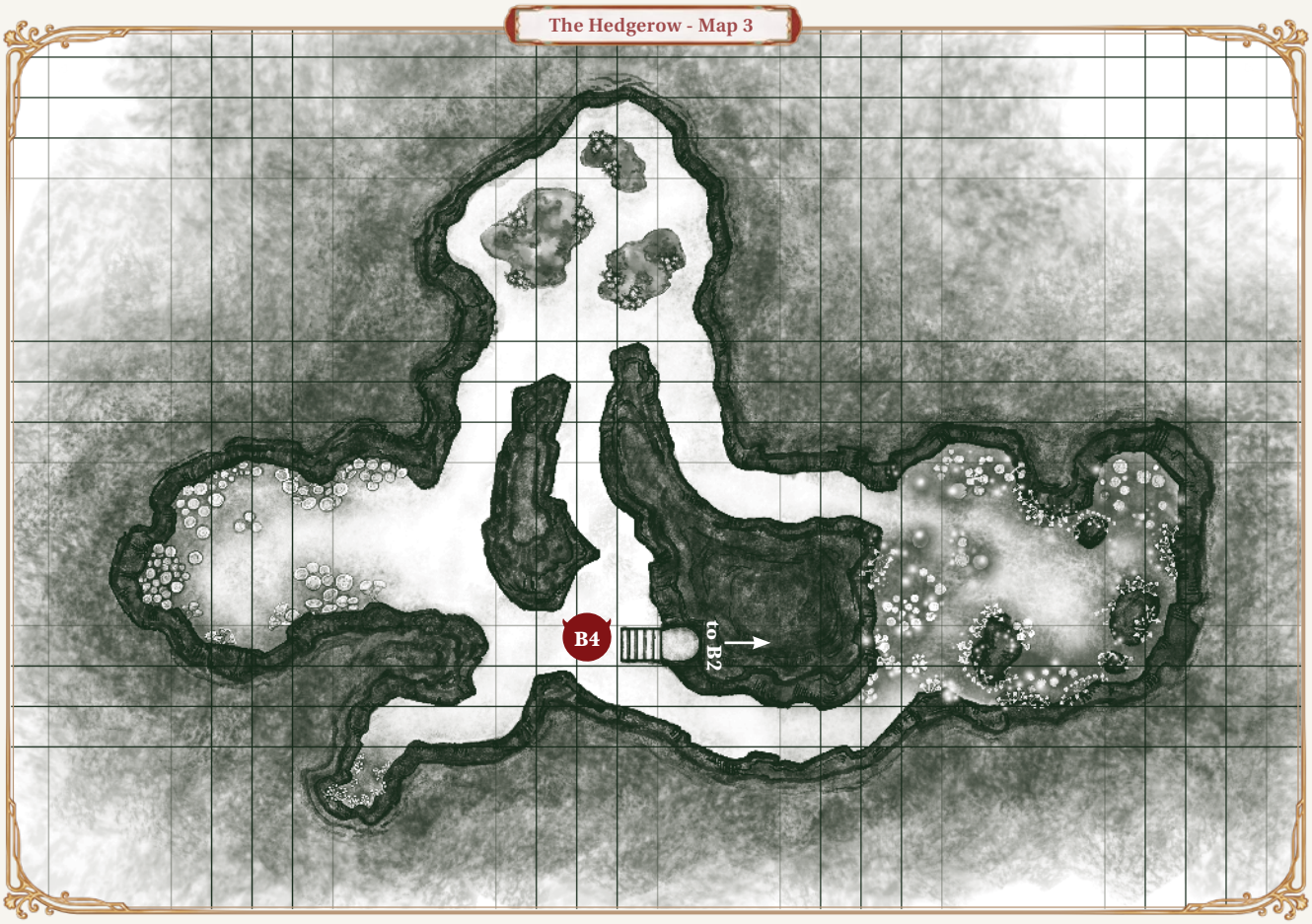
Beside the doorway to the workshop (area B1) is a life-sized stone statue of a giant frog. A DC 15 Intelligence (Investigation) check allows a character to spot a hole inside the statue's mouth. If a creature besides Bramble or a shrublet attempts to remove fruits or vegetables from the orchard, a long, magical tongue erupts from the statue's mouth to capture the thief. The target must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until this grapple ends, the target is restrained, and the frog statue can't grapple another target. A successful *dispel magic* (DC 13) cast on the statue deactivates the trap.

During the day, 1d4 shrublets (**awakened shrubs**) tend the garden and harvest fruits and vegetables. At night, 1d2 shrublets keep watch, motionless and disguised as shrubs. If a shrublet notices an unauthorized visitor, it first confronts them and attempts to escort them out of the greenhouse and back into the shop. If this is unsuccessful, it summons Bramble.

The fruits and vegetables growing in the orchard are unique crossbreeds of mundane cultivars and enchanted plants from the Fey Realms. Only a character who examines the fruit and succeeds on a DC 20 Intelligence (Arcana or Nature) check discerns their magical, hybrid nature.

Trees. Characters can harvest the following fruit from the trees in the orchard:

- **Fireplume Plums.** A creature who eats one of these plums is under the effect of *faerie fire* for 10 minutes.
- **Robin's Egg Apples.** These apples are blue in color, with a shockingly floral flavor. Eating an apple reduces your height by 1 inch until you complete a long rest.
- **Finger Limes.** From the outside, this fruit looks like an elongated lime. Inside each is a severed human finger.



Vegetables. Characters can harvest the following vegetables from the garden beds in the orchard:

- **Morning Leeks.** Once per day, a creature who eats a leek feels a burst of energy. Its speed is doubled for 1 minute.
- **Asp Aragus.** This plant appears to be asparagus, but when picked, it is revealed to be a **poisonous snake** and attacks. If killed and cooked, it has a remarkable depth of flavor.
- **Pop-Pop Peppers.** This red chili pepper bursts into a spicy cloud when punctured or thrown up to 60 feet. Creatures within 5 feet of the pepper when it bursts must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each turn, ending the effect on itself on a success.

A creature that climbs high enough or otherwise see above the canopy of the fruit trees can see into the canopy garden (area B3), located directly above Bramble's workshop. A character can enter the garden only by flying or climbing from the canopy into the garden by succeeding on a DC 21 Dexterity (Acrobatics) check. A creature that fails this check falls 10 feet through the canopy, taking 1d6 bludgeoning damage, but manages to catch itself on the tree branches. Failing this check by 5 or more causes the creature to fall 50 feet into area B2, taking 5d6 bludgeoning damage.

At the end of the greenhouse, opposite the door to the workshop, is a 5-foot-wide trapdoor that can be opened to reveal a set of carved stone steps descending into darkness. These steps lead to the caverns (area B4).

B3: Canopy Garden

This raised garden is 30 feet wide, closed off by solid glass on all sides except for a single panel that opens to the orchard (area B2).

Shrublets cannot access this space — it is exclusively for Bramble's use. Near the entrance stands a small cabinet and a wall hook holding a pair of pixie-sized earmuffs. In contrast to the crowded orchard, the plants here are sparse, each occupying its own bed at least 10 feet from its neighbors. The following plants can be found here.

- **Sirensprouts.** These tiny green shoots emit a melodious song. Each creature within 30 feet that can hear the music must succeed on a DC 13 Wisdom saving throw. On a failure, the target must move toward the sirensprouts and water the earth with their blood, taking 1d4 damage; after this, the effect ends, and the target is immune to the sirensprouts' song for 24 hours. For 1 hour after the sirensprouts have been watered with blood, all creatures roll this saving throw with disadvantage.

- **Corpse Moss.** This white moss grows on the bodies of the dead. When properly processed, it creates a poison that deals necrotic damage.
- **Wildfire Poppy.** When these vibrant red flowers are touched, they release a burst of intense heat. Each creature within 10 feet of the plant must succeed on a DC 16 Dexterity saving throw, taking 3d6 fire damage on a failed save or half as much on a successful one. Only living wildfire poppies have this ability.

Treasure. The cabinet near the entrance holds the following items:

- Restorative ointment
- Poisoner's kit

The cabinet is secured with a magical lock. The lock can be picked with a DC 26 Dexterity check, or the cabinet can be broken open with a DC 23 Strength check. If the lock is dispelled or suppressed, these DCs are reduced by 10. Casting *knock* suppresses the lock for 10 minutes.

B4: Caverns

> *The muggy air of the greenhouse gives way to a distinct chill as you descend into a hewn stone tunnel. Your course is lit not by lanterns but by meandering stripes of bioluminescent fungus along the walls and ceiling.*

The caverns are a small network of interconnected tunnels housing plants that thrive in darkness. The following plants can be found here; there are 2d4 of each plant:

- **King's Chalice.** This cup-shaped mushroom is filled with sweet nectar. Drinking it restores 1 hit point. It refills with nectar after 7 days.
- **Healer's Algae.** Growing on the surface of cave pools, the purple algae is inert until exposed to healing magic. When a healing spell is cast within 50 feet of the healer's algae, the target can reroll up to half the dice (rounded down) and take the new rolls. The algae withers if picked.
- **Lanterncap.** These bioluminescent mushrooms grow up to 2 feet tall and shed dim light in a 20-foot radius. The cap, when severed, continues to shed dim light for 1 hour.

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Dust of Dryness	200 gp
Elemental Gem (yellow)	450 gp
Feather Token (tree)	500 gp
Restorative Ointment	250 gp
Ring of Earth Elemental Command	200,000 gp
Staff of the Woodlands	5,000 gp

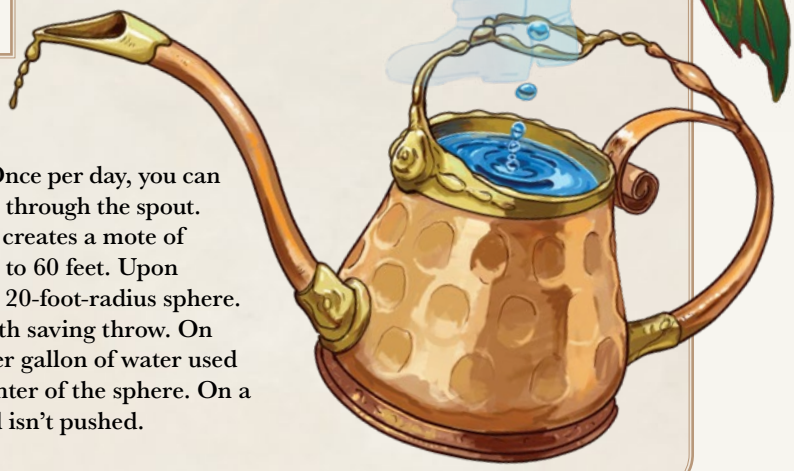
Sunward Shield

Armor (Shield), Rare (Requires Attunement)

This magic shield is made from a massive leaf that remains perpetually green. When you're hit with a melee attack, you can use your reaction to cast *spike growth* (centered on yourself), requiring no components. After casting the spell in this way, you can't do so again until you complete a long rest.

Additionally, while in sunlight, you can use an action to draw healing energy from the sun. You or a creature of your choice within 5 feet of you regains 2d8 hit points. Once you've restored hit points in this way, you can't do so again until you complete a long rest.

Price: 2,000 gp



Watering Can't

Wondrous Item, Rare (Requires Attunement)

This unassuming watering can is made of hammered tin. Once per day, you can use an action to draw up to 10 gallons of water into the can through the spout.

When at least 1 gallon of water is drawn into the can, it creates a mote of elemental water. As an action, you can throw the mote up to 60 feet. Upon impact, the mote explodes, releasing the stored water in a 20-foot-radius sphere. Each creature within the area must make a DC 15 Strength saving throw. On a failed save, a creature takes 1d6 bludgeoning damage per gallon of water used to create the mote and is pushed 10 feet away from the center of the sphere. On a successful save, a creature takes half as much damage and isn't pushed.

Price: 3,000 gp

NPCs in the Hedgerow

The characters can meet the following NPCs in this shop, in addition to the shopkeeper. Some NPCs have tasks to offer the characters (see "Quests and Events" later in this chapter).

Cyprissa

Neutral, Female ***Dryad***

Cyprissa is a dryad bound to a tree in the Hedgerow greenhouse. She is tall and slender with brown skin and a tuft of dark green hair sweeping vertically from her head into a point. Cyprissa has a low, husky voice and a perpetually bored expression.

The careless dryad's exploration often results in messes or inconveniences that the shrublets must correct, such as items placed on the wrong shelves, spilled soil, or broken pots. She holds no ill will toward Bramble but has no particular love for her. She doesn't enforce the rules of the Hedgerow and won't police characters' movements through the greenhouse or report trespassers to Bramble.

Cyprissa's Unwilling Journey

Cyprissa came to the Hedgerow by accident. The tree to which she is bound is a rare evergreen whose bark has anti-aging effects. The pixie had the specimen uprooted and transported to the Hedgerow, unaware of the tree's Fey passenger. Now, the dryad lives in the greenhouse, much to Bramble's irritation.

Roleplaying Cyprissa

When the characters interact with Cyprissa, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I am easily bored and seek new experiences to alleviate my ennui."

Ideal: "I believe order is an artificial construct that stifles the inherent wild beauty of the world."

Bond: "Despite my carelessness, I have a soft spot for the diligent shrublets who tirelessly clean up after my misadventures."

Flaw: "I don't usually think about how my actions affect others."

Cyprissa enjoys talking with visitors. She dislikes characters who harm plants but likes characters who treat the shrublets kindly. She knows the greenhouse well and aids friendly characters in navigating it.

Where is Cyprissa?

Cyprissa is often found near her tree in the orchard (area B2), but she sometimes wanders the greenhouse or browses the shop. Occasionally, she uses her tree stride feature to leave the Hedgerow and visit friends in the forest where her tree was originally planted, but she can't stray from her tree for longer than a day or two, or she starts feeling ill.

Torgan Oakbark

Neutral Good, Male Half-Orc ***Druid***

Torgan Oakbark is a weathered, heavyset half-orc. His braided black beard is streaked with gray, and his head is shaved bald to reveal a tattoo of a veined leaf that stretches from his forehead to the back of his neck. He wears a carved wooden amulet around his neck in the shape of an acorn, symbolizing his druid circle.

Torgan speaks quietly and slowly, carefully considering each word. He is comfortable being silent if there is nothing to say.

Although he spent most of his life in the wild, a warrior acting in defense of ancient druidic sites and secrets, he now lives in the city where his daughter, Gorwyn, attends school.

Botanical Training

Torgan comes to the Hedgerow often to receive training from Bramble, his mentor. She instructs him on plants: how to identify them, how to care for them, and how to make use of their gifts.

In exchange for this mentorship, Torgan does the work the shrublets can't manage, such as moving pallets of materials, making structural repairs or upgrades, and lifting large plants.

Roleplaying Torgan

When the characters interact with Torgan Oakbark, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I appreciate the wisdom found in silence and contemplation."
Ideal: "I am devoted to preserving the sacred knowledge of nature and passing it on to future generations, even if I must adapt to an uncomfortable environment to do so."
Bond: "I will do whatever it takes to ensure that my daughter Gorwyn receives the education and opportunities she deserves."
Flaw: "My history as a warrior of the wild makes it difficult to understand the social complexities of the urban world."

Torgan is polite and friendly to strangers. He lights up when talking about his daughter and warms quickly to characters who ask about her.

Where is Torgan?

Torgan comes to the Hedgerow for training every few days. During these times, he and Bramble disappear into Bramble's workshop (area B1) or the depths of the greenhouse as Torgan shadows her while she works. When Bramble is away, Torgan keeps to himself and tends to the plants.

Zuri Pebbleback

Lawful Good, Female Dwarf ***Commoner***

Zuri Pebbleback is a 15-year-old hill dwarf who lives near the Hedgerow. She stands at a stout 4 feet with a chaotic burst of curly black hair around her head. Her face is covered in a fog of freckles, and her thick eyebrows are usually lowered in a look of worry.

Zuri hopes to one day be an herbalist. She sees the Hedgerow as an essential resource, not just for materials and supplies, but for Bramble's expertise in botany.

She also has a best friend named Amity Montagu, who appears in Event: Lost in the Caverns later in this chapter. Zuri adores Amity and looks to her for both support and guidance.

Roleplaying Zuri

When the characters interact with Zuri Pebbleback, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I'd rather listen than speak — others have much more worth saying."
Ideal: "Healing is the most selfless art. I hope someday I can be worthy of such a path."
Bond: "I only wish I were as interesting and confident as Amity. I follow her lead."
Flaw: "My self-doubt makes it difficult to trust myself. Instead, I look to others for guidance."

Where is Zuri?

Before Event: Trapped Teen Trespasser, Zuri is rarely at the Hedgerow. If she is, it is with Amity in tow, and the two behave disruptively or suspiciously enough that the shrublets escort them out before they can stay for long.

After Event: Trapped Teen Trespasser, Zuri visits the Hedgerow weekly to volunteer. During this time, each shrublet stands on a wooden stepstool in the middle of the nursery (area A2) as Zuri circles them with a pair of shears, pruning stray leaves and branches and keeping their foliage tidy.

Quests and Events

Despite the shrublets providing day-to-day assistance in the shop, some tasks either can't be accomplished without further aid or aren't high enough priority for Bramble to take them on personally. At times like these, the shopkeeper turns to her adventuring customers.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes over which characters must triumph, are for the GM to decide.

Quest: Botanical Bounty Hunting

Questgiver: Bramble
Quest Beginning: A job listing posted at local venues
Suggested Level: 1st through 10th

Bramble has posted a job listing across the city requesting the safe retrieval of a rare plant specimen to add to her greenhouse. She normally collects it herself, but it's the busy season at the shop, and she can't afford to take the time away.

Her research has confirmed the plant's general location and existence, but the characters must travel to the region where it was found, locate it, and transport it back to Bramble alive.

Reasons the plant might be difficult to locate include:

- It is a mutation that can only be differentiated from the common variety in moonlight.
- It is invisible but produces a pungent smell.
- It grows inside the stomach of a dangerous creature.

Reasons the plant might be difficult to transport include:

- It's a 30-foot-tall tree and is visibly breathing.
- It erases itself from the memory of any creature who sees it.
- It grows parasitically on creatures with an Intelligence of 10 or higher.

Quest: The Root of the Problem

Prerequisite: Become friendly with Bramble

Questgiver: Bramble
Quest Beginning: When characters visit the shop, Bramble asks for help
Suggested Level: 3rd through 5th

While the characters are shopping at the Hedgerow, a shrublet (**awakened shrub**) covered in mud limps out of the employee-only door and approaches Bramble. Bramble looks distressed to see this and reluctantly requests the characters' help.

Bramble explains that she wants to expand the caverns below the greenhouse to accommodate aquatic cave plants. Unfortunately, whenever her shrublets attempt to dig, they are attacked by something beneath the ground. She offers to trade items or pay a fee to anyone who can identify and remove the obstacle.

The creature attacking the shrublets could be:

- A mating pair of **ankhegs** protecting their eggs
- A territorial **bulette**
- Two lost **blue dragon wyrmling** siblings
- A starving **xorn**

In-Shop Events

These Events occur within the Hedgerow.

Event: Trapped Teen Trespasser

Event Initiator: Amity Montagu
Event Beginning: Amity stops the characters on their way into the shop to ask for help
Location: Lobby (Area A1)
Suggested Level: 1st through 4th
Content Warning: Death

The characters are stopped when about to enter the Hedgerow. Read or paraphrase the following to begin the event:

> *A human girl who appears to be in her teens looks up as you approach the Hedgerow. "Excuse me," she says, stepping before the door. "I need your help! Not me — my friend." As you get a closer look at her, you see dark circles under her eyes, as if she hasn't slept.*

This is Amity Montagu, a local troublemaker. She explains that her best friend, a dwarf girl named Zuri Pebbleback, is trapped in the Hedgerow's greenhouse.

Backstory. The two girls snuck in under the cover of darkness the previous night. Zuri was nervous, but Amity mocked her for being a spoilsport. Once inside, they managed to avoid the shrublets and sample some fruit in the orchard. But when they descended into the caverns, they were attacked by something that smelled rotten. Amity managed to escape, but Zuri was left behind.

Amity's Request. Amity begs you to rescue Zuri without alerting Bramble. Zuri is interested in becoming an herbalist someday and would be devastated if she were banned from the Hedgerow for trespassing.

Rescue Accepted. If the characters agree to help Amity, they must stealthily gain access to the greenhouse and enter the caverns.

Sneaking In. A successful group DC 14 Dexterity (Stealth) check allows the characters to sneak past the shrublets (**awakened shrubs**) patrolling the greenhouse and shop. If caught, the shrublet calls for Bramble, who arrives at the shop in 1 minute. When she finds out about the rescue, she sends three shrublets to aid the party in rescuing Zuri. However, she is annoyed by the incident and bans both girls from the shop for life.

The Caverns. Once in the caverns, three **violet fungus** attack. Traveling deeper into the caverns allows the characters to discover Zuri (use **commoner** statistics), injured but alive. She has been trapped in a dead end by a **shambling mound**, which is moving gradually closer to her as it feeds on a garden bed full of mushrooms. The characters must defeat or distract the shambling mound to rescue Zuri.

Sneaking Out. Another successful group DC 14 Dexterity (Stealth) check allows the characters and Zuri to leave the greenhouse undetected. If caught, the shrublet calls for Bramble, who arrives at the shop in 1 minute. Only a DC 18 Charisma (Deception or Persuasion) check convinces her not to ban the frightened, repentant girls from the shop.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolve this Event.

Paying Debts. If Zuri is successfully rescued without Bramble finding out, Amity tearfully thanks the characters for their help with a pouch containing 50 gp. Zuri alleviates her guilt by volunteering at the Hedgerow once a week, pruning the shrublets.

Heightened Security. If Bramble learns about the girls' trespassing, she increases security at the Hedgerow. An arcane lock now protects the employee-only door to the greenhouse, and four **shriekers** occupy both the cavern and canopy garden entrances (areas B3 and B4).

Mounds Abound. If the characters do not kill the shambling mound, Bramble's shrublets discover it the next day when it emerges from the caverns to feed in the orchard. They destroy it, but it has devastated the crops in the greenhouse, removing three random items from the shop's stock permanently. If characters enter the caverns (area B4) after this, they are only empty tunnels.

Zuri's Fate. If the characters refuse to help or fail to rescue Zuri, her body is never found.

Event: Badberries

Event Initiator: Cyprissa
Event Beginning: The characters witness a conflict between Cyprissa and Bramble
Location: Lobby (area A1)
Suggested Level: 1st through 4th

The characters are visiting the Hedgerow when Cyprissa appears, clearly upset. Read or paraphrase the following to begin the event:

> *Suddenly, the employee-only door slams open, and a dryad clad in evergreen branches stomps toward the front counter. She slams her hands down on the counter and leans over the attending shrublet. "I demand to speak to Bramble," she hisses. "This has gone far enough!"*

The shrublet (**awakened shrub**) disappears to fetch Bramble. If the characters approach Cyprissa while she waits, she is more than willing to vent.

Bramble was working on cultivating a goodberry plant, but her experimentation went wrong. To infuse the living plant with the magic necessary to create healing berries, she bound sprites to the plants like a dryad is bound to their tree. However, this binding corrupted the plants. They have become invasive, spreading across the orchard and parasitically stealing nutrients from their host trees. Moreover, the berries drain life; a creature that eats a berry takes 1 necrotic damage.

Cyprissa fears for her tree's safety and wants the sprites and the plants killed. However, Bramble is still hopeful that her experiment can be corrected without the destruction of all her work and the deaths of innocent sprites who are just protecting their homes.

Bramble asks the characters for help. She offers 250 gp if they eradicate the problem, and a bonus of a permanent 10-percent discount at the Hedgerow if they can somehow protect the orchard without destroying the sprites and the plants.

Investigation. As the characters explore the orchard (area B2), they notice the parasitic "badberry" plants covering several trees. The leaves on the infested trees are drooping and brown, and discarded leaves litter the ground. The badberry plants have vibrant red berries that emit a faint magical aura.

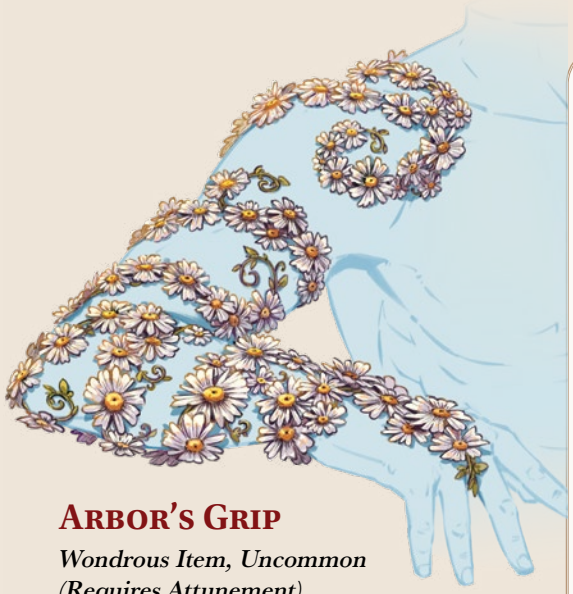
If a badberry plant is touched, 1d4 badberry **sprites** appear. These tiny Fey fiercely protect their new homes and attempt to deter the characters from removing the plants.

Sprite Fight. There are 2d8 sprites infesting the orchard. If characters choose to fight back, the gang of sprites can collectively cast *entangle* once.

Severing the Bond. Characters should be rewarded for creative ideas to dissolve the bond between sprites and plants, remove the corruption from the plants, or allow the plants to live on without threatening the orchard. A spell such as *dispel magic* could undo the bond, but it's the GM's prerogative to improvise a response to more creative solutions from the players.

THE HEDGEROW
MAGIC ITEM CATALOGUE

The Hedgerow sells magical gardening tools and materials for locals with green thumbs, as well as magic items grown from enchanted plants for more adventurous customers.



Arbor's Grip

Wondrous Item, Uncommon (Requires Attunement)

This simple daisy chain is worn coiled around one arm from wrist to shoulder. As an action, you can point at a creature within 30 feet, causing the chain to uncoil and lash out at that creature. The target must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled by you. While grappled in this manner, the target is restrained. It can repeat this check as an action on each of its turns, escaping on a success.

As an action, you can release the target from the grapple. The chain coils itself back around your arm at the beginning of your next turn.

Price: 500 gp

Creeping Mail

Armor (Chain Mail), Rare (Requires Attunement)

Creeping vines interweave with the links of this enchanted chain mail. When a creature makes a melee attack roll against you and misses by 5 or more, this armor attempts to grapple the attacker. The attacker must make a DC 14 Dexterity saving throw.

If the attack was made with a weapon and the attacker fails its saving throw, the weapon is caught in the mail, and the attacker is disarmed. If the attack was an unarmed strike or a melee spell attack, the attacker is grappled and restrained by the mail. The attacker can use its action to make a DC 14 Strength (Athletics) check, escaping the grapple or freeing its weapon on a success.

Price: 2,500 gp

Foxgloves

Wondrous Item, Uncommon (Requires Attunement)

These delicate gloves are crafted from purple flower petals that never wilt. While wearing the gloves, you can use a bonus action to cause them to grow spikes dripping with poison sap. While the gloves are activated, your unarmed strikes deal an additional 1d6 poison damage on a hit until the end of your turn.

Once the gloves have been activated three times, they can't be activated again until the next dawn.

Price: 500 gp

Rooted Boots

Wondrous Item, Uncommon (Requires Attunement)

These sturdy boots are covered in twisting, woody vines. While wearing them, you can use a bonus action to activate the boots, causing them to extend roots into the ground. For the next 1 minute, or until you use a bonus action to retract the roots, you gain the following effects:

- Your speed is reduced to 0.
- You can't be moved against your will or knocked prone.
- You have advantage on Strength checks and Strength saving throws.

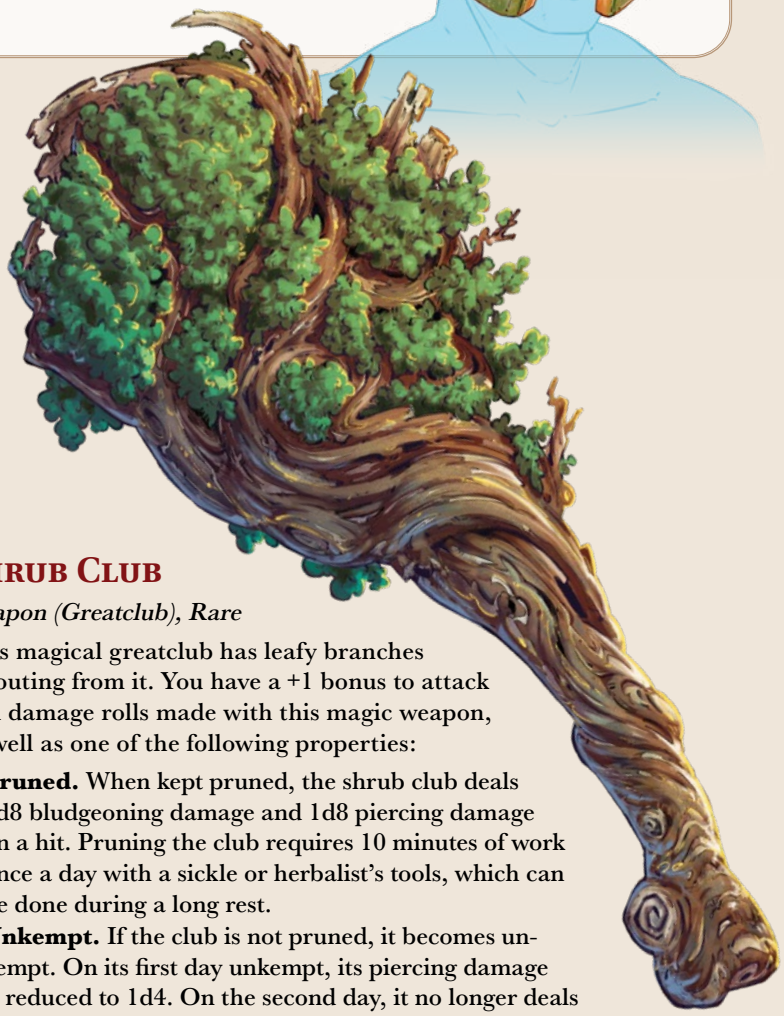
Price: 300 gp

Melon Melon

Wondrous Item, Common

This helmet is made from a magically fortified melon. When worn, your AC increases by 1. However, after one week, the melon rots. It loses its protective properties and gains a highly unpleasant smell.

Price: 50 gp



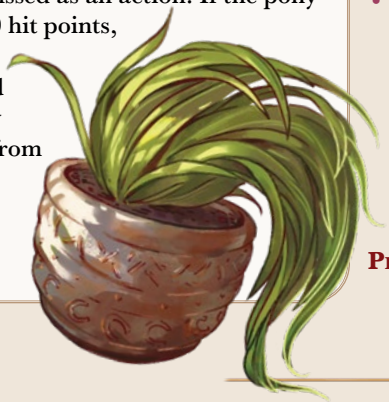
Potted Pony

Wondrous Item, Uncommon (Requires Attunement)

This small terracotta pot contains soil and what appears to be a tuft of fine grass. When the grass is pulled, a full-sized pony emerges from the pot by the tail. You cast *find steed* without requiring components or using a spell slot. The summoned mount takes the form of a green pony. You can communicate with the pony telepathically, and it understands one language of your choice that you speak.

The potted pony can be summoned once per long rest, and it lasts for up to 8 hours or until it is dismissed as an action. If the pony is reduced to 0 hit points, it disappears, leaving behind the pot. A new pony sprouts from the soil after 1 week of care.

Price: 400 gp



Shrub Club

Weapon (Greatclub), Rare

This magical greatclub has leafy branches sprouting from it. You have a +1 bonus to attack and damage rolls made with this magic weapon, as well as one of the following properties:

- **Pruned.** When kept pruned, the shrub club deals 1d8 bludgeoning damage and 1d8 piercing damage on a hit. Pruning the club requires 10 minutes of work once a day with a sickle or herbalist's tools, which can be done during a long rest.
- **Unkempt.** If the club is not pruned, it becomes unkempt. On its first day unkempt, its piercing damage is reduced to 1d4. On the second day, it no longer deals piercing damage.
- **Flowering.** If the club is not pruned for three consecutive days, it flowers. On a successful hit, the target is affected by the flowers' intoxicating fragrance. The target must succeed on a DC 14 Wisdom saving throw or become charmed by the wielder for 1 minute. While charmed in this way, the target regards the wielder as a friendly acquaintance. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The flowers remain until the club is pruned again.

Price: 1,500 gp

FALAGON'S GOLDEN HOARD

"Father's loaded! I'll bet he doesn't know where he got half of these artifacts. Did he know that the Eclipsing Bow of Shan-Haru was a mass-produced weapon of war a thousand years ago? Even the Ring of the Forgotten King had a name, had a story. He doesn't even remember them. What a pathetic, fat old lizard. Yes, I could make a hoard of my own. I could wield these ancient weapons, devastating villages beneath me and slaying mortal warriors like a thresher through wheat. But why go to all that effort when I could just sell them and live like a king off the profits?"

–Falagon Keeneye, Scion of the Green Death

The son of a legendary dragon dutifully defends his hoard the only way he knows how: by auctioning off his treasures to the highest bidders.

How did the green dragon Falagon Keeneye, son of the ancient wyrm Vyvisstyx, come to this strange path? His father was once known as the Green Death. Nations quaked beneath his shadow. Vyvisstyx once had songs sung across the realm of how he tempted great heroes into sowing the seeds of their own destruction or of how he annihilated entire nations with toxic fumes that poisoned the sky, the rain, and even the earth itself. To "fly with Vyv" is still an idiom for courting disasters in that land.

Nevertheless, Vyvisstyx has grown old. His flights of ruination have dwindled from a terror as seasonal as the typhoons to a thing more legend than fact. This ancient, milky-eyed wyrm now whiles the years away slumbering upon a vast hoard, and his waking hours are mostly spent counting his treasures and reminiscing about the days when he claimed them from the greatest warriors and monarchs in the world.

Now, the would-be dragonslayers eager for the glory — to say nothing of the riches — of killing the great Green Death number in the thousands. Vyvisstyx, now old and infirm, relies on his son, Falagon Keeneye, to watch over him and his hoard until he reaches his Dying Year, and he can devour all of it but his son's inheritance and be welcomed into the highest echelons of the draconic afterlife.

Falagon isn't half the fighter his father was, but he did inherit his sire's corrupting tongue. He knows that when Vyvisstyx enters his Dying Year, both mortals and other true dragons will war over the territory and try to steal the hoard from under his nose. So, Falagon disguised himself as an adventuring wizard using an item from his father's hoard and ventured out into the world with one purpose — to gain unwitting allies and defend his hoard his way.

FALAGON KEENEYE

Lawful Evil, Male ***Adult Green Dragon***

Falagon Keeneye operates under a sobriquet in mortal realms, styling himself as Gon the Phantom. He adores indulging greedily and selfishly in the fleeting pleasures of mortal life and hates the responsibility of caring for his aging, ailing father and defending his vast wealth. He only continues his filial duty because he knows he can profit from the inheritance.

As Gon the Phantom, a young elf wizard fascinated with treasures of the past, he spreads rumors throughout the realms of mortals about a dragon who was selling off their precious hoard. These rumors are true — on nights when the moon is full, Falagon returns to his father's lair to auction items from his hoard using a back entrance through which his father has long been unable to fit — and has since forgotten.

History

Falagon is 353 years old — an adult dragon in the prime of his life. Nearly a century ago, Falagon saw his father enter the twilight of his life. His health and cunning declined precipitously, and Falagon panicked. The vultures were already circling, even if they did not yet know what doom they smelled. Dragonslayers. Rival wyrms. Even common, pathetic giants began encroaching on lands that once belonged to the legendary Green Death.

Falagon fled and wandered the land for 75 years as the elf wizard Gon the Phantom. He drowned his problems in the base dalliances that mortal life offered him — until suddenly, in a moment of clarity only the fifth bottle of elven sherry can offer, he had an idea: Steal his father's gold by laundering it through adventurers, use those same adventurers as weapons against his draconic rivals, and then claim their hoards. Falagon would use his mortal guise to spread rumors of the auction, its time, and its location, as well as commission passable forgeries of the auctioned items so that Vyvisstyx would be none the wiser.

Now, Falagon opens his monthly auctions in draconic form to packed crowds. "Falagon's Golden Auction" is a hit, and the memories of Vyvisstyx and his lair have faded into legend just enough for the auction's location not to draw any suspicion. The guests all think this is Falagon's Hoard — not the lair of the legendary Green Death.

Roleplaying Falagon

When the characters interact with Falagon, consider these roleplaying traits when deciding how he responds:

Personality Traits: "My intellect is unmatched! Only a tactical mind like mine could navigate the minefield of enemies my father left behind."

Ideal: "Planning. One perfect strike at the perfect point will cause even the mightiest mountain to crumble."

Bond: "My father … though I hate his weakness, I have always loved him. I could not explain such a complicated relationship to a mortal."

Flaw: "I am a chess master; allies and enemies alike are my pawns. But with wealth and power like mine, no ally can ever be trusted."

Falagon is a reveler at his heart, and becoming a schemer has caused him nothing but pain. Given the choice, he would choose simple happiness and peace of mind for himself and his father over anything else. Circumstances have forced him to become callous, and it tortures him. When running his storefront, he imitates all he can of his father's prestige: imposing, indomitable, inscrutable; the very face of a domineering and cunning dragon of folktales and legends. He drives sales hard and urges anyone he thinks might be capable of it to seek even grander treasure from other dragons.

Goals

Falagon is happy to run his store while it continues to further his desire for safety, but he worries about the final stages of its execution.

Kill the Competition

Over the years, Falagon has provided the locations of well over two dozen dragon lairs. While the countryside is undeniably safer, the final few lurking dragons worry him, as they remain the most powerful of the wyrms residing in the region.

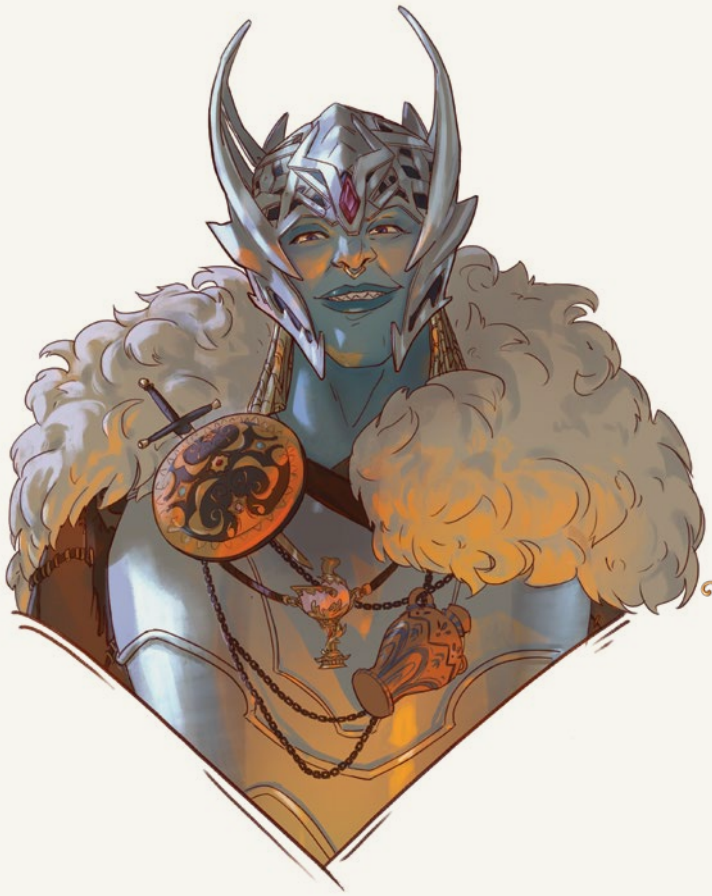
End the Business

Ultimately, Falagon wants to end this farcical entrepreneurship. But while it depends in part on dragonslayers performing their namesake, there is the matter of the catalogue of items he still possesses. The oncoming years don't affect him nearly as much as they do his persona, to which he profoundly wishes to return.

Throshthurriel

Neutral Evil, Female ***Frost Giant***

Falagon's auction hall rarely receives unwanted visitors, but occasionally, one will linger. His majordomo watches over the shop in his absence and is a capable and cunning shopkeeper in her own right.



Loud, gleeful, and imposing, the frost giant Throshthurriel is a longtime friend of Falagon. Years ago, she encountered the dragon while he was adventuring in the guise of Gon the Phantom. Rather than fighting to the death over the treasure they both sought, she decided to swindle the person who hired Falagon to begin with: Falagon came out richer, and Throshthurriel came out with the treasure.

Throshthurriel is the only person in the world who knows the full extent of Falagon's goals for this shop, and she is eager to help her unorthodox friend undermine the other dragons in this region. She guards the hoard while Falagon is away. When he returns for the full moon and a few days on either side of it, they share a meal; then, she wanders into the wastes to raid, pillage, and shake off the rust while amassing her own treasure hoard.

Roleplaying Throshthurriel

When the characters interact with Throshthurriel, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I've seen half the world over, and less than half of it is of any merit. But that small portion is worth remembering."

Ideal: "Friendship. My clan in the north was all about rugged individualism. To hell with that noise."

Bond: "Falagon's a conniving bastard, but I know he's really a softie. I'm glad I found someone else who can appreciate the work that I'm doing."

Flaw: "The great part of my work is that there's little competition. Get it? Little? Gods, I'm funny. As long as I avoid getting blood on their books, I can easily take their own research after I kill them."

Throshthurriel is a knowledge seeker. She's an unorthodox archaeologist who delves through treasure hoards of other hoarders — like dragons — to learn about the people who came before her. She has few morals and compunctions about murdering anyone that gets between her and what she wants. She respects equally ambitious people, like Falagon, and makes fast friends. If Falagon ever got in her way, she doesn't know what she would do. Her belongings consist of notebooks and diaries filled with sketches, observations, and travelogues of what she's found.

While she won't pressure or harm anyone that Falagon will or might do business with, she often takes an interest only in those who might have travels or knowledge that pertains to her reclamation work.

Where is Throshthurriel?

Throshthurriel can often be found sitting guard in the auction hall (area V1) or chatting amicably, if menacingly, with guests. On auction nights, she vanishes into the wilds to hunt and prepare a feast.

1 square = 5 feet

Falagon's Hoard

INSIDE FALAGON'S HOARD

Falagon runs his deals out of the back door of his father's lair. This lair is built within a forested mountain laced with dozens of protective enchantments. One of these enchantments allows Vyvisstyx and his blood relations to alter the shape of the lair — a process that seals old tunnels and creates new ones over a week. Each month, Falagon changes where the entrance of this "back door" is on the mountain, though he keeps the rough shape of the shop the same for his convenience. The only area visible from the mouth of the cave is:

- **Area V1.** The Auction Hall. This vast cavern can hold many people. It's used as the main auction room on full moons or as a waiting room when customers visit at other times.

Falagon's Hoard Features

Falagon's Hoard has the following features unless otherwise noted:

Objects. Aside from seating provided in each room, Falagon's Hoard is kept clean and bare.

Ceilings. The ceilings of this cave are 50 feet high, and its entryways are 15 feet high.

Doors. The cave has no doors, only cavernous tunnels leading between chambers.

Light. Decorative stone dragon heads light the cavern all around the room. Each holds a glowing quartz crystal in its jaws. The dragons are scented, filling the room with the pungent smell of a dewy, old-growth forest to hide the chlorine smell on Falagon's breath.

Walls. The cavern walls are stone, intricately shaped to evoke dragon scales.

Windows. Other than holes made in each room to the outside to allow breathing and prevent suffocation, the cave has no windows.

Areas of Falagon's Hoard

The following areas are keyed to the map of this emporium.

V1: Auction Hall

Tables, benches, and loose rugs decorate this room, gathered on either side of a walking path going from the entrance to the passageway deeper in. The walls are scaled, giving the rough appearance of a dragon's hide, interrupted only by the visages of dragon heads holding glowing crystals which fill the air with a pleasant, loamy scent. A silk drape prevents easy view of the passageway further in.

Once a month, when the moon is full, this chamber serves as an auction room and entryway into Falagon's Hoard, holding any number of guests that Falagon has on hand. It is simple, bare-bones, and has only carpets to steal, should someone feel inclined. On days when he expects many people to visit, Falagon arranges for his frost giant majordomo Throshthurriel to hunt and serve food.

A single passageway leads from this chamber to the rest of the cave system, making it easy to lock in any unbecoming or mannerless guests.

V2: Showroom Floor

This room is dominated by an enormous triangular stone table in its center, with large stone benches on the two sides closest to the entrance. On the walls around the room are various pedestals and weapon racks, with different weapons, armor, or odd and imposing tools resting upon each one. A massive chandelier, made in the image of a dragon flying in a circle, hangs from the ceiling, holding dozens upon dozens of candles.

This room is used for making private bargains. While Falagon only invites those he thinks can be of use and can be trusted to his hoard, each of the items on pedestals is warded by an *alarm* and a *glyph of warding* (explosive runes) that instantly activate if anyone but Falagon touches them.

V3: Chambers

This room lies below the showroom floor. A few holes connect it to the room above it to allow Falagon to listen for would-be thieves.

This room has no lights, and its walls are rough and unfinished compared to the rest of the store. He has only furs and shabby rugs strewn about for him to sleep on. Falagon resents being unable to sleep upon a bed of gold coins like his father, but nevertheless, his avarice propels him toward creating a hoard of his own.

Falagon uses this room as a place to rest, never storing anything of value or note. Falagon saves one last casting of *dimension door* each day to return here to rest.

QUESTS AND EVENTS

Falagon offers only bloodshed for his clientele, only wanting them to track and kill one draconic creature or another for his interests.

Quest Hooks

Falagon offers this quest on a recurring basis.

Dragon Hunting

Questgiver: Falagon Keeneye
Quest Beginning: After a purchase.
Suggested Level: 5th and higher

Falagon observes the comings and goings of dragons in his father's domain to subjugate or destroy them. Falagon tells the adventurers the rough location and any details he knows, promising gold — and occasionally a magic item — for a dragon's head. He wants the adventurers to succeed, so he tries to task them with hunts that suit their skills.

In-Shop Events

These events occur within the shop.

Falagon's Moonlight Auction

Prerequisite: Visit Falagon's Hoard on a full moon

Event Initiator: Falagon Keeneye
Event Beginning: The characters arrive
Location: Auction Hall (Area V1)
Suggested Level: 5th through 10th

Falagon Keeneye is a reveler at heart and wants the adventurers who give him their custom to enjoy their time. They're more likely to do his bidding that way. Throshthurriel (detailed earlier in this chapter) is the bouncer and doesn't let anyone in until nightfall. Then, she allows people to mill about in the main auction hall (area V1) until Falagon appears at midnight.

Choose six items from the Magic Item Catalogue section to display in this room. They are protected by the same magical powers described in area V2.

The Night's Entertainment

Drinks flow freely while the adventurers wait for their host to appear at midnight. During the wait, Throshthurriel announces several gladiatorial fights against monsters Falagon has captured for his amusement and bids the adventurers volunteer to test their mettle against them. The walls of the room are the only boundaries in this fight. You can involve NPC adventurers in these fights if the characters want allies or have them spectate while they fight.

Choose a level-appropriate Monstrosity like:

- **Owlbear** (Challenge 3)
- **Chimera** (Challenge 6)
- **Hydra** (Challenge 8)
- **Remorhaz** (Challenge 11)

Falagon watches this fight unfold remotely, judging the best fighters in the room.

The Auction Begins!

At midnight, Falagon appears from area V2 in a cacophony of roaring wind and hissing steam. He is in his true draconic form, and his voice booms: "Let the bidding begin!"

There are six NPC bidders worth focusing on in this auction. You may need to give them more powerful game statistics if playing with high-level characters in case a fight breaks out.

Vimp Ubie. Neutral Good, Male Half-Elf **Thug**. Maximum bid: 5,000 gp
Corastros Vex. Chaotic Neutral, Genderless **Doppelganger**. Maximum bid: 15,000 gp
Leon Snakeeye. Chaotic Evil, Male Lizardfolk **Druid**. Maximum bid: 30,000 gp
Hegella Crane. Lawful Neutral, Female Human **Priest**. Maximum bid: 40,000 gp
Princess Adellyne Rydal Hallostere. Chaotic Good, Female Human **Noble**. Maximum bid: 50,000 gp
Parkahn Denegeir. Chaotic Evil, Male Orc **Veteran**. Maximum bid: 100,000 gp

Basic Bidding Rules. Each of the six items you've chosen for this night's auction start bidding at 50 percent of their market price. Have everyone roll initiative; this is the order in which they can bid or choose to pass. Passing on one round doesn't force someone to pass on future rounds. A bid must increase the total price by at least 5 percent, or Falagon rejects it — no piddly bids.

A Stunning Bid! A character whose bid raises the price by 25 percent or more forces all other bidders to make a DC 18 Wisdom saving throw. This save is made with disadvantage if the bid raises the price by 50 percent or more. On a failure, a bidder is stunned until the end of their next turn, and must pass their opportunity to bid.

Ending Bidding. Once a full round passes without any new bids, Falagon slams his claw against the stone and pronounces the item sold to the highest bidder. His enthusiasm matches how high the price rose above its price listed in the Magic Item Catalogue; he's ecstatic if it passes 150 percent, and annoyed if it didn't even match 100 percent.

Ending the Auction

Once all six items are sold off — or some other event disrupts the proceedings — Falagon closes up shop and bids the adventurers adieu. Throshthurriel doesn't force anyone to leave until 3 o'clock in the morning. While the adventurers remain, Falagon approaches each party that won a bid in turn—in Humanoid guise to attract less attention—and tells them of dragons he could see them eliminating, in exchange for a handsome reward. See Quest: Dragon Hunting.

MAGIC ITEM CATALOGUE

The following magic items can be found in this shop; they all hail from civilizations destroyed by the Green Death, Vyvisstyx, and were either plundered himself or plundered from lesser dragons that scavenged the ruins he left behind:

Eclipsing Bow

Weapon (Longbow), Very Rare
(Requires Attunement)

This magical longbow gives you a +2 bonus to attack and damage rolls. It is made of jet-black ebony enchanted to be as supple as yew. It glints with pure white highlights in the sun. The bow has 7 charges, which recharge at dawn. When you hit with a ranged attack with this bow, you can expend 2 charges as a bonus action to create one of the following effects for 1 minute:

- The target sheds sunlight in a 30-foot radius and dim light for 30 more feet. At the start of each of its turns, it must make a DC 16 Constitution saving throw or be blinded until the start of its next turn.
- The target is surrounded by magical darkness in a 30-foot radius. While holding this bow, you can see through this darkness.

When you hit a creature affected by either effect with an attack from this weapon, you can spend 1 charge to deal an additional 3d6 radiant (sunlight) or necrotic (darkness) damage.

This bow has infinite charges during a partial or total solar or lunar eclipse.

Price: 25,000 gp

Branch with One Thousand Leaves

Weapon (Glaive), Very Rare
(Requires Attunement)

This magic glaive gives you a +2 bonus to attack and damage rolls. The back of the glaive's blade is adorned with countless small, razor-sharp metal leaves. This weapon has 3 charges, which recharge at dawn.

As a bonus action on your turn, when you hit a creature with this weapon, you can spend 1 charge to cause all creatures of your choice within 60 feet of you to make a DC 17 Dexterity saving throw as metal leaves burst from this weapon, dealing 1d4 +2 slashing damage on a failed save.

Additionally, this weapon's Reach property adds 15 feet rather than 5 to your reach.

Price: 20,000 gp

Everturning Glyphscript Gyroscope

Wondrous Item, Very Rare
(Requires Attunement by a Bard, Sorcerer, Warlock, or Wizard)

This glyph-etched handheld gyroscope has several rings inside of it that constantly and slowly turn within its outer ring, speeding up when its holder casts a spell. You can cast *detect magic* and *identify* at will; the range of these spells is increased to 120 feet for you.

You can use this object as an arcane focus. When a creature casts *counterspell* against a spell you cast while using this as a focus, they must make an ability check even if the spell is 3rd level or lower. This check is made with disadvantage.

Additionally, spells you cast that deal damage deal an additional point of damage per damage die.

Price: 15,000 gp

Chilling Cleaver

Weapon (Battleaxe), Rare (Requires Attunement)

The blade of this axe glows with the sickly light of foul necromancy, and tiny, skeletal fingers of metal constantly grow along its serrated edge. This weapon has 10 charges, which recharge at dusk.

When you hit a creature with this weapon, you can expend a charge as a bonus action to deal an extra 1d8 necrotic damage, and it can't regain hit points until the start of its next turn.

Price: 3,500 gp

Lightning's Legacy

Weapon (Lance), Very Rare (Requires Attunement)

This magic lance gives you a +2 bonus to attack and damage rolls. Its tip is made from the horn of a blue dragon. When you deal damage with it, you can choose to deal either lightning or piercing damage. This weapon has 5 charges, which recharge at dawn. You can expend these charges in the following ways:

Leap (1 charge). As a bonus action, you move to a new point up to 60 feet away. Each creature between where you were and this new point must succeed on a DC 18 Dexterity saving throw or take 1d12 + 5 lightning damage.

Cloud (1 charge). As an action, you summon a cloud of electrified mist that spreads out to 30 feet from you, and its area is lightly obscured. This mist persists until the end of your next turn. When a creature within the mist suffers lightning damage, it also suffers 2d10 extra lightning damage.

Storm (2 charges). When you take the attack action, you can attack one additional time.

Price: 10,000 gp

Dragongift Cloak

Wondrous Item, Very Rare (Requires Attunement)

This cloak of fine metallic scales moves and rustles like moving skin. This cloak moves at your command, allowing you to manipulate objects with it, but not wield weapons. The cloak can be used as a pair of wings, granting you a fly speed of 60 feet. In addition, you gain the following actions:

Wing Attack. As an action, you can beat your wings. Each creature within 10 feet of you must succeed on a DC 17 Dexterity saving throw or take 11 (1d10 + 5) bludgeoning damage and be knocked prone.

Change Shape. You magically polymorph into the shape of a Humanoid or Beast you have seen. You can choose to retain all of your ability scores, class features, and other traits as long as your new form has the physiology to use them. You also gain any actions, movement types, and special traits granted by your new form besides Spellcasting. Bonuses to attack and damage are determined by your own ability scores and proficiency bonuses. Any equipment you wear or carry is absorbed or borne by the new form (your choice).

You revert to your original form when you die in your alternate form or use an action to revert.

Price: — (Not for Sale)
(worn by Falagon, who will not part with it willingly)

Ring of the Forgotten King

Wondrous Item, Very Rare (Requires Attunement)

The outside of this silver and garnet ring is engraved with foxes and vines. While wearing this ring, you speak and understand all languages. At the end of a turn where you do not deal damage to another creature, you have resistance to all damage until the start of your next turn.

Price: 10,000 gp

Fetid Loathe-helm

Wondrous Item, Very Rare (Requires Attunement)

This pitted, frog-mouthed metal helmet is adorned with two forward curving horns from a black dragon. You gain resistance to acid damage while wearing this helmet and can breathe air and water.

When a creature hits you with a melee attack while you wear this helm, your attacker takes 1d4 acid damage, and you reduce the damage you take from that attack by the same amount.

Price: 8,000 gp

Hiemal Crest-staff

Staff, Very Rare (Requires Attunement)

This staff is made of bones constituting a white dragon's spinal crest. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. The staff regains 1d6 + 4 expended charges daily at dawn. You can expend these charges in the following ways:

Lance of Brume (1 charge). You can make a ranged spell attack using the staff against a creature you can see within 120 feet. Choose either Intelligence, Wisdom, or Charisma to use as your spell attack modifier. On a hit, this attack deals cold damage equal to 2d8 + your spell attack modifier.

Draconic Resonance. When you cast a spell that deals cold damage, you can expend 3 charges to amplify it. The spell you amplify ignores resistance and immunity to cold damage.

Price: 10,000 gp

Daydee's
Magical Muffins

DAYDEE'S MAGICAL MUFFINS

"Some people believe it's sugar that makes sweet treats so delicious. Real bakers know it's the taste of souls that really pleases the taste buds."

– Poranthestahl

At the end of a nice, quiet street in the nicest, quietest part of the noble district of the capital city, a pastel-colored building promises tasty treats that verge on the magical.

A sign reads in smooth, flowing script: *Daydee's Magical Muffins*. The sign evokes the shape of a cupcake, painted gold with pink frosting. Magical, multicolored sprinkles gleam from within the frosting and occasionally burst in a magical display of rainbow-tinged lights.

Inside the shop, a panoply of sense-thrilling stimuli welcome patrons: sweet and savory aromas, brightly colored pastries and confections, the gentle embrace of oven-warmed air, even the sound of soothing magical tones floating through the establishment.

Five small tables invite travelers to rest their weary legs. Each table is painted a different color, its top decorated with pleasant scenes of forest, farm, and field. Those who sit down to eat a baked treat from the shop claim that the experience is like relaxing out in nature.

The shop has been in business for less than a year, but already it's a local favorite. The wealthy residents of the area bring their children to Daydee's Magical Muffins for treats when they've behaved well for their nannies or done their chores. Rich and powerful visitors to the capital city make a special pilgrimage to enjoy a delicacy and take in the unique ambiance. Adults sneak off during the day to have a muffin of their own, reliving their own childhoods—or indulging in one of Daydee's special concoctions with a little more kick.

Occasionally, individuals of the adventuring mien find their way to Daydee's. The pleasant gnome who runs the place, Daydee deMinth, welcomes the rougher crowd with the same happy wave and pleasant words with which she greets her wealthy patrons. Adventurers often have just as much coin to spend, after all, and Daydee provides muffins that can help them survive their quests.

And yet, under the facade of this friendly, fanciful establishment, there lurks a dark secret: In the dead of night, when the wealthy residents of the area are fast asleep and the city guards have resigned themselves to another quiet, uneventful watch, shadows flit around the rear entrance of Daydee's Magical Muffins. These shadowy forms are permitted into the kitchen, led into the basement, and there the diabolical truth behind this bakery is laid bare.

The smile on Daydee's face changes to a frown on those nights in the basement, as she plays her part in an infernal pact that would horrify the regular patrons and terrify their spoiled, pampered children.

DAYDEE DEMINTH

Chaotic Neutral, Female Forest Gnome ***Mage***

Gnomes are rare in the noble ward where Daydee's Magical Muffins does its business, so even its regular patrons don't realize that Daydee deMinth—owner, proprietor, and head baker—is odd for a forest gnome. Most view her as winsome and sprightly, but beneath her happy, welcoming mask, those of an intuitive nature may glimpse darkness, worry, and a secret pain.

Roleplaying Daydee deMinth

When the characters interact with Daydee, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I can make anyone smile with a cheery word and a delicious muffin. Every coin spent in my shop is an investment in joy and peace."

Ideal: "For every devilish plot I'm forced to assist, I am going to save ten souls from damnation."

Bond: "My brother needs my protection. And now so do all with whom I come into contact."

Flaw: "I can outwit even the most cunning foe — except when I can't."

Goals

Daydee deMinth's dark secrets are inextricably entwined with her goals.

From an early age, she showed an affinity for both magic and the culinary arts. A local wizard saw her potential at a local fair, and took her on as an apprentice. Her instruction progressed rapidly, and before long, she had outstripped her master's abilities. Longing to see her kin, she returned to her family's orchards on the edge of a great forest.

Unfortunately, the forest held more than just delicious fruits. In its dark center lived a fiend who had escaped his hellish plane. To remain in this world, each year, the devil needed to return a mortal soul in his place.

Daydee's enthusiastic but dull-witted brother, Dremen, wandered too far in search of boysenberries. He encountered the devil, who realized that an easy-to-snatch soul was in the offing. The devil, in the guise of an old hermit, made a deal with Dremen to provide a steady supply of boysenberries in return for a few favors—and a signed contract, of course. Not much for reading, Dremen happily agreed, unaware he'd signed away his soul.

Upon returning home, Daydee immediately realized something was wrong. Her brother's appetite dwindled, he looked sickly, and his none-too-present wit was more addled than usual. After he decribed his meeting with the hermit, she knew what had befallen him.

Daydee marched into the forest, defeating the devil with her prodigious magic abilities. Unfortunately, a more powerful ice devil had acquired Dremen's contract, and the killing of the hermit-devil breached its terms, summoning a hellish creature she could not defeat. The ice devil threatened to claim Dremen's soul unless Daydee offered something more valuable. After careful negotiation, they worked out a deal to save Dremen in return for 5 years of Daydee's servitude.

And hence, Daydee's Magical Muffins was established. It delivers pleasant treats to an adoring public, and, every so often, there is literal hell to pay.

Serve the Finest Sweets

Daydee wants to earn a comfortable living as a baker, providing the most imaginative and delicious treats possible to her wealthy and powerful clientele. Her magical treats also serve the adventuring population, supplying them with the tools they need to fight evil.

Outwit the Ice Devil

Daydee is in a constant power struggle with her overseer, an ice devil called Poranthestahl. Their complex and loophole-riddled contract requires that Daydee must occasionally do the bidding of the devil and its servants, but she also stalls their fiendish plots whenever she can.

Daydee ensures that no truly innocent folks are hurt, turning the devilish plots she's been forced into to punish those who truly deserve it. Woe to the villainous who cross Daydee's path, for they receive a special treat that forfeits their soul to her contract holder.

INSIDE MAGICAL MUFFINS

The paying public rarely see beyond the front of the store. Daydee uses mundane and magical artistry to decorate, making it bright, festive and welcoming. Simply entering the shop offers as entertaining an experience as any fair.

Baked goods, muffins, and other treats line display cases, glittering with crystalline sugar and multicolored sprinkles. Colorful paints, infused with powerful illusions and transmutations, make each visit a unique experience.

The locals don't realize the extent of the magic that goes into decorating the shop and entertaining patrons. Many assume that the fantastical decor is a product of Daydee's (and Dremen's) gnomish magic. If they knew that the magic here was potent enough to just as easily explode into a ball of fire as create mood-lifting music, they'd blanch at the power around them.

Area A1: The Shopfront. Where the customers purchase and enjoy Daydee's creations

Area A2: The Kitchen. Where Daydee works her culinary magic

Area A3: The Basement. Where Daydee's baking supplies are delivered and stored

The hidden or private areas include the following:

Area A4: The Infernal Workshop. Where Daydee performs the magic required by her devilish overseer, as well as the magic to fight him

Area A5: Sleeping Quarters. Rooms located upstairs where Daydee and Dremen sleep

Magical Muffins Features

Daydee's Magical Muffins has the following features unless otherwise noted:

Lights. The shopfront and kitchen are brightly lit by magical motes of colored lights that change hues depending on the wishes of Daydee or her clientele. At night, the same lights provide dim lighting.

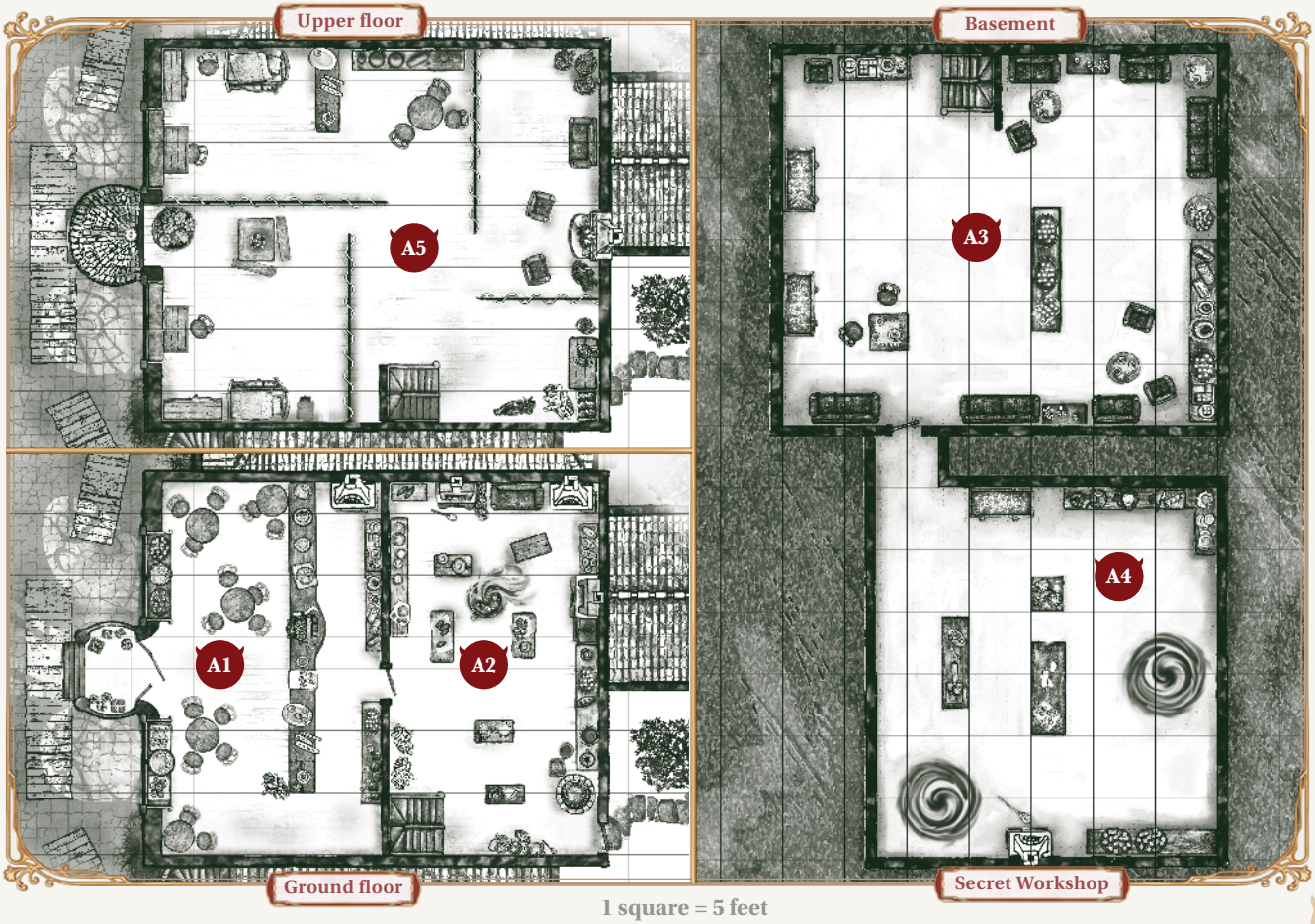
Locks. The doors leading into the shopfront and kitchen are unlocked during business hours (dawn until dusk). At night, they are locked (DC 20 to open) and trapped with a glyph that casts the *sleep* spell on would-be intruders and an *alarm* spell that notifies Daydee.

Classic Magic Items

In addition to the new magic items that are sold in this shop, Daydee can also infuse magic into any muffin or other pastry, as long as she has the ingredients and the essence from a fiendish creature to infuse into the treat.

The cost of the treat would be in line with the potion of the same type. If the buyer supplies the fiendish essence in the form of a dead Fiend, the cost of the treat would be half the potion's normal cost.

Magic Items



1 square = 5 feet

Within Magical Muffins

The following areas are keyed to the map of this location.

A1: The Shopfront

A bell chimes a happy tune as the door opens into Daydee's Magical Muffins. One's senses are overwhelmed by a flood of pleasant sensations: odors of sugar, cinnamon, berry, and exotic spices envelop the patron, as does the pleasant warmth from the wood-burning ovens in the kitchen.

Five small, colorfully painted tables offer respite for the weary. Each table features fruit and foliage painted upon its surface. A melodic tune floats on the air, though no instruments or musicians are evident.

A variety of muffins, cakes, pastries, and confections rest on a countertop and line glass display cases.

Daydee spends most of her time in the shopfront area, greeting guests and ensuring that everything is ship-shape and presentable. If she is in the kitchen, she comes out to the shopfront when she hears the bell ring (a specially modified *alarm* spell that she refreshes regularly).

Prices are steep, as she caters to the wealthiest and most powerful clientele. Even the cheapest cornmeal muffins cost 3 pieces of silver. The more delectable treats cost a gold piece. And the truly magical delicacies, kept in the basement, require a special viewing after hours.

A2: The Kitchen

Three ovens dominate the area, along with a large number of tables, shelves, and drawers. The walls are lined with hanging utensils and cooking tins of various shapes, sizes, and utilities. An indoor well pump provides clean water.

This area is where much of the cooking of the mundane treats happens, mostly by Dremen and Daydee's other assistant, Magenti. The ovens can be fueled by either wood, coal, or in rare cases, magical fire.

A back door offers access to the kitchen from the outdoors, and stairways from the kitchen lead down to the basement or up to the sleeping quarters.

A3: The Basement

The basement contains shelves, crates, and other areas to store ingredients used in baking. Stone chests glistening with ice keep ingredients fresh, maintained by Daydee's magic.

Magical products of interest to adventurers and the wealthiest clients are kept in a container the size of a breadbox. This box acts as a *bag of holding*, keeping the magical treats fresh in an airtight plane.

A secret door in the basement wall leads to the infernal workshop (see A4 below). The door to that secret place is kept locked at all times with an *arcane lock*. Only Daydee knows the password that unlocks the door into the workshop. A character spots the door with a successful DC 20 Intelligence (Investigation) or Wisdom (Insight) check.

Dremen knows that the secret door exists, but he is forbidden by Daydee to enter. The other employees and delivery workers are unaware of the secret area.

A4: The Infernal Workshop

This secret area contains everything that Daydee needs to fulfill her end of the infernal dealings: either performing acts required by her ice devil overseer, or creating items that help fight against the devilish plots into which she is reluctantly drawn.

The area holds any magical items currently in her possession (see "Magic Item Catalogue" later in this chapter). A specialy crafted oven is also here for the creation of her most powerful magical consumables that require magical fire for baking. This magical heat is provided by elemental sigils that can be switched on and off with a passphrase.

There is a 50 percent chance that Daydee has a demon or devil trapped within one of the two protective circles in this area. She captures these creatures and uses their life force to power rituals or infuse items she plans for later. These trapped beings include imps, quasits, hell hounds, beaded devils, dretches, or lemures.

Area 5: Sleeping Quarters

One large room encompasses the upstairs of the building, with curtains hung to offer privacy in various areas. Two beds rest at the far corners of the room, two chairs sit in front of a fireplace, and several wardrobes hold the clothes and other personal belongings of the siblings. This is where Daydee and Dremen spend their rare hours of downtime, although they often only come up here to sleep at the end of a long day.

Fiendsight Muffin

Potion, Rare

This muffin requires at least two days to make, and it requires the essence of a fiendish creature of either CR 4 or greater as one of the ingredients.

As an action, a creature can eat the cupcake. For the next hour, the eater gains darkvision out to 120 feet. Additionally, the eater knows the location of a Fiend within 60 feet that is not behind total cover. Finally, the eater has advantage on saving throws against spells or abilities of Fiends.

Price: 300 gp

Magic Item

NPCs in Magical Muffins

Unless there are special circumstances, Daydee is the only person with whom patrons interact. Daydee's main assistant in the working of the shop is her brother, Dremen. Although not the cleverest chap, Dremen is trusted to carry out the basic tasks of running the shop: fetching ingredients, mixing batter, and pulling treats from the ovens.

Dremen

Dremen deMinth

Neutral Good, Male Forest Gnome ***Commoner***

Shorter and slighter than his younger sister, Dremen deMinth is an earnest, honest, kind-hearted soul. His curly red hair sticks up from his head, and he covers the unruly mop with a green cap while he works.

At the nape of his neck, an angry red mark peeks out from beneath his shirt collar. He's been instructed by Daydee to tell any curious inquirers that it's only a birthmark. However, the mark, looking for all the world like a jagged pitchfork, is a remnant of the canceled infernal pact to which the gnome unknowingly agreed. A character must succeed on a DC 15 Wisdom (Perception) check to spot the mark in the first place. A character examining the mark and succeeding on a DC 20 Intelligence (Religion) check realizes that the mark is one left over from a defunct fiendish pact.

Where is Dremen?

Dremen spends his days working in the kitchen and his nights in the upstairs sleeping quarters. Occasionally Daydee sends her brother to run simple errands in the city or to the outlying farms. Dremen sometimes returns to the family orchards to visit their parents and pick up ingredients.

Magenti Plouh

Chaotic Evil, Female Human ***Spy***

The quick success of Daydee's Magical Muffins meant the proprietor needed to hire help just weeks into the shop's opening. With the secrets that the shop was hiding, Daydee needed to hire someone with cooking experience but without a penchant for nosiness. Magenti Plouh was the best candidate.

The young human woman came with impeccable references and a sad story of losing her family as a girl, forcing her to live with her odd grandmother. The old woman taught her everything she knew about the natural world, tasty ingredients, and cooking.

The story has just a hint of truth. Magenti's matron is a witch who also has a devilish pact with Poranthestahl. Magenti has been tasked with spying on Daydee, for the ice devil (rightly) believes that the gnome may be trying to undermine his efforts.

So far, Magenti has been unable to uncover any evidence that Daydee is betraying her contract to Poranthestahl, but she is a cautious and careful observer who may discover the truth at any point. And if she reports her findings back to the ice devil, there will be literal hell to pay.

Roleplaying Dremen

When the characters interact with Dremen, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I don't know much about that. You'll have to ask my sister. She's the boss, you know. And a powerful mage. Oh, I shouldn't have said that."
Ideal: "I've made mistakes, and now I just love to see how happy my sister's creations make people."
Bond: "My sister has done more than save my life, and I'll return the favor if I have to."
Flaw: "I went wandering in the woods where I shouldn't have. I messed up everything. And I probably will again if I'm not careful."

Roleplaying Magenti

When the characters interact with Magenti, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I'm so lucky to be able to learn about baking at the feet of such a master. I can't believe my luck!"
Ideal: "My true master will reward me greatly if I can find any hint of betrayal. It's only a matter of time before everything that Daydee has is mine!"
Bond: "My matron and her devil master are my key to success."
Flaw: "I am so clever that no one could ever see through my ruse."

Quests and Events

Quests and adventures spawning from Daydee's shop can come in a variety of flavors. From fetch quests for special ingredients, to Fiend-hunting missions to helping break an infernal contract, adventures of any level can start here.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes over which characters must triumph, are for the GM to decide.

Rare Ingredients

Prerequisite: Gain the trust of Daydee or Dremen

Questgiver: Daydee or Dremen deMinth
Quest Beginning: A recipe calls for a special ingredient
Suggested Level: 1st through 4th

To make a special magical treat (either for the PCs or another customer), the recipe calls for a special rare ingredient. Either Daydee or Dremen asks the characters for their help.

The ingredient should be difficult to find, such as one in a distant land, or needing to be harvested from a dangerous creature. Any Tier 1 boss creature or an intelligent creature that must be consulted to gain access to the ingredient works for this quest. Below are some examples:

- The spine of a **manticore**
- The feather of a **cockatrice**
- Herbs from the grave of a **wight**

Completing this quest would introduce the PCs to Daydee's deeper family drama and dark secrets.

Quest: Escaped Fiend

Questgiver: Daydee
Quest Beginning: A Fiend that Daydee trapped in her workshop escapes
Suggested Level: 1st through 10th

Daydee traps a Fiend in her workshop and prepares to banish it or use its essence to create a magic item. The Fiend, however, escapes her magical circle. As the Fiend wreaks havoc in the city, Daydee reaches out to the PCs to recapture or destroy the creature.

Fiendish Pacts

Prerequisite: After witnessing suspicious activity but before learning the secret behind Daydee's infernal contract.

Questgiver: Magenti Plouh
Quest Beginning: A strange event near the shop
Suggested Level: 5th through 10th

Magenti asks the PCs for help, feigning worry for Daydee and Dremen but is using them to do some digging for her. She may get them to trail Daydee or Dremen as they leave for a secret meeting, or she may ask them to break into Daydee's quarters to uncover her secrets. Although Magenti appears sincere, she really hopes to find the evidence of Daydee's betrayal that her ice devil master seeks. At the end of this quest, the characters may get a chance to confront Daydee, allowing her to share her secret and possibly securing the characters' aid in breaking her pact.

In-Shop Events

These events occur within the shop.

A Full Investigation

Event Initiator: Daydee, Dremen, or Magenti
Event Beginning: Daydee (or another NPC) goes missing
Location: The entirety of Daydee's Magical Muffins
Suggested Level: 5th through 16th

At some point, the strange events surrounding Daydee's Magical Muffins culminate in the disappearance of Daydee, Dremen, Magenti, or another NPC. The PCs are urged to secretly investigate to uncover the truth.

This event is best handled while Daydee is either away from the shop, or is the one missing. Giving the PCs the ability to carefully examine the shop without interference from any of the named NPCs frees them to take some risks and push boundaries.

Developments

This Event would likely go in stages, starting with learning some of the magical secrets of the more common areas, ending with the revelation of the entire story in the secret infernal workshop in the basement.

The Shopfront. Examining the magical treatments of the storefront using Arcana, History, or Investigation reveals powerful magic, tinged with a bit of infernal power.

The Kitchen. Searching here reveals details of Daydee's magic. A secret cache of infernal recipes could cast suspicion upon the owner's connections and intentions.

The Basement. Among the normal ingredients, characters find more exotic and dangerous ingredients. Dangerous traps and fiendish creatures, sent by the ice devil to deal with Daydee's betrayal, await the characters. Access to the infernal workshop requires a passphrase hidden in Daydee's sleeping quarters.

Sleeping Quarters. Among Daydee's possessions is her spellbook, the passphrase to enter the workshop, and some more fiendish creatures working for the ice devil.

Infernal Workshop. Daydee's secrets and most powerful magic items, including a copy of the infernal contract, are found here. Daydee and Dremen, as well as other innocents, may be held here by infernal creatures, perhapse the ice devil Poranthestahl himself.

DAYDEE'S MAGICAL MUFFINS
MAGIC ITEM CATALOGUE

In addition to its delectable treats, Daydee's Magical Muffins offers some magic items of interest to adventurers. These range from simple consumables, along the lines of a typical potion, to much more powerful and dangerous items.

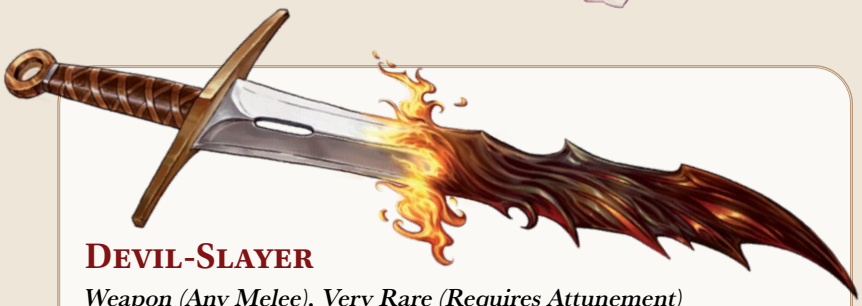
Cupcake of Resilience

Potion, Rare

This confection requires at least one day to make, and it requires the essence of a fiendish creature of CR 1 or greater (or CR 7 or greater for the enhanced version) as one of the ingredients.

As an action, a creature can eat the cupcake. If the essence used to create the cupcake was from a fiendish creature between CR 1 and CR 6, the eater is affected by a *lesser restoration* spell. If the fiendish creature's CR was 7 or higher, the eater is affected by a *greater restoration* spell.

Price: 50 gp or 500 gp



Devil-Slayer

Weapon (Any Melee), Very Rare (Requires Attunement)

Daydee deMinth can infuse a normal weapon with a permanent enchantment that allows the wielder to fight against devils more effectively. The weapon requires a week to prepare, and Daydee must use the essence of a demon of CR 10 or higher to create the enchantment.

Against most creatures, you gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a devil with this weapon, the devil takes an extra 4d6 damage. On a critical hit against a devil, you can choose to force the target to succeed on a DC 15 Charisma saving throw. On a failed save, the creature is returned to its home plane for a year.

Useless Against Demons. Each time the weapon successfully strikes a demon, the wielder must succeed on a DC 15 Charisma saving throw. On a failed save, the demonic essence that powers the weapon is released into the demon being targeted. The weapon becomes nonmagical, and the demon struck with the sword is healed back to full hit points.

Price: 2000 gp

Soul-Stealing Tart

Wondrous Item, Very Rare

As part of her labyrinthine pact with the ice devil Poranthestahl, Daydee is obligated to deliver to the Fiend two mortal souls per year. The most effective and humane method the baker has found to accomplish this is to create a magical pastry that tears the soul from the body and delivers it directly to the ice devil.

It takes Daydee one week to make a *soul-stealing tart*, and it requires 100 gp worth of rare ingredients. Additionally, the essence of a fiendish creature of CR 7 or higher is an ingredient needed to make the tart.

When a target creature takes the first bite of the *soul-stealing tart*, it must succeed on a DC 20 Charisma saving throw. On a successful save, nothing happens (save for a bit of indigestion). On a failed save, the target dies and its soul travels immediately to Poranthestahl's lair on Stygia. The creature cannot be brought back to life in any way unless its soul is first retrieved from a gem prison in Poranthestahl's lair.

Price: Special*

**Daydee does not sell these tarts, although a PC might come upon one accidentally.*

GLIMMERSHRIEK COURIERS

Your darkest desires, delivered.

–Glimmershriek motto

Glimmershriek Couriers is a magic item delivery service owned and founded by Dwarf vampire Galya Glimmershriek. For the past half-century, the service's wares have comprised magic gems and jewelry, but Galya has plans to expand into all corners of the magic item market.

Galya's couriers are her vampire spawn: loyal employees who assume bat forms and travel under the darkness of night to deliver and retrieve goods. These vampire spawn report everything they learn from their travels and interactions with clients back to Galya. Because of this, Galya can also act as an information broker for player characters, sharing news from faraway lands — for a price.

Glimmershriek customers run the gamut of influence. Some are hapless, beginner adventurers who happened upon a sleazy vampire spawn merchant under a moonlit night and were swindled out of some precious gemstones. Others are powerful lords and sultans who have invited Galya herself to dinner to discuss the purchase of powerful magic jewelry to help keep control over their domains.

Galya's headquarters isn't easy to reach by traditional means. It's built into a cathedral sitting high on the edge of a mountain, constantly shrouded in dark clouds that blot out the sun. The dour environs are essential for Galya and the rest of her sunlight-loathing vampiric crew, but aren't hospitable to much flora or fauna. The trek up the mountainside is long and arduous. Those in the know might be aware of a permanent *teleportation circle* in one of the mountain's caverns, about half-a-mile's walk from the emporium. Its sigil is known only to Galya's most trusted customers and their contacts.

Galya Glimmershriek

Lawful Evil, Female Dwarf Vampire (Statblock Provided)

Galya Glimmershriek, born Galya Rusthammer, is a clever businesswoman who detects easy targets like a shark senses blood in the water. Her passion for making deals is matched only by her passion for jewelering — two equally delicate arts.

Like most Dwarves, Galya is stout-bodied. Her vampirism has given her light brown complexion a grayish tint, and her violet eyes glimmer with an unnatural intensity. She dresses herself in the finest mithral plate armor, and even wears it for formal occasions. Her shield is emblazoned with the holy symbol of the Dwarven god of gems and mining.

Galya keeps her trusty *dwarven thrower* in easy reach at all times, usually hitched to her belt.

History

Once a meek and industrious jeweler, Galya Rusthammer was a respected member of her remote clan. She took in precious gems unearthed by miners and transformed them into beautiful works of wearable art.

The dungeoneers of Galya's clan would often sell her the jewelry they found on their adventures. Unbeknownst to poor Galya, one such piece of jewelry was an amulet looted from the lair of a vengeful vampire. When the vampire arrived to collect her amulet, she bit Galya and transformed her into a loyal vampire spawn. Galya fled the clan and spent years in the vampire's entourage, terrorizing people across the Underdark. Eventually, Galya's service earned her the opportunity to drink of the vampire's blood, making her into a full-fledged vampire. At this moment, Galya rechristened herself Galya Glimmershriek.

With her free will restored, Galya felt a distinct longing to return to her old profession; but the curse of vampirism spun that desire into something far more grandiose. Galya roamed the Underdark and amassed a crew of her own vampire spawn. They pilfered precious gems and magic items wherever they could find them. This frightful crew traveled to a mountain wreathed in clouds of perpetual gloom, and moved into an abandoned cathedral built on its steepest face. It was here that Galya built her trade empire. Her vampire spawn servants assumed bat forms and took to the skies, delivering goods to high-end clients far and wide. Galya put her profession and her expertise with magic items to use, crafting macabre jewelry laced with twisted magic. This delivery service has allowed her to gain contacts and spread her influence to the remotest corners of the land.

Roleplaying Galya

When the characters interact with Galya Glimmershriek, consider these roleplaying traits when deciding how she responds:

Personality Traits: "I enjoy captivating my clients with stories of each piece of jewelry I sell; the origin of the gemstone, the technique used to smelt the metal, or the artistic influences of the visual motifs. I ensnare their attentions like a spider catching flies."

Ideal: "People are like gems: some beautiful and polished, some rough and raw, but all of them can be easily cut to suit my purposes with enough time."

Bond: "My vampire spawn employees have been with me for decades. They would die for me; I wouldn't quite do the same for them, but a slight against one of them is enough to draw my ire."

Flaw: "I'll lie through my teeth and manipulate those beneath me, but I tread lightly around those who have the power and influence to ruin me."

Goals

Galya might have one or both of the following goals, depending on what suits your campaign:

Eliminate the Competition. In the long term, Galya aims to secure a monopoly on the sale and purchase of magic items. She seeks to bring about the downfall of other magic item vendors (such as the ones in this book) by any means necessary.

Acquire a Forbidden Magic Item. If there's an evil magic item of great renown in your campaign, especially a gem or piece of jewelry—for instance, an *orb of dragonkind* or *talisman of ultimate evil*—Galya seeks to acquire that item. She hopes someday that one of the contacts in her trade network will help her glean its whereabouts.

Merchant Statistics

Gayla Glimmershark uses the **vampire** stat block with the following changes:

Armor Class 20 (mithral plate, shield)

Multiattack. Galya uses Echolocate, then makes two Dwarven Thrower attacks. She can replace one of the attacks with Bite.

Dwarven Thrower (Vampire Form Only). *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 16 (2d8 + 7) magical bludgeoning damage. Hit or Miss: This weapon flies back to Galya's hand immediately after the attack if thrown.

Echolocate (Bat or Vampire Form Only). Galya lets out a bat-like shriek. Each hostile creature within 60 feet of her must succeed on a DC 17 Constitution saving throw or be marked by Galya's echolocation until the start of her next turn. Galya has advantage on attack rolls against marked creatures, and she can target them with her Bite even if they are unwilling or lack the requisite conditions.

Couriers

Glimmershriek Couriers' employees consist entirely of vampire spawn turned by Galya during her crusade through the Underdark. They're fiercely loyal to her, and likewise, she treats them well.

Galya has allowed each of her vampire spawn couriers to taste a single drop of her blood, giving them a fraction of her shapechanging abilities without turning them into full-fledged vampires. As such, each vampire spawn courier has the following bonus action:

Shapechange. The vampire spawn polymorphs into a Tiny bat or back into its true form. It can't use this bonus action in sunlight or running water.

While in bat form, the vampire spawn can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics are otherwise unchanged. Anything it's wearing transforms with it, but nothing it's carrying does. It reverts to its true form if it dies.

Two sample vampire spawn couriers are provided below.

Osk Holzenhauer

Lawful Evil, Male Human ***Vampire Spawn***

Sleazy yet charming, Osk Holzenhauer draws more new clients than any other courier. When he's not at Glimershriek Cathedral or on a delivery, Osk hangs around shadowy marketplaces, alleyways, and anywhere he can find gullible customers. The fast-talking Osk uses his quick wit to trick potential customers into subpar deals. Sometimes his schemes involve offloading magic items onto customers for egregious prices, or taking magic items off their hands for far less than they're worth. If he's caught trying to pull a fast one, he fesses up, flashing a sheepishly disarming smile. He might even offer to buy his customer a drink at a local tavern so they can "start from a clean slate."

Roleplaying Osk

When the characters interact with Osk Holzenhauer, consider these roleplaying traits when deciding how he responds:

Personality Traits: "My clever tongue can get me out of most any situation."
Ideal: "Secrets are meant to be shared (unless they're mine)."
Bond: "Though I'm no longer one of them, I'm still quite fond of the living."
Flaw: "Fine drink is my greatest vice. It can get me to spill secrets, or to make business deals I'll regret."

Haggidar Grygg

Lawful Evil, Male Svirfneblin ***Vampire Spawn***

Haggidar Grygg is a Svirfneblin of few words. His sunken eyes and ominous demeanor leave an unsettling impression, especially to potential customers who meet him lurking in an abandoned crypt or eerie forest. When Haggidar isn't at Glimmershriek Cathedral or on a delivery, he opts to explore the edges of civilization, where people are most desperate. When night comes to the woods and the wolves howl, or when unseasoned adventurers run low on rations in a deadly dungeon, Haggidar swoops in, making himself useful. This endears folk to the otherwise unsettling vendor, allowing him to entice them into a transaction.

Roleplaying Haggidar

When the characters interact with Haggidar Grygg, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I speak little, but I like to hum hauntingly beautiful melodies to myself. "
Ideal: "People become like putty in your hands if you make them think you care."
Bond: "Solitude comforts me."
Flaw: "Before I became a vampire, demons slew my family. Fiends are the only things that truly scare me."

INSIDE THE CATHEDRAL

Most Glimmershriek Courier business takes place over long distances, but occasionally customers will visit the cathedral headquarters in person so that they can see Galya's wares with their own eyes.

Apart from an austere guest lodge located just outside the emporium, visitors are only allowed in the cathedral building itself. This includes the following locations:

- Area G1 (Collapsed Chapel)
- Area G2 (Packaging Chamber)

The underground areas beneath Glimmershriek Cathedral are off-limits to anyone other than employees. This includes the following locations:

- Area G3 (Galya's Sanctum)
- Catacombs (Jewelry Workshop, Product Inventory, Mineral Storage)

Cathedral Features

Glimmershriek Cathedral has the following features unless otherwise noted:

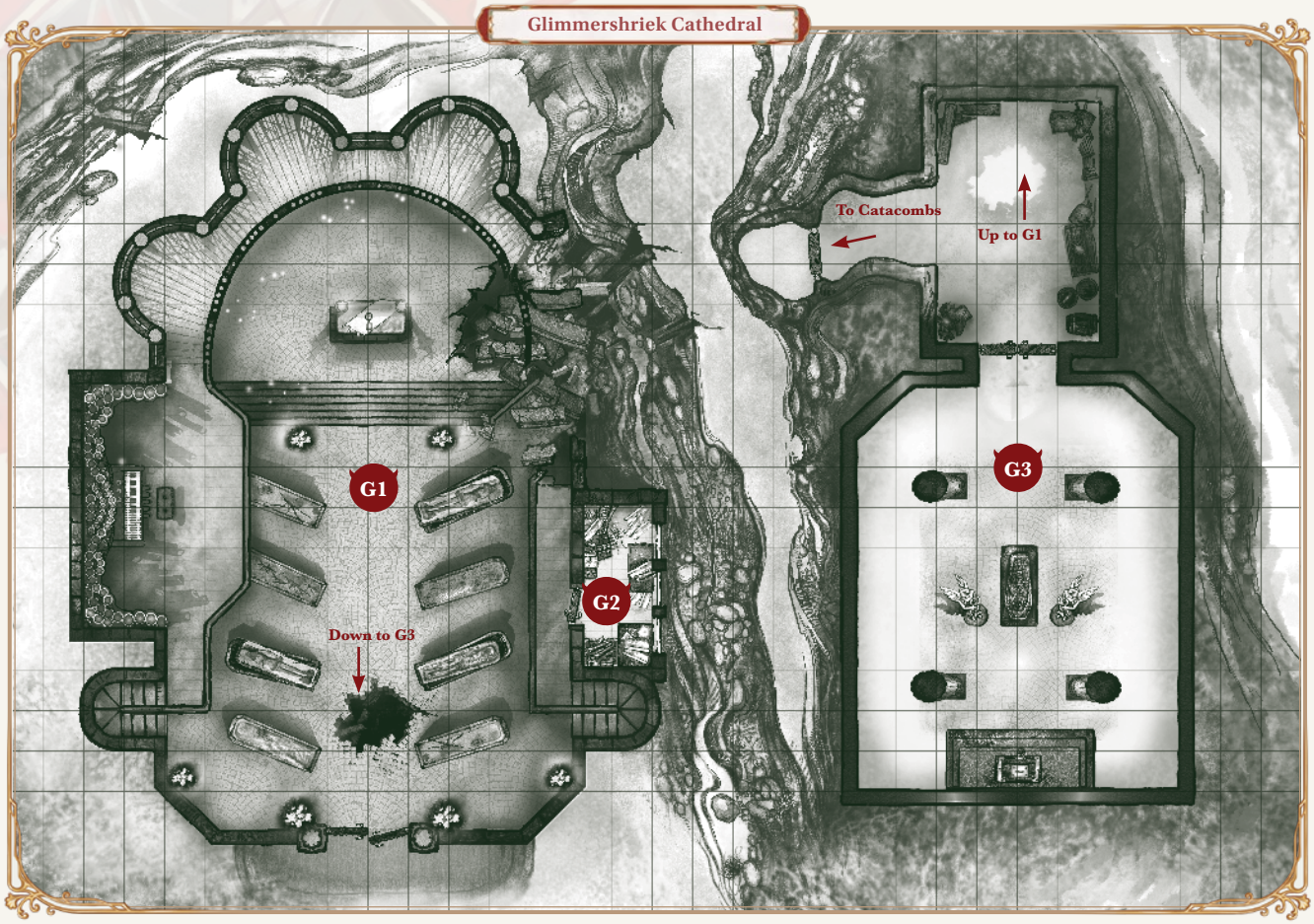
Ceilings. Most rooms have 15-foot ceilings. The tunnels that connect the catacomb rooms have 10-foot ceilings.

Doors. Doors are made of solid stone. There's just barely enough of a gap between the doors and the floor for Galya to pass beneath them in her mist form.

Lighting. Rooms are dimly lit by dampened *continual flame* spells.

Temperature. Glimmershriek Cathedral is uncomfortably cold for most creatures. Non-Undead and non-Construct creatures need a source of warmth if they want to take a long rest here.

Teleportation Wards. The underground areas of Glimmershriek Cathedral (Area G3 and the Catacombs) are warded against teleportation and interplanar travel. Any attempts to travel into, out of, or within these rooms using such magic fail automatically.



1 square = 5 feet

Areas of the Cathedral

The following areas are keyed to the map of this location.

G1: Collapsed Chapel

Since the mountain is clouded in perpetual gloom, this area is dimly lit both day and night. When the characters enter the collapsed chapel, read or paraphrase aloud:

> *Dim light bleeds through the stained glass and crumbled walls of this opulent chapel, faintly illuminating rows of pews and hundreds of bats roosting in its tall, vaulted ceilings. A pipe organ dominates a balcony to the west, and an altar stands atop a series of low steps to the north.*
>
> *Part of the chapel's eastern wall collapsed long ago, revealing a dizzying drop down the mountain face. A chasm in the floor at the chapel's southern end leads into darkness.*

This chapel sits atop the mountain's steepest cliff face. The giant opening on the eastern wall is convenient for Galya and her vampire spawn couriers, who use it to fly in and out of the chapel with ease. It's less convenient for non-flying visitors. Anyone who steps too close to the edge could end up plummeting hundreds of feet to their death.

Altar. If Galya or her employees are making a sale at the cathedral, it'll typically take place at the altar. There, both parties can place down what they have to offer.

Ceilings. Hundreds of bats roost in the chapel's vaulted, 60-foot ceilings. Sometimes, Galya's employees shift into their bat forms and hang among them, keeping a watchful eye for intruders.

Chasm. This 30-foot-deep chasm leads to Glimmershriek Cathedral's employee-only catacombs. There's no stairs or ladder, since the employees can fly and scale walls. A character looking to climb the chasm's rough walls can do so with a successful DC 18 Strength (Athletics) check.

Pews. The chapel's pews have been refashioned to also serve as coffins. Their interiors are filled with grave dirt for the vampire spawn couriers.

Pipe Organ. This pipe organ is fully functional. Haggidar Grygg (see the "NPCs of Glimmershriek Couriers section") sometimes plays it to pass the time.

G2: Packaging Chamber

Galya and her couriers bring magic items into this room to package them for long journeys. The room has a few worktables, shelves of burlap, twine, linen, and baskets.

G3: Galya's Sanctum

Secret Area (Shopkeeper Only)

Arched black doors lead to Galya's sanctum. The doors are locked, and only Galya carries the key. The lock can be picked (DC 18) but failure unleashes a psionic blast forcing each creature within 15 feet of it to succeed on a DC 18 Intelligence saving throw or take 14 (4d6) psychic damage.

When the characters enter Galya's sanctum, read or paraphrase aloud:

> *Murals line this room's walls and pillars, telling the story of a Dwarf jeweler who became a powerful vampire. Two stone statues encrusted with shimmering translucent crystals flank an ornate stone coffin. A chest sits at the back of the room.*

The crystal-encrusted statues are two **stone golems**. If any creature other than Galya enters her sanctum, the statues spring to life and attack.

Murals. The murals on the walls and pillars tell Galya's life story in pictures. (Refer to Galya's biography, presented earlier in this chapter in the "History" section.)

Chest. The chest at the back of the room is an empty decoy. If opened, a glyph on the inside lid triggers and releases a thunderous booming sound, alerting all creatures in Glimmershriek Cathedral and the catacombs to an intruder's presence.

Coffin. If Galya retreated to this room via her Misty Escape and has yet to recover her hit point, she's resting in her coffin. Otherwise, it is seemingly empty, save for its secret compartment (see below).

Treasure. A character who examines the interior of Galya's coffin and succeeds on a DC 15 Intelligence (Investigation) check notices that it has a false base with a nearly imperceptible handhold. Pulling on the handhold reveals a large secret compartment containing Galya's personal coin stash: 21,375 gold pieces and 4,802 platinum pieces.

Catacombs

Secret Area (Shop Staff Only)

The catacombs are only intended for employees of Glimmershriek Couriers. Employees carry keys to the catacombs' many locked doors; alternatively, each doors can be picked as an action with a successful DC 15 Dexterity check using thieves' tools. The catacombs contain the following rooms:

Jewelry Workshops. Galya hones her craft in her jewelry workshops, cutting precious gemstones, hammering metals, and imbuing the results with foul magic to create her macabre jewelry.

Mineral Storage. Glimmershriek Courier's employees store uncut gems and raw minerals in these chambers. If Galya is running low on a particular precious mineral, she might ask her vampire spawn or a group of adventurers to go out into the nearby mountains to mine some for her.

Product Inventory. This room is full of locked cupboards containing finished magic items (or pilfered ones) that have yet to be sold. Many of the cupboards are further protected by abjuration spells like *glyph of warding* or *symbol* to ward against thieves.

QUESTS AND EVENTS

Characters might not need to pay for Glimmershriek Emporium's wares with gold. By completing favors for Galya or her employees—or perhaps defeating them in combat—they might earn themselves a magic item or two.

QUEST HOOKS

The following quest hooks provide inspiration for adventures that might begin in this shop. The first quest includes precise details and monsters, while the second is more flexible and customizable.

GEM EATERS

Questgiver: Galya Glimmershriek (or one of her employees)
Quest Beginning: Galya or an employee offers the party a magic item in exchange for a favor
Suggested Level: 5th through 10th

Troublesome Elementals called xorn have been raiding Galya's emporium. These three-armed, three-legged creatures glide through stone as easily as a fish swims through water, and they have a ravenous appetite for gemstones. They've managed to gobble up some of the emporium's jewelry on several occasions and fighting them off is becoming a nuisance. Galya believes the xorn must have a lair deeper in the mountain. She asks the characters to find this lair and dispatch the xorn for good.

Finding the Xorn Lair. Searching the mountainside reveals a tunnel. A **roper** disguised as a stalagmite and four **darkmantles** disguised as stalactites lie along the path. These hungry monsters team up for an ambush. Eventually, the tunnel branches. The east tunnel leads to a statue-filled chamber where a vicious **medusa** lurks, along with her two **grick** minions, protecting a treasure hoard appropriate for tier 2 characters. The west tunnel leads to the xorn lair. When the characters arrive at the xorn lair, read or paraphrase aloud:

> *The low rumbling of an earthen, gravelly language echoes throughout this spacious chamber. Three scaly, rough-skinned creatures — each with three legs, three arms, and three eyes — are engaged in heated conversation with one another.*

Parleying with the Xorn. Characters who understand Terran know these three **xorn** are arguing about the best way to get back to the gem-rich Elemental Plane of Earth. Two of the xorn want to go to the Underdark and try to relocate the portal from which they emerged, while the third xorn, their leader, insists it's too dangerous and that the emporium provides all the sustenance they need.

A character who speaks to the xorn in Terran and succeeds on a DC 10 Charisma (Persuasion) check can convince the leader to agree with the others and leave the mountain in search of the portal. This check is made with disadvantage if any of the characters have gemstones on their person, since the xorn are distracted by the scent of potential food.

Fighting the Xorn. If the characters don't have a way of communicating with the xorn, or if their efforts to parley fail, combat might ensue. The xorn focus their attacks on characters carrying precious gemstones.

THE MISSING COURIER

Questgiver: Galya Glimmershriek (or one of her employees)
Quest Beginning: Galya or an employee offers the party one of her magic items in exchange for a favor
Suggested Level: Any

One of Galya's vampire spawn couriers went out on a delivery a few days ago and hasn't been heard from since. Galya worries that she's been double-crossed, and that the client on the receiving end has either killed or captured her courier. She asks the characters to follow the courier's trail and find out what happened. At best, they should return with the courier and the package; at worst, with one or the other. Time is of the essence, as none of Galya's vampire spawn can rest without returning to the cathedral. If the characters take too long, the courier dies from exhaustion.

Finding the Courier. What happened to the courier is up to the GM. Here are some options:

Double-Crossed. The client was a villain who refused to pay, opting instead to kill the courier and seize the magic item. The characters can delve into the villain's lair to bring back the stolen magic item and the courier's body.

Lawfully Imprisoned. The courier was arrested for entering city limits without a permit or for otherwise trespassing while in bat form. The characters must appeal to stringent city officials to have the courier freed, or otherwise orchestrate a jailbreak.

Lost and Found. The courier has become lost in a sprawling dungeon where the client resides, and is unable to find the client or a way out. The characters must find the courier and then help the courier locate the client.

In-Shop Events

These events are combat encounters that occur within the emporium.

Harpy Attack

Event Initiator: Harpy intruders
Event Beginning: The characters are alone in the cathedral while Galya and her employees are away or preoccupied
Location: Collapsed Cathedral (Area G1)
Suggested Level: 1st through 4th

In this scenario, Galya and her employees have just descended into the catacombs to retrieve an item or prepare an order for the player characters, leaving them alone in the cathedral. While the characters wait, a pack of scavenging harpies decide to launch an attack.

Read or paraphrase aloud:

> *You hear screeching, something between a squawk and a battle cry. A trio of ratty-looking harpies come soaring into the cathedral through the collapsed wall's gaping opening.*
>
> *"Gems!" one screams. "Riches!" another squawks. "Hand them over or meet your doom!" the third says, brandishing a talon in your direction.*

These three **harpies** refuse to leave unless the characters hand over every single gem and piece of gold on their person, emptying their packs and coin pouches entirely so the harpies can root through them. Otherwise, the harpies initiate combat.

Tactics. One harpy perches high in one of the balconies and sings its Luring Song while the other two assault the player characters with melee attacks.

Concluding Combat. If combat hasn't ended after three rounds, the employee with whom the characters were interacting — either Galya or one of her couriers — finally emerges from the catacombs at the top of the fourth round and sees the chaos. The employee makes quick work of the remaining harpies and does their best to stabilize any downed characters.

If you'd like, the employee might give the party a minor magic item (such as a *necklace of nuisances*; statistics provided later in this chapter) as a thank-you for helping to defend the cathedral.

Fighting Galya

Event Initiator: Galya Glimmershriek
Event Beginning: The characters get on Galya's bad side
Location: Collapsed Cathedral (Area G1), ends in Galya's Sanctum (Area G3)
Suggested Level: 11th and up

Use the following guidance should the PCs start a combat encounter with Galya in the cathedral. If you're looking for a fair fight, the characters should be at least 11th level. In this scenario, **Galya Glimmershriek**, two of her **vampire spawn** minions, and three **swarms of bats** work together to dispatch the player characters.

Haunted Organ. When combat begins, the cathedral's organ begins to play an eerie, reversed tune, seemingly of its own volition. On initiative count 20, each creature in the cathedral hostile to Galya must make DC 15 Wisdom saving throw. On a failed save, they take 10 (3d6) necrotic damage and their hit point maximum is reduced by an amount equal to the damage taken. This effect continues every round until the tune ends, which happens at the end of combat.

A character who sits at the organ and plays the reversed tune's melody backward — as it was meant to be heard — can stop the organ from playing before combat ends. To do so, the character must use their action and succeed on a DC 15 Charisma (Performance) check. A character who is proficient with any instrument has an advantage on this check, and a character who is proficient with the organ or piano succeeds automatically.

The organ is immune to all damage and cannot be destroyed.

Tactics. At first, Galya fights with reckless abandon, diving into melee combat and making good use of her Bite action. But if she reaches half or fewer of her maximum hit points, Galya uses her Spider Climb ability and her movement-based legendary action to scale the cathedral's walls as quickly as possible, taking refuge in any of the balconies and continuing the fight from a safer distance. She stays within 60 feet of her prey so she can take aim with her echolocation and hurl her *dwarven thrower* at them.

Her vampire spawn and bat minions descend upon the player characters, especially any who can damage Galya beyond the range of her *dwarven thrower*, such as ranged characters or spellcasters. If Galya notices anyone moving to play the organ, she commands the bat swarms to fly over and attack them.

Galya's Descent. If Galya's Misty Escape is triggered, she passes through the chasm in the floor to the cathedral's catacombs and retreats to her coffin in Area G3. The two **stone golems** in that room spring to life and guard her fiercely.

GLIMMERSHRIEK COURIERS
MAGIC ITEM CATALOGUE

Since Galya delivers and receives goods from far and wide, there's no limit to the types of magic items a GM might put in the emporium's catalog. However, Galya tends to stock jewelry and other items that can be worn. If she doesn't have what a customer is looking for, she might send some of her vampire spawn out to go find it.

Many of the magic items she has in stock might look more macabre than their ordinary counterparts. For instance, the eye on a ring of *x-ray vision* from Galya might be bloodshot, glancing to and fro frantically. A *ring of feather falling* from her might be wrought with a tattered vulture feather made of dark metal.

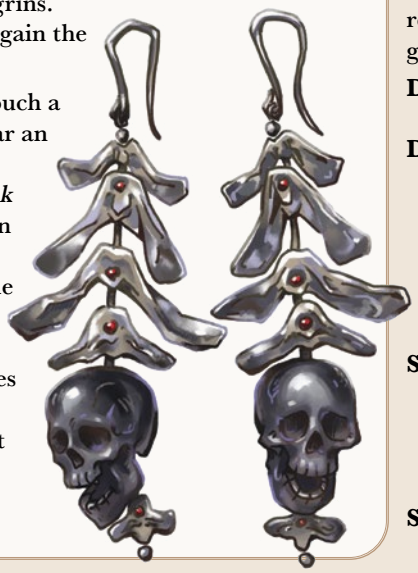
Galya's most alluring magic items are her handcrafted pieces of magic jewelry. Statistics for five of these pieces, along with a vampiric potion, are provided below.

Skullspeech Earrings

Wondrous Item, Rare (Requires Attunement)

A tiny skull of polished obsidian adorns each of these silver earrings. The skulls' jaws hang open in garish grins.

While wearing these earrings, you gain the following benefits:



Last Words. As an action, you can touch a creature's corpse or skeleton to hear an echo of its last words.

Speak with Dead. You can cast *speak with dead* from these earrings as an action. Once this action has been used, it can't be used again until the next dawn.

Undead Translator. You can understand the speech or utterances of Undead creatures and they can understand yours, even if you don't share a language.

Price: 11,000 gp

Ring of Malice

Ring, Legendary (Requires Attunement)

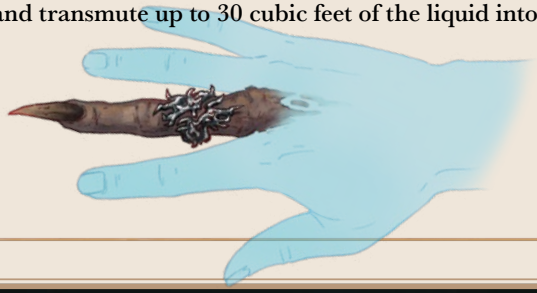
While you're wearing this gnarled silver ring, your finger becomes withered and gray. Its fingernail blackens and grows to a talon-like point. You can use your action to produce one of the following effects with this ring. Once the ring has produced an effect, it can't produce that effect again until the next dawn:

Disintegrate. You point at a creature or object with your withered finger and cast *disintegrate* (save DC 19) on it.

Finger of Death. You point at a creature with your withered finger and cast *finger of death* (save DC 19) on it.

Sanguify. You touch nonmagical liquid in an open container with your withered finger and transmute up to 30 cubic feet of the liquid into warm blood.

Price: 175,000 gp



Potion of Vampirism

Potion, Rare

A pair of bat fangs float in this potion's cloudy, reddish-gray liquid. When you drink it, you gain the following properties for 1 hour:

Deathly Visage. You take on a sallow, haunted appearance.

Draining Bite. You grow fangs, which you can use to drain the blood of other creatures. Your bite is a melee attack with a +9 bonus to hit and a 5-foot reach. On a hit, you deal 1d6 + 4 piercing damage and 3d6 necrotic damage, and you regain hit points equal to the necrotic damage dealt.

Spider Climb. You gain a climbing speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. When you start your turn in sunlight, you take 20 radiant damage. You also have disadvantage on attack rolls and ability checks while within sunlight.

Price: 5,500 gp

Crystal Heart

Wondrous Item,
Legendary (Requires Attunement)

This clear, fist-sized diamond has been masterfully worked into the shape of an anatomically-correct humanoid heart. It can restore a creature to life and grant them supernatural fortitude at the cost of their emotional range.

In order for its magic to function, this heart must be placed in the chest cavity of a dead creature that has been dead for no more than a century, replacing a real heart that has been lost or removed. Once placed, the crystal heart heals any wounds and restores the creature to life with 1 hit point. The creature immediately attunes to the heart and remains attuned to it as long as the heart remains in place. If the creature's attunement to the heart ends, the crystal heart shatters, killing the creature instantly.

While you're attuned to the heart, you have the following properties:

Artificed Fortitude. You have advantage on Constitution saving throws, and you are immune to the charmed and frightened conditions.

Glowing Heart. You can cause your heart to glow through your skin, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

Delicate. Any time you're reduced to 0 hit points, roll a d4. On a roll of 1, the crystal heart shatters, killing you instantly.

Dulled Emotions. Your emotions are somewhat stunted on account of your artificial heart. With time and effort, you might be able to regain your full emotional range. (This effect is only for role-play purposes and has no mechanical effect. The GM determines under what circumstances such a recovery would be possible, if at all.)

Price: 175,000 gp

Necklace of Nuisances

Wondrous Item, Common
(Requires Attunement)

Three wooden tokens dangle from this cord necklace. One token is shaped like a boot, one like a frog, and one like a fly.

While you're wearing this necklace, you can grasp one of the tokens and speak the necklace's command word to bestow a curse upon a creature within 60 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or become cursed for one hour. The curse's effect is based on the token you chose:

Curse of Squelching (Boot Token). The ground makes faint squelching noises wherever the creature walks, as if it's stepping in mud.

Curse of Croaking (Frog Token). For every tenth word the creature tries to speak, it emits a frog-like croak instead.

Curse of Itching (Fly Token). The creature experiences a minor, but annoying itch that it just can't seem to get rid of.

Once a token's curse has been used, that particular token can't be used again until the next dawn, even if the curse was unsuccessful.

Price: 50 gp

Classic Magic Items

In addition to the new magic items that are sold in this shop, they also sell:

Other Stock

Name	Price
Brooch of Shielding	300 gp
Cloak of Arachnida	30,000 gp
Eyes of Charming	450 gp
Necklace of Adaption	350 gp
Periapt of Wound Closure	1,500 gp
Ring of Spell Storing	3,000 gp

TRAVELING TRADERS

Good day, my friends! What may I find for you amongst my wares? Come now. Don't be shy. Please, come closer and examine my wares. I can assure you that no local merchant can offer anything that can compare to my carefully curated selection.

Now, I usually recommend that my customers take their time when considering a purchase–overnight even–particularly when it comes to high-value items such as these. Unfortunately, as luck will have it, my stay in this village must be brief. I have urgent business elsewhere to which I must attend, and as such, my stall will not be here on the morrow. If something interests you, I'm confident we can quickly come to an equitable arrangement.

–Ronan Grassfeet, Traveling Trader

Adventuring life often demands that characters travel far from settlements as they pursue heroic quests long distances from where many established retailers do business. This can prove troublesome when a problematic challenge presents itself to an adventuring party low on supplies.

But not all merchants remain fixed to a single town or village. A few traveling traders journey across the land, offering their unique wares to remote settlements. Why they choose to travel instead of remaining in a fixed location varies from trader to trader. Some love the open road and the freedom it provides. Others have altruistic motives, seeking to bring their bounty to the world's remote corners, while some may do so from necessity to escape unwanted attention.

On the following pages, you'll discover a menagerie of traveling traders. Each trader brings a unique collection of quests and items for the player characters to discover, but they also have their own goals and motivations when selling their wares. Buyers beware!

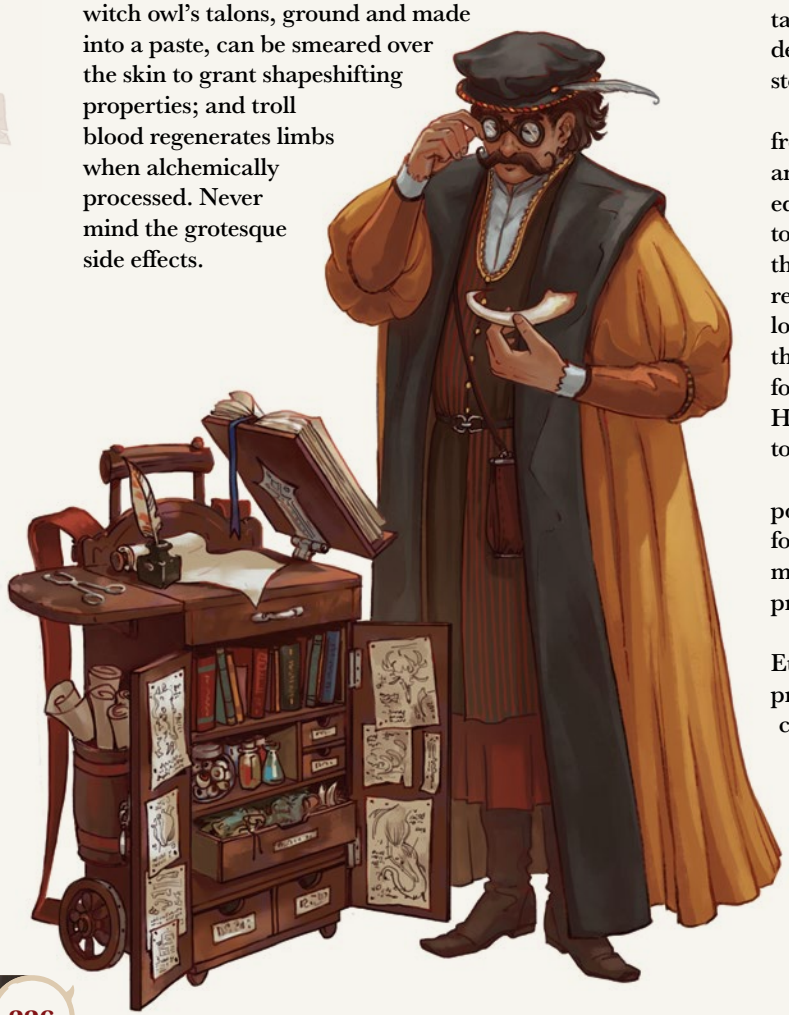
PROF. TERRENCE MYRON VON KÜFEN

Lawful Good, Male Human

Professor Terrence Myron von Küfen is the foremost expert on magizoology, now disgraced and in exile from Morencian academia. Far from a pristine scholar, however, the professor is most at home when elbow-deep in the gizzards of some eldritch creature or traveling to far-flung realms of Etharis to examine exotic monster remains. To be blood-soaked, bile-covered, and rank with humors makes Terrence as gleeful as a child smeared with funnel cake.

Education is Terrence's primary business. He has watched in horror as more than one stoic mage failed to dispatch a banshee, ignorant of their resistance to fire. He once despaired as a legion of Bürachi heavy infantry, proudly impervious to a gorgon's hooves, were instead petrified by the monster's poisonous breath. In hunting monsters, knowledge is power.

Invention is Terrence's secondary business. He turns the biological advantages of monsters against them by rummaging through their bloody, bilious guts for organs or appendages to create potent concoctions or weapons. A winter wolf's pelt makes a fine cloak against ice magic; a witch owl's talons, ground and made into a paste, can be smeared over the skin to grant shapeshifting properties; and troll blood regenerates limbs when alchemically processed. Never mind the grotesque side effects.



Professor von Küfen's research and inventions have earned him renown throughout Etharis. He frequently travels to lecture at educational institutes or consult with nobles about driving monsters from their land. Yet the professor's fame has led to misconceptions about his profession. Terrence is the furthest thing from a hardened monster slayer. In fact, he's a supreme coward. Terrence is quite satisfied to kick back with a brandy or watch from a distance as more physically capable adventurers do the actual slaying for him.

Terrence's research does require a frequent supply of monster parts. Therefore, he barters with adventurers who can bring him the remains from their kills. He's also thrilled to hear stories about a monster's behavior or the details of its lair. Terrence then sells his creations back to those who put themselves in harm's way, ensuring they survive their next encounter to bring him more monster salvage.

History

When he was young, Terrence's imagination was ignited by tales of mystical creatures brought by sailors across Etharis to his home, the free city of Morencia. An Ostoyan trader whispered about dead men who clawed their way from graves. A knight from Charneault claimed to have met a talking tree. But rather than become enraptured by tall tales, when Terrence was old enough for schooling, he dedicated himself to understanding the truth behind these stories. Why were these beasts the way they were?

Terrence was a dedicated pupil. He earned a scholarship from the Augustine Trading Company, choosing to attend an esteemed institute for occult learning. There, he dissected fairies, studied the construction of golems, and learned to conduct séances with spirits. When Terrence graduated, the institute hired him. He eagerly took a position on a research project called Warbreed, described to him as a long-term study of lycanthropy. It wasn't until years later that Terrence learned the truth. He wasn't helping keep folk safe from werewolves or finding a cure for lycanthropy. His research was being used to create lycanthropic thralls to be sold as mercenaries—living weapons.

Furious and betrayed, Terrence resigned from his position. Shortly after, he was exiled from Morencia for trying to expose the Augustine Trading Company's malpractices. The professor learned that power prefers profit over ethics.

Fortunately, there are plenty of other institutes in Etharis where Terrence can further his academia. The professor may be encountered in any city with an arcane college, traveling the road between research assignments, or attending a noble's court advising them on a monster problem. Terrence is equally likely to be found near or within a monster's lair, gathering research samples. In such a circumstance, he likely needs mercenary guards—or a quick rescue!

Roleplaying Terrence

When the characters interact with Terrence, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I'm fascinated by creatures of all types. I struggle to contain my giddiness even when in mortal danger!"

Ideal: "There is no finer vocation than scholarly pursuit. Through knowledge, we better our society and protect it from the monsters gnawing at its edges."

Bond: "The dependability of my research upholds my name and reputation. Therefore, I must maintain my integrity and never again be influenced by vested interest."

Flaw: "I must be protected by someone more physically adept than I! I am a scholar, not a hunter—and my scholarly skills are paramount to Etharis."

Terrence introduces himself by his full name and title, and he maintains an air of self-importance that may come across as insufferably pretentious—even arrogant. However, winning Terrence's affection is as simple as telling a tale about a monster encounter in visceral detail. He listens attentively, taking rigorous notes and pushing for repeated details. Terrence gawks excitedly when meeting a monster in the flesh, but this rank coward never aids in combat. Instead, he runs to the closest place to hide and observe.

Goals

Terrence's ambition is to further his understanding of monsters. His betrayal by the Augustine Trading Company has also incensed him to undermine their operations wherever he can.

Independent Research

It's essential to Terrence that his research is independently conducted and funded. He's determined to avoid ever becoming entangled with monied interests again. Terrence will, therefore, insist on being compensated for his inventions and never provides loans or freebies, even if they could assist in killing a dangerous monster. Terrence's ultimate end is protecting innocent folk from danger. But he has no time for amateur monster hunters who can't bring him the coin or salvage he needs.

The Art of Monster Hunting

Monster hunting is equal parts art and science in the mind of Professor Terrence Myron von Küfen. He is a master of its science (if he does say so himself), but he hungers for a greater understanding of its art. How to think like a monster. How to feel the way a monster feels. How to intuit ones innermost thoughts without a moment's hesitation. To achieve this goal, he needs to go out on hunts himself—with the protection of real warriors, of course.

Shopkeeper Statistics

These are Terrence's game statistics. If anyone attempts to steal from him, he first gives a stern warning. If they continue—or Terrence is attacked—he flees and avoids violence. To increase his effectiveness in combat, he may use a *spore bomb* or an *eye of the Aether Kindred* as an action (see "New Magic Items" below).

Prof. Terrence Myron von Küfen

Medium Humanoid (Human), Lawful Good

Armor Class 11 (14 with mage armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Int +7, Wis +4
Skills Arcana +9, History +7, Nature +9, Survival +4
Senses passive Perception 12
Languages Abyssal, Castinellan, Charneault, Draconic, Higher Bürach, Infernal, Morencian, Ostoy, Primordial, Sylvan, Valiki
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Crafty. Terrence is proficient with all artisan's tools.

Craven. Terrence can take the Dash or Hide action as a bonus action.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spellcasting. Terrence casts one of the following spells, using Intelligence as his spellcasting ability (spell save DC 15):
At will: *light, mage hand, mending, message*
2/day each: *detect magic, identify, mage armor*
1/day each: *darkness, invisibility, suggestion*

Bonus Actions

Misty Step (2/Day). Terrence teleports to an unoccupied space that he can see up to 30 feet away.

Reactions

Shield (2/Day). When an attack hits Terrence, he can create an invisible barrier of magical force to protect him. Until the start of his next turn, he gains a +5 bonus to AC, including against the triggering attack.

Quests and Events

The quests offered by Terrence encourage the party to harvest salvage from slain monsters. With this salvage, Terrence can make new magic items for them as payment.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun with this merchant. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Quest: Research Samples

Prerequisite: Have met Terrence once before

Questgiver: Prof. Terrence Myron von Küfen
Quest Beginning: The party finds Terrence tangled in spider webs inside a dungeon
Suggested Level: 1st through 4th
Content Warning: Arachnophobia

While delving for research samples, Terrence has found himself entangled in the lair of two **phase spiders**. He politely, and with a tinge of panic, requests the party's aid.

If the party kills the phase spiders, Terrence is impressed with their monster-slaying skills. He collects the spiders' spinnerets and uses them to create a *cloak of arachnida*, which he gives to the party as a reward.

Quest: Lightning in a Bottle

Prerequisite: Have brought Terrence salvage from a monster of CR 6 or higher

Questgiver: Prof. Terrence Myron von Küfen
Quest Beginning: Terrence requests the characters' aid via a formal letter
Suggested Level: 5th through 10th
Content Warning: Electrocution

Terrence has been contracted by a noble to kill a **behir**, which lurks in the depths of a valuable iron mine. The behir has eaten the miners and killed the soldiers sent to slay it.

Terrence tried explaining to the noble that he's an academic, not a warrior, but the noble has become impatient. Terrence has been threatened with imprisonment if the monster is not dispatched.

The professor seeks the characters' aid to slay the creature. As an incentive, he gives them an enchanted bottle and instructs them to catch the behir's breath inside. A character who succeeds on the saving throw against the behir's Lightning Breath while holding the bottle takes no damage. Instead, the bottle becomes charged and glows with an inner spark.

If the party slays the behir and brings Terrence the charged bottle, he uses it to create a *staff of thunder and lightning* for them.

Quest: Warbreed

Prerequisite: Have brought Terrence salvage from a monster of CR 11 or higher

Questgiver: Prof. Terrence Myron von Küfen
Quest Beginning: Terrence requests the characters' aid either in person or by sending them a formal letter
Suggested Level: 5th through 10th
Content Warning: Body horror

Terrence has heard rumors about one of his former mentors, Doctor Rudolf Skifner. Skifner has started building constructs stitched together from both human and monster remains.

Terrence believes this research is dangerous. Dr. Skifner could create an army of horrific thralls or unleash a monster over which he has no control. Terrence also feels partially responsible—his own work on the Warbreed project created a foundation for Skifner's current experiments.

Terrence asks the party to find Dr. Skifner by investigating the unethical trade of human remains by the Augustine Trading Company. He warns the party that Skifner is a powerful **archmage** and will be protected by mindless **werewolf** thralls and the **aberrant horrors** (see *Grim Hollow: The Monster Grimoire*) his experiments have produced so far.

Crafting Magic Items

Some examples of what Terrence can craft are shown below, including the time it takes and the additional cost of Terrence's services.

Pixie Wings (140 gp). Terrence crushes pixie wings into a fine powder and mixes them with reagents to create *dust of disappearance*. Crafting time takes 6 hours to complete.

Giant Finger (180 gp). Terrence clips the fingernail from a giant's finger to brew a *potion of giant strength*. Crafting time takes 6 hours to complete.

Earth Elemental Gemstone (350 gp). Terrence polishes the gemstone from the center of an earth elemental into a *stone of controlling earth elementals*. Crafting time takes six days to complete.

Dragon Scales (500 gp). Terrence forges the dragon scales into *dragon scale mail*. Crafting time takes seven days to complete.

PROF. TERRENCE MYRON VON KÜFEN
MAGIC ITEM CATALOGUE

Terrence can craft magic items when characters bring him monster salvage. He carries his equipment and supplies within a *handy haversack* shaped like a trunk that folds out into a mobile workstation.

Eye of the Aether Kindred

Wondrous Item, Very Rare (Requires Attunement)

Crafted from the eye of an Aberration, the slit pupil of this small orb dilates as if it perceives its surroundings. While holding this orb, you can use an action to point it at a creature you can see within 60 feet. Roll 1d4 to determine its effect.

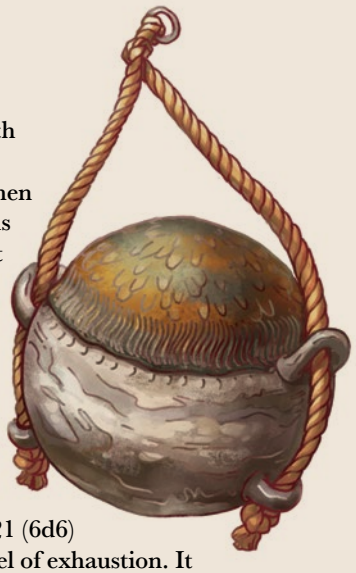
1. ***Blinded.*** The target must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
2. ***Silenced.*** The target must succeed on a DC 15 Wisdom saving throw or be unable to speak for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
3. ***Stupefied.*** The target must succeed a DC 15 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The target has disadvantage on Constitution saving throws to maintain concentration caused by this damage.
4. ***Softened.*** The target must succeed on a DC 15 Strength saving throw or become vulnerable to all damage types from the next attack or spell that targets it.

After each use of the orb, you must make a DC 13 Charisma saving throw. On a failure, you take 10 (4d4) psychic damage and can't use the orb again until after completing a long rest.

Price: 10,000 gp

Spore Bomb

Wondrous Item, Rare



This ceramic bomb is filled with spores harvested from a fungal monster, which are released when the bomb shatters. The bomb is a ranged weapon with the light and thrown properties. It has a normal range of 20 feet and a long range of 60 feet. This weapon deals 1d4 bludgeoning damage, and a creature hit with it must also make a DC 14 Constitution saving throw against poison. On a failed save, the creature takes 21 (6d6) poison damage and gains a level of exhaustion. It takes half as much damage and doesn't gain exhaustion on a successful save.

Price: 500 gp

Trollskin Armor

Armor (Leather), Very Rare (Requires Attunement)

Carefully hardened and treated, troll hide can be tanned to leather while retaining some of its magical properties. While wearing this armor, you gain a +2 bonus to AC. In addition, you gain temporary hit points equal to 1d6 + your Constitution modifier whenever you start your turn below your hit point maximum.

Price: 9,000 gp.

BLACKBIRD

Chaotic Neutral, Male Fey

Blackbird the Shadow Seeker takes particular interest in adventurers who have uncovered artifacts or secrets born of the Fey Realms or the Abyss. His pacts forbid him from directly aiding mortals, but he has cunningly found a loophole allowing him to sell items helpful in surviving challenges.

Blackbird's magic allows him to walk unseen along the Shadow Roads that weave through the material world in order to find useful items and appear in nearly any location in the planes in the blink of an eye.

As a being born of the Fey Realms and bound by pacts with shadow creatures of the Abyss, Blackbird deals not in gold but in esoteric bargains, the true value of which only becomes apparent in hindsight.

History

Blackbird woke in the black fires of the Abyss, surrounded by the leering faces of countless demons amused by the scraggly curiosity they found before them. Blackbird has little memory of his life before he woke in the Abyss, but he remembers serving the Winter Court of the Fey. He believes he was once a servant in an austere winter manor, who waited hand and foot upon the guests of a petty, cruel, and violent baron of twilight. His only clear memory is of Baron Mirkning trading his manor—and all the servants attached to it—to a new master: a demon of the Abyss.

And so, the house, its trappings, and its occupants, were cast into the pits of torment. There, this small, powerless creature of twilight found himself engulfed in darkness deeper than he could possibly imagine. Blackbird made himself a shadow within his new, adumbral home—a ghost haunting the halls of demons.

Over his first year in the Abyss, Blackbird learned that his former master had contacted a warlord of the Abyss who called herself the Duchess of Gloom, her true name hidden to prevent others from controlling her. Blackbird mused that this house was where she intended to conceal her true name, and he lurked here for many years, hoping to find it.

And though he never discovered the secret name of the Duchess of Gloom, he learned many things from eavesdropping upon the shadow demons guarding her secret estate—how to manipulate and twist the twilight to conceal and comfort himself, and how to navigate the Shadow Roads: liminal corridors between the realms which few mortal feet have ever trod.

Two long, dark centuries after first tumbling into the Abyss, Blackbird managed to invoke the name of the Shadow Roads, and walked free from his former home. He did not realize the enormity of his actions, for willingly leaving the Abyss is something no demon can do.

Blackbird's time within the Abyss had changed him. No longer a meek, woodland servant of the Fey Realms, the Shadow Seeker stood upon two legs, draped himself in cloth and trinkets, and used a second pair of talons as hands.

Now, Blackbird walks the Shadow Roads across the planes of existence. He seeks entertainment and freedom and anything that brings joy and amusement rather than torment, and he finds the mortal peoples of the Material Plane the most diverting of all.

Recently, Blackbird's thoughts have drifted back toward the true name of the Duchess of Gloom, hidden within the Twilit Manor. So many mortals yearn for adventure and seek magic with which to explore dangerous places. The manor would draw them like moths to flame. "Yes," thinks Blackbird. "This mortal folly can serve me—and I can bring them joy, too."

Goals

Blackbird wanders the Shadow Roads seeking mortals whose travels have brought them in contact with the power of the Fey Realms or the Abyss.

Find Ambitious Mortals

Blackbird lurks invisibly in towns and taverns, listening for tales of adventurers who find artifacts or gateways to the Abyss or the Fey Realms. He first appears to mortals in the guise of a beleaguered traveler imprisoned by bandits or demon-worshipping cultists, or ambushed by feral beasts or lesser fiends.

If the adventurers aid Blackbird, he rewards them with a *Shadow Seeker's Feather Token* (see "Magic Item Catalogue" later in this chapter) and promises to aid them as long as they hold his interest.

Aid Their Growth

Blackbird longs to gain powerful allies who will, in time, help him infiltrate Twilit Manor and find the true name of the Duchess of Gloom (see **Quest: The Name of Darkness Itself**, later in this chapter). From that point, whenever the adventurers approach a dungeon, Blackbird might appear to them near the entrance, draped in trinkets, flowing robes, and a pack full of items to sell. Any item he sells must be one that will help the adventurers overcome a challenge within the dungeon. This is described in more detail in "Magic Item Catalogue" later in this chapter.

Roleplaying Blackbird

When the characters interact with Blackbird, consider these roleplaying traits when deciding how he responds:

Personality Traits: "Power and gold, O power and gold, these are the things I love to behold! But be it trinket, spell, or both, no object is mightier than the power of an oath."

Ideal: "Life is a puzzle. Every problem has many solutions, but one solution always stands above the rest. And I love solving puzzles."

Bond: "I'm working to reclaim the house I once served in the Winter Court, but, honestly, I'm having much more fun exploring the realms of mortals."

Flaw: "I can't seem to behave normally with mortals. (Whatever that is.) They don't—*click click*—seem to appreciate the way I click my beak while I'm talking."

Blackbird often comes off as aloof and mysterious because of his Fey nature, but is eager to form alliances with powerful mortals. He doesn't realize that he has a more profound longing for connection: friendship. If the characters meet Blackbird many times, he won't become friendly with them until he's first betrayed them to serve his own selfish means. Only then does he realize the value of friendship.

Merchant Statistics

These are Blackbird's game statistics. If a creature attempts to steal from him, he makes a Claw attack to force the thief back and gives a warning. He attacks if they continue—or if he is himself attacked.

Blackbird

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+3)	15 (+2)	18 (+4)	19 (+4)

Saving Throws Str +2, Dex +8, Wis +8
Skills Arcana +6, Investigation +10, Stealth +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities radiant
Senses truesight 60 ft., passive Perception 18
Languages Common, Abyssal, Elvish, Sylvan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fiendtouched. If Blackbird is reduced to 0 hit points, he is reborn in the Abyss after six weeks, six days, and six hours.

Magic Resistance. Blackbird has advantage on saving throws against spells and other magical effects.

Shadow Seeker. Blackbird can find any nonmagical item by spending 1d10 x 6 seconds searching for it. Additionally, he can find a magical item by spending a number of days searching for it. The number of days is equal to 1d6 (Common), 1d12 (Uncommon), 2d12 (Rare), or 4d12 (Very Rare). He can't part with an item found in this way without making a trade.

Actions

Elusive Multiattack. Blackbird makes two Claw attacks, then can cast *dimension door* or *greater invisibility* using Shadow Magic.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) force damage, and the target must succeed on a DC 16 Strength saving throw or be pushed 20 feet away from Blackbird.

Shadow Ribbon. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 39 (6d12) necrotic damage, and the target must succeed on a DC 16 Wisdom saving throw or be blinded for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Shadow Magic. Blackbird can cast the following spells, requiring no material components:
At will: *creation*, *detect magic*, *geas**, *identify*
3/day each: *dimension door*, *greater invisibility* (self only), *pass without trace*
1/day each: *plane shift*, *teleport*

* at 9th level; can only be used when selling a magic item. See "A Binding Contract" later in this chapter

Quests and Events

The quests offered by Blackbird guide characters toward finding new Fey or Abyssal connections, ultimately building toward a request to help infiltrate Twilit Manor.

Quest Hooks and Events

The following quest hooks and events provide inspiration for adventures that can begin with this merchant. The precise details of these quests, like the dungeons, challenges, and foes that characters must triumph over, are for the GM to decide.

Event: Satyrs Gonna Hate

Prerequisite: Purchase an item from Blackbird

Questgiver: Harlan Kirkspieler
Quest Beginning: A week after buying an item from Blackbird, the item's rightful owner appears and demands it back
Suggested Level: 1st through 5th

The Shadow Seeker tries to keep outright theft to a minimum, but he's just sold the characters hot goods. What's worse, Blackbird knew these goods were stolen, and gave them to the characters to get their true owner off his back.

That night, a roguish **satyr** named Harlan Kirkspieler appears in the party's camp—possibly with other Fey backing him up—and rifles through their bags in search of the item Blackbird stole from him.

But then again, Harlan stole the item from someone else in the first place, so his claim to it is just as dubious as Blackbird's was.

Event: Phony Impostor

Prerequisite: Meet Blackbird twice

Questgiver: Blackbird—maybe?
Event Beginning: The characters meet a phony "Blackbird" outside a dungeon
Suggested Level: 5th through 10th
Content Warning: Capture, impersonation

A **vrock** called Skarauk the Liar has captured Blackbird within a *magic circle* for 1 hour—enough time to impersonate him and spread chaos by duping his favorite clients into buying a slew of cursed items. Skarauk is a skilled impersonator with a Charisma score of 19 (+4) and a +10 bonus to Charisma (Deception) checks.

The demon can perfectly copy Blackbird's voice but doesn't quite mimic his charmingly odd mannerisms. Instead, Skarauk is just off-putting. The beak clicks are hollow clacks instead of clean clicks, the self-surprised revelations of each item for sale are staid and rehearsed, and the air of allure which Blackbird conjures for his wares veers into the mundane hawking of wares at market.

All of Skarauk's items for sale are cursed, and none are appropriate for the dungeon the characters are about to enter. Some cursed items include:

- *Armor of vulnerability* (Price: 2,000 gp)
- *Berserker axe* (Price: 1,500 gp)
- *Shield of missile attraction* (Price: 4,000 gp)

If the characters discover Skarauk's deception and defeat him, Blackbird escapes his prison after 1 hour and apologizes to the characters. Otherwise, Skarauk continues impersonating Blackbird until he's found out.

Quest: The Name of Darkness Itself

Prerequisite: Buy a Very Rare item from Blackbird

Questgiver: Blackbird
Quest Beginning: Blackbird appears before the characters and calls in their favor
Suggested Level: 11th through 16th
Content Warning: Gore, body horror

The time has come for Blackbird to return to the Abyss with powerful allies. He seeks to infiltrate Twilit Manor, the place that was once his home in the Fey Realms. There, he seeks the true name of the Duchess of Gloom, a vainglorious demon who received the manor from a Fey baron named Mirkning long ago. Blackbird doesn't know for certain that the manor holds the true name he seeks, but it's his only lead—and his only connection to the life he led long, long ago.

The Shadow Seeker trusts in the characters' strength and the vows they have made to him. He uses the Shadow Roads to guide them to the Abyss, where they find Twilit Manor festooned with stomach-turning festival decor—innards as streamers, heads mounted upon chandeliers, and things more grotesque still.

Dozens of **shadow demons** fill the frigid Fey mansion. The Duchess of Gloom is absent, but her true name is secreted away within the darkest hollow of the manor's oubliette, guarded by Crepozkyul, her **pit fiend** majordomo. If Blackbird finds the name of Gloom, he isn't sure what to do with it. But a demon's true name is a powerful thing, and if Blackbird has befriended the characters, he asks them for guidance—which may begin a new quest that spans the planes of existence.

BLACKBIRD
MAGIC ITEM CATALOGUE

Blackbird's Fey nature is expressed best in his uncanny ability to find things. As such, he tends to appear to adventurers just outside of dungeons. His wares always include items helpful within that dungeon. Blackbird's selection of items is at the GM's discretion, to suit the challenges in the upcoming dungeon.

A Binding Contract

As a Fey creature, Blackbird has little interest in gold. He only trades these specialized items for promises, which he makes binding with a *geas* spell woven into his negotiation.

Sample Contracts

When Blackbird elicits a binding, magical vow from his customers, the intensity of the oath is proportional to the item's power. Typically, Blackbird suggests a promise, and then the buyer can haggle a more lenient oath or propose a different one as a counter-offer. This gives both the GM and the players the chance to create a vow that Blackbird accepts as payment. Following are examples of an item's rarity, an appropriate vow for that rarity, and the vow's duration. An affected character must complete a task before the end of the duration or obey an ongoing vow for its entire duration. Otherwise, Blackbird's *geas* harms the character.

Common (5 Days). Genuinely compliment a foe. Insult a trusted ally, and do not explain why. Do a good deed for a stranger.

Uncommon (10 Days). Pay for everyone's drinks all night at every tavern you visit. Wear only clothing and armor made from leather. Never speak quieter than a shout.

Rare (30 Days). Create a work of art and give it to a hated foe in person, without ulterior motive. Fight without weapons. Solve your problems with only threats, violence, or thievery. Solve your problems with only words.

Very Rare (Upon Request). Aid Blackbird in a dangerous quest (such as **Quest: The Name of Darkness Itself**).

Shadow Seeker's Feather Token

Wondrous Item, Rare

A single raven feather adorns an obsidian arrowhead. The heart of the arrowhead glows with a faint light as if reflecting firelight.

You can use an action to throw the arrowhead up to 60 feet. It explodes into roiling shadows where it lands, creating magical darkness in a 30-foot-radius sphere that lasts for 1 minute. As a bonus action, you can teleport into an unoccupied space within the darkness, which you can see within as if it were dim light. Once used, this token vanishes.

You can also use an action to attach the arrowhead to an arrow; its range becomes the range of the weapon used to shoot it.

Price: Special

Within 30 days, you must betray a friend's trust.

ALDOR THE IMMENSE

Unaligned, Male Giant

"Anyone who says money can't buy happiness doesn't know where to shop."

You approach a heaving covered carriage decorated with gold filigree and glimmering lanterns. Hitched beside it are two great steel-skinned oxen that exhale green fumes from their snouts. Three lanky attendants garbed in light armor and carrying crossbows patrol the grounds.

Seated before the carriage on a buckling wooden chair is a colossal man. He must be nearly seven feet tall and almost as wide. He is garbed in masterfully tailored jet-black silk, which flatters his obese frame: a frilled doublet, padded breeches, and riding gloves, all worn under a tremendous fur-lined cloak topped with a feathered cap. Each piece is delicately embroidered with elegant silver trim. The smell of fine tobacco mixed with perfume hangs around him.

He smokes a fine black pipe and drinks from a bottle of vintage wine, and a rakish grin appears on his flabby face as you draw closer. "Greetings, friends," he says in a throaty bellow, rubbing his hands together with anticipation. "Let's get down to business, shall we?"

Aldor the Immense is a traveling dealer of magical arms and equipment. Today, he makes his encampment in the Caravan Court of Emberwood Village, selling his wares to adventurers plumbing the dangerous ruins of Drakkenheim.

History

Aldor is a retired thief, part-time smuggler, ex-adventurer, and former privateer who realized there was far more money to be made in trade than risking his neck personally. A man of endless appetite and insatiable greed, Aldor traveled the world plying the most dangerous magical goods money can buy to anyone who can afford

his prices. His clients included mercenary companies, criminal organizations, squabbling nobles, petty warlords, desperate rebels, monstrous raiders, and, naturally, would-be adventurers with more coin than wits.

Before he made his way to Emberwood Village, Aldor the Immense strategically set up shop near deadly dungeons and dangerous frontiers, offering a unique inventory of magical arms and equipment. As a merchant of last resort for adventurers, he capitalizes on his circumstantial monopoly to command high prices. He steadfastly remains a tough bargainer, refusing to entertain haggling. He thrives where more cautious merchants dare not venture, leveraging the lack of competition to his advantage. Naturally, his current setup near Drakkenheim has proven his most profitable enterprise yet.

Aldor's stock comprises a diverse collection of second-hand goods, including salvage, pawned items, used gear, hand-me-downs, and artifacts pried from the hands of deceased adventurers. No matter the source, Aldor is always ready to offer a fair price for any magical items brought to him. Whether buying or selling, he engages enthusiastically, eager to learn or share as much as possible about each item's history. Aldor delights in these artifacts' often dark and mysterious origins, and he particularly enjoys the tragic details of how an item's former owner met their unfortunate end. This macabre sourcing method not only keeps his inventory unique, but also adds an allure for those seeking storied and powerful items.

Aldor the Immense is always eager to share his merchandise's rich histories and origins, often weaving in his robust philosophies on life, food, and drink. While regaling his customers with anecdotes about the illustrious heroes and royalty he has encountered, the diverse cities he has visited, and the sumptuous feasts he has savored, he rarely shares details of his own story. Although he occasionally hints at his daring exploits and adventures, Aldor skillfully steers clear of revealing too much about himself, maintaining a shroud of mystery that surrounds his enigmatic persona. However, canny listeners may note that Aldor often references bizarre and distant places, as well as events and people decades or centuries into the past.

Goals

Pursue Profit and Pleasure

Aldor unabashedly indulges in his desires for wealth, luxury, and reputation. His caravan is richly appointed and fully stocked with exotic treats and vintages, so the merchant can enjoy his vices while on the road. He enjoys the finer things in life afforded by his dealings with adventurers, kings, and conquerors. Typically, he expects local authorities to treat him as a distinguished guest or at least accord him a wide berth. Aldor takes pleasure in tales of hubris, avarice, and the insatiable greed of adventurers, and he remains indifferent to appeals based on altruism, charity, or morality.

Safeguard His Stock

Aldor the Immense takes no chances with his valuable inventory. Since he often sets up shop in remote locations where he cannot rely on the protection of location authorities, he safeguards his magical items and other goods with multiple layers of security. His gold and wares are stored in a secret chest secured with an arcane lock, while he carries a replica chest ensorcelled with an *instant summons* spell. This allows him to carefully negotiate sales and provide items on demand from his secure stock. He does not retrieve items from "the box" until he has secured the sale and the funds.

Avoid Entanglements

Aldor avoids getting involved in conflicts, recognizing that such entanglements are bad for business. He remains strictly neutral, engaging in trade solely for profit, and is willing to do business with anyone—regardless of their faction, nation, creed, or morality. This includes selling arms to both sides of any conflict and to oppressive forces and criminal elements alike.

Roleplaying Aldor the Immense

Aldor the Immense presents an affable and bombastic veneer, and enjoys hearing tales of the adventures and exploits of the characters while inviting them to partake in food and wine. However, he uses this opportunity to take stock of his potential customers, as beneath his jovial demeanor, Aldor is a shrewd negotiator gifted with a sharp mind, a sense of humor, puissant skill with money, and a wealth of useful magic items. Consider these roleplaying traits when deciding how Aldor responds.

Personality Trait. "Everything in life is a transaction—an exchange. We trade something you value for something I value. Come, let's do business."

Ideals. "There is no finer pleasure in life than growing large, be it one's wealth or waist."

Bonds. "My friend, the price is the price. I assure you, I would not offer a better price to my dear grandmother—rest her soul."

Flaws. "It is best, I believe, not to grow attached to people, places, or things. Money comes and goes, kingdoms rise and fall, and people live and die. Indulge while you still can."

Aldor is accustomed to small-time heroes appealing to desperate circumstances for better prices, callous adventurers trying to browbeat him into discounts, would-be seducers looking to cut a deal, and two bit-thieves attempting to rip him off. While he is not one to shy away from making a sale, he doesn't entertain bargaining. However, he is willing to share opportunities for characters to perform a service in the interest of mutual benefit and exchange. Otherwise, those who scoff at his prices are welcome to take their business elsewhere.

Shopkeeper Statistics

Below are game statistics for Aldor the Immense. Accompanying Aldor at all times are his "oxen," which are, in fact, two **gorgons**. He is protected by a trio of well-paid human **assassins** named Brill, Meyers, and Vandeerbeek.

If he is attacked, Aldor the Immense defers to his bodyguards while making a hasty exit using invisibility and dimension door. Aldor the Immense is unwilling to risk his life for anyone or anything. His stock is well-insured, and he'd much rather lose his inventory than his life. If necessary, he'll barter or bargain for his safety.

Aldor the Immense

Large Giant, Unaligned

Armor Class 19 (+3 leather armor, suave defense)
Hit Points 184 (16d10 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +4, Con +10, Int +8, Wis +7
Skills Arcana +8, Deception +9, History +8, Insight +11, Perception +11, Persuasion +9
Condition Immunities Charmed, Frightened
Senses darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Dwarven, Elvish, Thieves' Cant, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Suave Defense. While Aldor is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Special equipment. Aldor wears an *amulet of proof against detection and location*, and his fine garb functions as a suit of +3 *leather armor.*

Actions

Multiattack. Aldor makes three Arcane Blade attacks.

Arcane Blade. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) force damage.

Spellcasting. Aldor casts one of the following spells, using Charisma as his spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *alarm, detect magic, mage hand, mending, prestidigitation*
2/day each: *arcane lock, detect thoughts, dimension door, identify, invisibility*
1/day each: *glyph of warding, instant summons, scrying, secret chest, sending*

Bonus Actions

Cunning Action. Aldor takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. Aldor halves the damage that he takes from an attack that hits him. Aldor must be able to see the attacker.

Quests

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests are for the GM to decide.

When offering rewards to characters who complete his quests, Aldor remarks, "Don't think of it as a discount, friends. An equal exchange for the mutual benefits of good business."

Buyer's Remorse (Any Level)

Prerequisite: The characters have purchased items from Aldor the Immense at least once before.

Questgiver: Aldor the Immense
Quest Beginning: "My inventory has become depleted, so I'm willing to pay a premium for an urgent restock. Some former clients have wound up rather dead. If you recover their purchases, I'll buy them back at a generous price."

From time to time, Aldor likes to check on the status of his sales using the *scrying* spell to see if the client is still alive. Recently, a group of adventurers purchased several items from Aldor, only to be promptly slain in their next adventure. Aldor would like to replenish his stock, so he's willing to point the characters to the fallen adventurers' location. The characters are free to keep what they find, or Aldor will offer a favorable trade on anything they return to him.

What Aldor doesn't know is that the spirits of the slain adventurers still linger, transformed into **ghosts** or **wraiths**. The undead beg the characters to sell their equipment to pay for them to be returned to life via *raise dead*.

Sold Out (Any Level)

Prerequisite: The characters have purchased items from Aldor the Immense at least once before.

Questgiver: Aldor the Immense
Quest Beginning: "It is with great shame that I must tell you that my inventory is inaccessible due to the actions of a longtime foe and rival who stole the magic chest I use to secure my inventory. Fortunately, only I can retrieve items from the chest. Nevertheless, the thief has demanded an exorbitant ransom that I absolutely refuse to pay."

Recently, the replica chest for Aldor's *secret chest* was stolen. Aldor has determined the identity and location of the thief, and needs the player characters to retrieve the chest. Aldor is careful about disclosing the exact amount of the ransom, but exclaims to any attempting to negotiate for a better reward, "For that price, I may as well pay the damned ransom!"

However, the thief is no ordinary criminal, as befits one who could successfully rob Aldor the Immense. Naturally, Aldor tactfully dances around this fact.

When confronted, the thief offers the characters a counter-offer. Amongst Aldor's inventory is an item which once belonged to the thief. If the characters agree to help trick Aldor into recalling and opening the chest, the thief will help them seize the goods only wanting their item back, and the characters are free to take the rest of Aldor's stock.

ALDOR THE IMMENSE
MAGIC ITEM CATALOGUE

Aldor has an enigmatic and ever-shifting stock of magical items replenished weekly.

ALDORS' TYPICAL INVENTORY:

2d6 *potions of healing* (100 gp each)
1d6 *potions of greater healing* (300 gp each)

Spell scrolls from the wizard spell list:
1d10 *1st-level spell scrolls* (75 gp each)
1d8 *2nd-level spell scrolls* (150 gp each)
1d6 *3rd-level spell scrolls* (450 gp each)
*Add twice the cost of any expensive components to the price of the scroll.

1d4 randomly determined uncommon magic items sold for 3d6 x 100 gp each. Typical examples might include:

- *+1 weapon*
- *cloak of protection*
- *goggles of night*
- *ring of jumping*

Material components for spells of 5th level and lower.

Aldor the Immense occasionally carries a single Rare magic item, which he sells for 10,000 gp, such as an *amulet of health*, a *mantle of spell resistance*, or a *ring of protection*.

Use your discretion when generating these magic items.

NOTCHED BLADE

Weapon (Any Melee Weapon That Deals Slashing Damage), Rare (Requires Attunement)

This weapon has a nick along its edge for each previous wielder. It has three charges, which replenish when you finish a long rest. You can expend charges from the blade to draw on the talents of those who once used the weapon as follows:

- Cast *divine smite* (one charge)
- Benefit from Action Surge as if you were a 2nd-level fighter (two charges)
- Enter a rage as if you were a 1st-level Barbarian (three charges)

PRICE: 2,500 GP

TIRELESS BOOTS

Wondrous Item,
Rare (Requires Attunement)

These boots have seen everything. Worn by countless adventurers over the years, these supple and well-made boots are extraordinarily comfortable and carry the wearer ever one step forward.

As a bonus action, you can tap the boots together and choose one of your class features or spell slots which is replenished when you finish a short rest. You regain use of that feature or spell slot as if you had finished a short rest. In addition, you can expend Hit Dice and regain hit points as if you had taken a short rest. Once you activate this power, you must finish a long rest before you may do so again.

PRICE: 3,000 GP

SER NOMINUS

Neutral Good, Male Undead (Skeleton)

Ser Nominus is a skeleton with green glowing pinpricks where his eyes once were and a gleaming emerald embedded into his sternum. While his skull may be fearsome, he attempts to offset this with a jaunty feathered hat and an embroidered green cloak. He would love nothing more than to come across as a fellow adventurer, and he always insists on getting a complete account of the party's future legendary stories as part of any bartering for his magical wares.

The skeleton can fit into any campaign setting where necromantic energies persist. He can also don a skinsuit to walk more freely in polite society if needed.

Ser Nominus' magical items are not initially powerful but may strengthen as their wielder's renown increases. In addition, he knows many legends and myths about where more veritable items can be found.

History

Ser Nominus was once an adventurer long ago, a very unlucky one. He died on his first outing to defeat the red dragon Haldraxis, his body crisping to the bone by the flames. However, in the dragon's hoard was a mysterious artifact that melded with his bones, bringing him back to life as a skeleton. Unfazed, he continued his adventuring, solving mysteries, performing heists, battling in huge arenas, sailing the high seas, and venturing to the world's darkest and most outlandish places.

The undead fellow didn't care much for the wealth or fame of his journeys but always appeared happy to simply be part of a tale worth telling. There's no telling how long he could have continued, but he eventually settled down and started exchanging his found treasures for someone else's tales of valiance, all of which he records on loose parchment for an eventual "adventure anthology."

Roleplaying Ser Nominus

When the characters interact with Ser Nominus, consider these roleplaying traits when deciding how he responds:

Personality Traits: "No mountain is too high; no river of lava is too hot. Anyone can accomplish anything they put their mind to."

Ideal: "Your first failure is inevitable, but it shouldn't be your last opportunity."

Bond: "The stories and experiences I've made in my very long life mean everything to me."

Flaw: "I'm so desensitized to death that I make light fun of it too often."

Ser Nominus knows his appearance is a bit off-putting, so he tries to be as welcoming and cheerful as possible. He can always lighten a mood by performing tricks like taking off his head or telling one of his many stories, often ending with him dead.

"This here fire blasting cannon? Oh yes! A rare artifact. Reminds me of the time I fought the devil Azeraphis. Hellfire surrounding my party! My head blasted right off! Alas, our cleric spent time foolishly attempting to revive me, or she might have aided our rogue in tossing the devil out the window. I can still hear his horns snapping! What a wonderful adventure that was."

Goals

Ser Nominus wants to help new adventurers make their mark and tell their own stories. He also has a fervent desire to record said tales alongside his own.

Kickstart Newcomers

Ser Nominus wants to help other aspiring adventurers avoid ending up like him. He offers up items he wishes he could have had early on in his career.

Endless Tales

Ser Nominus doesn't care much for gold, souls, or favors in exchange for his items. He's much more interested in transcribing a great tale. So long as patrons can provide him with this, he deems most barters worthwhile.

Merchant Statistics

These are Ser Nominus' game statistics. If anyone attempts to steal from him, he tries to stun, confuse, blind, or otherwise incapacitate the thieves and run away.

Ser Nominus

Medium Undead (Skeleton), Neutral Good

Armor Class 14
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	11 (+0)	15 (+2)	11 (+0)	17 (+3)

Saving Throws Dex +6, Cha +5
Skills Arcana +8, History +8, Performance +5
Damage Vulnerabilities Bludgeoning
Damage Immunities Necrotic, Poison
Condition Immunities Exhausted, Poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic, Infernal
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Quest-O-Nomicon. Ser Nominus carries a magic item called the *Quest-O-Nomicon* on him at all times. While holding the Quest-O-Nomicon, his Arcana and History skills increase by +4.

Regeneration. Ser Nominus regains 10 hit points at the start of his turn. If Ser Nominus is an area of antimagic, this trait doesn't function. Ser Nominus dies only if he starts his turn with 0 hit points and doesn't regenerate. If his bones ever leave the antimagic area, this trait will function again.

Actions

Punch. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Spellcasting Ser Nominus casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):
At will: *dancing lights, minor illusion, prestidigitation*
3/day each: *healing word, longstrider, sleep*
2/day each: *confusion, dispel magic, freedom of movement, hold person*
1/day: *irresistible dance*

Classic Magic Items

In addition to Ser Nominus' unique magic items, he also offers:

Other Stock

Name	Price
Sovereign Glue	20,000 gp
Oil of Slipperiness	480 gp
Figurine of Wondrous Power (Ivory Goats)	4,000 gp
Ioun Stone (Sustenance)	3,000 gp
Chime of Opening	2,500 gp

Weapons of the Inseparable Bond

Weapon (Any Melee Weapon), Rare (Requires Attunement)

These weapons always come as a pair, but a creature cannot attune to both items. When two creatures attune to each weapon, they gain the following benefits.

Connective Support. When you attack a target with this weapon and miss, the wielder of the other gains advantage on its next attack against the same target.

Stronger Together. When each weapon has defeated three different CR 3 or higher creatures within 5 feet of the wielder of the other weapon, each weapon gains +1 on all attack and damage rolls.

Fight As One. When both weapons deal damage against a CR 9 or higher creature and that creature is reduced to 0 hit points, the following ability unlocks.

When you hit a target with this weapon, the wielder of the other weapon adds 1d4 to the weapon's base damage on any attacks made against the same target on their next turn.

Shoulder the Pain. When both attuned characters are reduced to 0 hit points while within 5 feet of each other and begin making death saving throws, the following ability unlocks and is available until a new creature attunes to one of the weapons.

As a reaction, when the wielder of the other weapon is hit with an attack you can see, you can redirect the attack to hit you instead.

Price: Special

Ser Nominus offers these items only to two extremely connected companions, lovers, siblings, or best friends. In exchange, he's largely interested in their future tales and their solemn oaths that they will be buried next to each other in death.

Quests and Events

All of Ser Nominus' quests involve putting to rest other adventurers' stories. He's itching to uncover the truth of their disappearance or death so that he might finally close that chapter of his writings.

At the GM's discretion, he may offer his magical wares in exchange for completing these quests.

Quest Hooks

The following quest hooks are inspiration for adventures that can be begun in this shop. The precise details of these quests, like the dungeons, challenges, and foes that characters must triumph over, are for the GM to decide.

A Jury of One's Peers

Prerequisite: Converse with Ser Nominus.

Questgiver: Ser Nominus
Quest Beginning: The party encounters Ser Nominus in an urban environment and engages his curiosity as adventurers.
Suggested Level: 1st through 4th
Content Warning: Betrayal, death

Just days ago, an adventurer named Judge went missing in a decrepit mansion when his party went in to investigate a curse. His companions left after nearly dying, some members describing Judge being turned into a ghost and assaulting them, while others say he betrayed them and ran off.

Either way, the story is incomplete, both in the lifting of the curse and the true whereabouts of the missing party member.

The truth is much heavier, as Judge's four party members (two **bandits**, an **acolyte**, and a **thug**) slew Judge themselves after he took on the full weight of the curse. He is indeed now a **ghost**, and only the death of his murderers or their complete repentance will allow him to transition to the afterlife.

Mind Erasure

Prerequisite: One of the party members tells Ser Nominus a cursed tale of their own.

Questgiver: Ser Nominus
Quest Beginning: After hearing their tale, Ser Nominus slaps his forehead, recalling a similar tale.
Suggested Level: 1st through 4th
Content Warning: Memory loss, trauma

Quite some time ago, a party of adventurers entered an ancient dungeon looking for treasure but emerged with their memories wiped. Rumor has it that the treasure was cursed and removed their memories, but others think they did it to themselves to forget what they saw in the dungeon.

As one of Ser Nominus' earliest accounts and one that is still incomplete, the skeleton is eager to tie this one off with a bow.

The dungeon is not that far away and is home to a forlorn **mage**, desperate to erase her own memories of a love lost. The dungeon's halls are filled with both her experiments (such as an **otyugh** memory-trashcan) and the wreckage of others who have served as her guinea pigs (**zombies**).

The last adventuring party resides in a nearby town, tended to by their families, as their minds are all but gone.

Wizard = Hat

Prerequisite: Converse with Ser Nominus.

Questgiver: Ser Nominus
Quest Beginning: If the party asks Ser Nominus if he has any other items for barter, he produces the hat.
Suggested Level: 1st through 4th

Several weeks ago, Ser Nominus took a feathered pointed cap on trade. He doesn't know much about it, but he says it comes with a mystery all to itself. The warlock that traded it said he believed it came from his wizard friend, Pratchett, though he cannot be sure as he only found it after his death. All the warlock knew for sure was that he found the hat directly in the center of a fireball spell's crater.

Ser Nominus is sure there's a unique mystery to be unraveled here and is willing to part with the hat for a song, provided the new owner promises to furnish the mystery's conclusion once it is unraveled.

The truth is a bit more convoluted, as the warlock was actually an **incubus** who fought Pratchett over an **imp** familiar named Insect, whom they both adored. The wizard did not perish but transformed himself into a hat at the last possible moment before he was engulfed in flame.

Discovering this truth and freeing the wizard from his own spell results in the party gaining a powerful IOU, but it is not without subsequent danger. The incubus is the feather in the cap.

SER NOMINUS

MAGIC ITEM CATALOGUE

Ser Nominus stores all his magical items within his hefty tome: the *Quest-O-Nomicon*. Whenever he needs an item, he flicks to the correct page and plucks the item directly from it. This book also includes a journal of every adventure Ser Nominus has been on.

Deck of Evenfall Fate

Wondrous Item, Very Rare (Requires Attunement)

This deck contains various cards with art of heroes and patterns of the sun and stars adorning every card. Each drawn card brings a new challenge, predicting skills and fate. A creature can only ever draw one card. If a creature draws a second card, they draw a blank card that vaguely sparkles in illusory gold. Once a card is drawn, its effects are permanently applied to the creature, after which the card becomes completely mundane.

When a creature draws a card, roll a d4 and consult the results below.

1. **Hunter.** When you bring one of every type of creature to 0 hit points, you gain the following ability.
   Metamorphosis. After you complete a short or long rest, you can choose one creature type. Any damage dealt to you by that creature is reduced by half your level (rounded up). Additionally, you deal an additional 2d6 damage to that creature type when you hit them with an attack roll. The damage type is the same as the chosen weapon or spell.
2. **Captain**. When you go first in the initiative order on three different encounters, you gain the following ability.
   Rallying Strike. When you critically hit with an attack roll, you may choose to deal the maximum amount of damage on all your rolled dice. You can use this ability once per long rest.
3. **Raven.** When you slay a creature of CR 6 or higher and then successfully converse with it, roll a DC 14 Charisma (Persuasion) check. On a success, you gain the following ability.
   Reflection. You can cast the *augury* spell without any verbal, somatic, or material components. Once you cast it, you cannot cast it again until you finish a long rest.
4. **Guardian.** During three combat encounters, ensure none of your allies take any damage. Once this is completed, gain the following ability.
   Temperance. At the end of each long rest, you gain the effects of the *death ward* spell.

Price: Special

Ser Nominus offers this deck to a party with a monumental task ahead of them. If they can prove that they will do anything to succeed, he will give them this deck, provided they promise to give him a full account and to allow him to use their likenesses to craft a new deck after their death.

Circlet of Endless Determination

Wondrous Item, Rare (Requires Attunement)

You gain the following benefits while you are attuned to this red iron circlet.

Tenacious. Whenever you roll a death saving throw, the total is increased by 2.

Down Swinging. When you start your turn with 0 hit points, and before you roll your first death saving throw, you can take the Attack action or cast a cantrip. If you do, immediately fail one death saving throw.

Indomitable Spirit. When you fail two death saving throws in the same encounter and later recover at least 1 hit point, the following ability unlocks.

You can spend one of your Hit Dice to automatically succeed on a death saving throw.

Grit. When you are restored to life as with the spell *resurrection* or *revivify*, the following ability unlocks.

You no longer fail a death save when you use Down Swinging, additionally you can choose to take the Help, Dodge, or Disengage action.

Price: Special

Ser Nominus offers this item to someone with a driven purpose. He is willing to barter if they can prove that they will do anything to reach their goals. He asks for future tales of victory and the promise that their death will be legendary.

JAMAR THE BREWER

Neutral Good, Male Half-Orc

Jamar is a young and inspired brewer, known for his dedication to crafting everything from scratch. His drinks are a testament to his passion, evident with each sip. But it's not just his beverages that highlight his talent; his handmade wagon speaks volumes about the love and care he puts into his work. Each curve of wood and metal, carefully assembled by his hands, tells a story of dedication and craftsmanship.

In the young brewer's stock, you'll find the usual mead, ale, and other common brews. However, it's his homemade concoctions that truly capture his spirit. These special brews are known for their unique side effects, adding an element of surprise and delight to every drinking experience. But fear not, for Jamar is also mindful of his diverse clientele. He keeps a variety of non-alcoholic beverages on hand, perfect for younger folks and those who prefer to abstain from alcohol.

A diety known for travel blessed Jamar's journey as a brewer, granting him the ability to traverse vast distances with speed and ease. This gift allows him to appear exactly where a thirsty traveler might need him most, a beacon of refreshment and rest. It's often said that if you befriend Jamar, his piecemeal-yet-charming wagon will appear when you need him, bringing with it a taste of adventure and a sense of home.

Jamar welcomes all who have the desire to indulge in his creations and the coin to pay for it. Yet, his generosity extends beyond mere commerce. He has a soft spot for a good tale and often accepts stories as payment. Jamar believes that these stories not only enrich him, but also provide entertainment for his future guests. In a way, helping him gather these tales is akin to weaving into the very fabric of his journey.

History

Adopted by a famous war chief, Jamar witnessed the dark side of battle firsthand. In tune with his human side, the youthful half-orc chose not to wield a sword against foes. Instead, he took on the role of a medic, treating the wounded during and after battles. Standing by many colleagues and friends, the most common request he received was for "a drink." Jamar realized that in times of need and despair, many found comfort in the warm familiarity of a good drink, sparking his future passion and motivation. When his services as a healer were no longer needed, he was released and began traveling the world, learning the art of brewing, and building his wagon.

Jamar had one wish: to help as many adventurers as he could, wherever they may be — to be a comfort and light to those in dark times. His motivation and passion caught the attention of this deity of travel, who appeared to Jamar as a gravely injured man. Without hesitation and unaware of the man's identity, Jamar did his best to help, expecting nothing in return. He passed the deity's test and, as long as his heart remained true, received the power to traverse vast distances to help those in need. Thus, a new chapter in Jamar's journey began.

Roleplaying Jamar

When the characters interact with Jamar, consider these roleplaying traits when deciding how he responds:

Personality Traits: "I treat my companions with the same care and attentiveness as a mother orc would her young — ensuring their safety and comfort at all times."

Ideal: "In a world where kindness is a rarity, I believe it's our duty to look after one another like family."

Bond: "My heart still holds a tender spot for my childhood love. I often wonder what adventures we could have shared if they had joined me on my journey."

Flaw: "My thirst for knowledge sometimes gets the better of me, leading me to become easily sidetracked when new information is within reach."

Jamar is a wholesome soul, a natural people-pleaser who goes out of his way to sow kindness. However, he's also aware when people start taking advantage of him, given enough time. He greets everyone as a friend with the care and attentiveness of a mama bear, ensuring their needs are met and making accommodations when adventurers ask. Often, he whips up something new if an adventurer doesn't fancy his current offerings. Slow to violence, Jamar rarely reacts with anger if wronged, but his disappointment is a palpable energy not unlike that of a parent let down by a child. Although clumsy at times, Jamar aims to ensure everyone leaves his wagon happy, but he also understands the importance of not overstepping his boundaries.

Goals

Jamar travels across the nine realms, providing comfort to adventurers in need and constantly searching for new brews. This endeavor also helps him progress as a brewer.

Brewmaster

The young brewer's journey will never be complete until he fully understands every aspect of brewing. Jamar aims to gain as much knowledge as possible to meet the needs of every adventurer who visits his wagon. He frequently asks customers why they enjoy a specific drink and what makes it appealing to them. When he learns enough about a customer, he tries to create a concoction that's almost a better version of their favorite drink, at no extra cost. However, there's a chance that these drinks might have some side effects.

A Rest for All

Jamar's travels through the realms aren't solely for selling and showcasing his brews; he also seeks those who need respite from their daily lives. Providing a space where people can sit, drink, and escape from their worries brings Jamar the greatest joy.

If adventurers assist Jamar with any of his quests, he considers them true friends and appears whenever they need him most. The GM has the option to decide when Jamar appears, whether it's at an appropriate moment or whenever the players call for him. Jamar is an excellent facilitator for player engagement in roleplaying, initiating conversations, breaking the ice, or fostering an uplifting atmosphere.

Inside Jamar's Wagon

Jamar's Wagon is far from fancy; in fact, it appears to be his first attempt at building a wagon by himself. It has what some might call a "roughhewn" look, yet it still radiates a welcoming vibe. Inside the wagon, adventurers find two barrels repurposed as seats and two rows of stacked crates, each filled with a variety of ales and brews.

Shopkeeper Statistics

These are Jamar's game statistics. Should anyone attempt to steal from Jamar, he allows it to happen but expresses his sincere disappointment.

Jamar

Medium Humanoid (Half-Orc), Neutral Good

Armor Class 11
Hit Points 19 (2d8 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	20 (+5)	11(+0)	10(+0)	16 (+3)

Saving Throws Con +7
Skills Medicine +2, Animal Handling +2, Intimidation +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Actions

Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

QUESTS AND EVENTS

The quests offered by Jamar unlock additional features for the party to use whenever they are with him at his wagon.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin in this shop. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Find Patsy

Prerequisite: A character orders a non-alcoholic drink

Questgiver: Jamar
Quest Beginning: Jamar requests the adventurer's aid in finding Patsy
Suggested Level: 1st through 3rd

Jamar realizes that his business partner, Patsy, is missing after the party orders a non-alcoholic drink, usually provided by Patsy. He asks the adventurers to find Patsy and bring her back to the wagon. Jamar recalls last seeing Patsy at a small, abandoned shack where he took refuge for a night, not far from their current location.

Should the adventurers choose to find Patsy, they come across a dilapidated shack in a clearing within a forest. There, they find Patsy, a large pig who looks perfectly content in the middle of the shack. However, as the party approaches, **awakened shrubs** emerge around the shack, initiating combat.

If the party successfully returns Patsy to Jamar, he once again provides non-alcoholic beverages like pig's milk. As a reward, Jamar gives each member of the party a *potion of healing*.

New Offerings. Upon the successful return of Patsy, Jamar can now serve not only non-alcoholic drinks but also specialty drinks. These beverages are refreshing and impart minor advantages for a short duration, such as:

- **Clear Mind Tonic**: Grants advantage on saving throws against being charmed or frightened for 1 hour.
- **Vigilant Brew:** Provides a +1 bonus to Perception checks for 1 hour.
- **Herbal Infusion:** Gives a +1 bonus to Nature checks for 1 hour.
- **Sharpened Senses Soda:** Grants a +1 bonus to Investigation checks for 1 hour.

Jamar advises against mixing his specialty drinks. A creature who consumes more than one specialty drink before completing a short rest or a long rest must make a DC 14 Constitution saving throw after each additional beverage. On a failed saving throw, the creature is poisoned until completing a short or a long rest.

The Rare Ingredient

Prerequisite: None

Questgiver: Jamar
Quest Beginning: When the adventurers encounter Jamar on their travels, he shares his ambition to create an extraordinary new brew
Suggested Level: 2nd through 4th

Jamar approaches the adventurers and explains his need for a rare ingredient, known only in legend. It is said to be found in a location fraught with peril—be it an enchanted forest, the peak of a treacherous mountain, or the depths of a forgotten cave. Jamar asks the party to brave the dangers and retrieve this vital component for him.

Jamar describes the ingredient's last known location, providing a map that points to sites where it might be found. The adventurers must investigate these locations, contend with its hazards, and secure the rare ingredient.

Upon successfully returning the ingredient, Jamar brews his promised concoction. As a token of his gratitude, he offers the adventurers some of this special brew.

New Brew: Whenever the adventurers visit Jamar thereafter, they can partake in his unique brew. A single swig grants them a temporary boon. Depending on the brew, this could be enhanced Perception, a boost to Charisma, or a fortifying effect granting temporary hit points. These effects last for a few hours. However, only one batch of this special brew can be made at a time and only once per long rest.

The Brewing Contest

Prerequisite: None

Questgiver: Jamar
Quest Beginning: Jamar seeks aid to secure rare ingredients and protect his brewing entry for an upcoming prestigious contest
Suggested Level: 4th through 6th

Jamar has dreamed of crafting a brew worthy of the "Brewmaster's Grand Keg" title. He believes he has a recipe that could win, but it requires exotic ingredients and the use of a brewing method known only to a secluded monk order.

As Jamar imparts this information, he warns the party of potential sabotage from rival brewers, notorious for their cutthroat tactics.

Celebrated Success. Should the party succeed, not only is Jamar's brew toasted across the land, but the adventurers' own names are lifted by his victory. Wherever Jamar's drinks are enjoyed, the adventurers benefit from the following:

- Discounts at local shops
- Invitations to exclusive events and gatherings
- Bards singing tales of the adventurers' exploits, spreading their fame far and wide

JAMAR THE BREWER
MAGIC ITEM CATALOGUE

Jamar's wagon serves any nonmagical brew the GM deems appropriate, such as ale, mead, and wine: 4 cp for a mug, 2 sp for a bottle. Jamar also serves these unique drinks:

Jamar's Brew

Potion, Common

Jamar's first and most treasured concoction is a clear, syrupy drink that packs a powerful punch, capable of knocking any adventurer off their feet. When poured, this brew shimmers with a prismatic light, casting rainbows. If a creature consumes the brew, they must succeed on a DC 12 Constitution check or be knocked unconscious for 1 minute. Should a creature continue drinking and fail two consecutive Constitution saves, they suffer a level of exhaustion. Regardless of the effects, all who have consumed the beverage agree it was one of the most refreshing drinks they've tasted.

Price: 5 gp per serving
(limited to one bottle per adventuring party per visit; Jamar serves mugs of this stuff at his tavern for the same price)

Brew of Bumbling Brilliance

Potion, Common (Requires Attunement)

A flask strapped to Jamar's hip contains this special brew. It originally belonged to a drunken wizard who traded it to Jamar to pay off his tab. This brew appears to have a hint of magic, something Jamar is still trying to study and understand, which is why it's available in only a small amount with limited uses. After consuming this brew, the drinker starts spouting ridiculous, nonsensical ideas and theories for the next 10 minutes. However, if the drinker succeeds on a DC 10 Intelligence saving throw, one of these ideas turns out to be surprisingly insightful or useful, offering a clue or solution to a problem the party is facing (at the GM's discretion). If the saving throw fails, the effect still occurs, but the drinker provides no useful information.

Price: 15 gp per shot

Mystery Mixture

Potion, Common

This drink stands apart from all others, so unique that it never tastes the same twice! The secret lies in mixing a variety of random brews to see if the result tastes good or, more interestingly, if it has any side effects. When a creature samples this mixture, they must roll a percentile die to determine the outcome. On a roll of 26–100, the drink is safe and turns out to be an improved version of the creature's favorite drink. However, on a roll of 1–25, the drink tastes a "bit off" and doesn't sit well in the stomach. In this case, the creature rolls on the Mystery Mixture Event table.

Price: 1 gp per mug, 3 gp per bottle
If Jamar becomes interested in the party, he offers them a round Mystery Mixture on the house.

Mystery Mixture

d6	Event Table
1	For the next 20 minutes, each time the creature speaks, small, harmless bubbles float from their mouth, popping gently in the air.
2	Enough gas forms in the stomach to lift the creature 2 feet off the ground for 5 minutes, granting a levitation effect. The creature can only be moved around if another creature physically moves them.
3	The mixture starts fizzing inside the creature, causing a tickling sensation that leads to uncontrollable laughter for 1 minute.
4	The creature feels an irresistible urge to tap their feet or dance in place for 5 minutes.
5	The drink causes the creature's voice to take on a higher pitch, which temporarily fascinates small animals like squirrels, birds, or cats. These animals curiously shadow the creature.
6	The creature's legs become wobbly and rubbery, causing them to walk amusingly and unsteadily for 15 minutes.

CORALINE & JACQUES

Lawful Neutral, Giant Hermit Crab and Neutral Good, Male Human

Few more bizarre duos than Coraline and Jacques exist in all the realms. While Jacques comes across as a typical beach-vibing, blond-haired, blue-eyed human and sports a straw hat, Coraline is decidedly original as a giant hermit crab with innate magical properties and a scintillating shell. Inseparable, the pair travel the world together and have learned to understand each other, even though neither can speak the other's language. Both reside within Coraline's conch shell, which has the appearance of a furnished bungalow in the interior and is also filled with all manner of intriguing oddities.

Jacques's boundless creativity and interest in discovering long-lost treasures have led to a substantial haul of magical items, which they store in Coraline's shell and offer to good-natured adventurers.

They are almost always found in coastal areas, though they've been known to venture a few days inland if they're promised an exciting discovery.

History

Years ago, Jacques was a simple man who collected junk and driftwood to repurpose and resell, but at heart, he was also a dreamer. While salvaging one night, he saw a shooting star and wished to see more of the world and its oddities. The shooting star got closer and closer until it crashed just outside of town.

Wasting no time, Jacques scrambled along the beach until he came across a colossal crab wearing a large, strange shell. Though initially skittish, the sentient crab warmed up to the human, and found a way to communicate. Since then, their connection has deepened, and they have become fast friends, though Coraline (Jacques's name for the creature) remains secretive about her past.

The truth is that Coraline is fleeing **chuul** hunters dispatched by their **aboleth** overlord. She finds Jacques charming, relishing his positivity and keeping her from hiding deep beneath the sands to escape her pursuers.

Roleplaying Coraline & Jacques

Coraline

Personality Traits: *Click! CLACK!* or "I'm the brains of the operation."
Ideal: "Schluurp." *Clack. Crunch.* or "I will sell all the splendors this world has to offer."
Bond: *Clack. Pop! Clack.* or "I found a funny little man, and I will do my best to keep him safe from harm."
Flaw: *Snickt. CLACK! Knock. Knock.* or "I am paranoid of being found by my extra-planar enemies."

Jacques

Personality Traits: "I'm always down to chill with some new friends."
Ideal: "I will see all the splendors this world has to offer."
Bond: "Coraline is the closest thing to a family I have."
Flaw: "I'm not the smartest person, really."

Goals

Coraline's Goal

As an otherworldly being on the lam, Coraline tries to keep a low profile and remain on the move. While the latter jives with Jacques's own goal, the former may at times put them at odds. She likes befriending adventurers, hoping they will make valuable allies should enemies find her.

Jacques's Goal

Jacques loves traveling and seeing the wondrous new sights. He keeps a list of places he'd love to see, spending most of his time trying to check things off that list.

Shopkeeper Statistics

These are Coraline and Jacque's game statistics. If anyone attempts to steal from inside the shell, Coraline will eject Jacques and trap the thieves inside until apologies are made. For attacks from outside, Jacques will protect Coraline, while the hermit crab tries to grapple their enemies and stuff them into the "prison" of her conch shell.

Jacques

Medium Humanoid (Human), Neutral Good

Armor Class 16 (driftwood shield)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +6
Skills Acrobatics +6, Athletics +4, Persuasion +5
Senses passive Perception 10
Languages Common, Hermit Crabese (understands only)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brave. Jacques has advantage on saving throws against being frightened.

Driftwood Weapons. Jacques's melee attacks deal an additional +2 damage (already included) and are considered magical.

Actions

Multiattack. Jacques makes two Driftwood Plank attacks and a Shield Bash attack.

Driftwood Plank. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Deflect. Jacques catches an oncoming ranged attack that would hit him with his magical shield, halving the damage. To do so, he must see the attack and be wielding his shield.

Parry. Jacques adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Coraline

Huge Beast (Giant Hermit Crab), Lawful Neutral

Armor Class 22 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 60 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	23 (+6)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Cha +9, Con +10
Skills Insight +7, Intimidation +9, Persuasion +9, Stealth +6
Damage Resistances Cold
Senses blindsight 30 ft., passive Perception 13
Languages Common (understands only), Deep Speech (understands only), Hermit Crabese
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. Coraline can breathe air and water.

Bigger on the Inside. Coraline's shell holds a pocket dimension. A creature may enter or exit this space if they use a spell such as *gate*, Coraline grants permission, or Coraline is incapacitated. Coraline can use an action to place a grappled creature inside the shell.

Shell Bunker. Using her movement and action, Coraline retreats into her shell. While inside, she cannot be targeted by attacks and automatically succeeds on saving throws from effects originating outside the shell. The shell is immune to nonmagical damage and resistant to all other damage. The shell has an AC of 22 and 200 hit points, regenerating 20 hit points at the start of each of Coraline's turns unless it is brought to 0 hit points and destroyed.

Spider Climb. Coraline can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Actions

Multiattack. Coraline makes two attacks with her Claws. If available, she can substitute Bubble Breath for one Claw attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. The target is grappled (escape DC 17). The crab has two claws, each of which can grapple only one target.

Bubble Breath (Recharge 5-6). *Coraline exhales bubbles in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw by 5 or more are also stunned until the end of their next turn. Being underwater doesn't grant resistance against this damage.*

Quests and Events

Jacques and Coraline desire little, and Coraline especially hesitates to trust anyone. Their quests initially revolve around Jacques's curiosities and become more personal once the party has proven themselves as friends.

Quest Hooks

The following quest hooks and Events provide inspiration for adventures that can begin with these shopkeepers. The precise details of these quests, like the dungeons, challenges, and foes that characters must triumph over, are for the GM to decide.

Quest: Earn a Vacation

Prerequisite: Become friendly with Jacques

Questgiver: Jacques
Quest Beginning: The party expresses interest in wares beyond their budget
Suggested Level: 1st through 4th

Not that long ago, Jacques recovered an incomplete adventure log from a shipwreck. The log details a journey to a hidden city that gleams with hammered gold and is filled with ruby idols to elemental gods. Jacques asks the party to find the city, complete the adventure log, and return with at least one of the idols.

In exchange for the completed log and an idol, Jacques will knock half the price off a desired item and give all the party members a *beach day* potion. He would go himself to this city, but it's too far from the coast for his or Coraline's liking.

In truth, it's much less of a city and more a shrine and portal to an **efreeti** master. A swarm of **steam mephits** guards it, and anyone who steals from the shrine will become the target of the efreeti's wrath.

Quest: Gems are a Shell's Best Friend

Prerequisite: Become friendly with Coraline and either save her during an encounter or complete a different quest for either her or Jacques

Questgiver: Coraline
Quest Beginning: Beginning to trust the party, Coraline offers a quest of her own through clicks and clacks
Suggested Level: 5th through 10th

Coraline's falling star wasn't the only one that fateful night. Pieces of her broke off during entry, creating stars of their own. One piece in particular is a large red jewel that the crab is desperate to get back.

Jacques has learned that the gem is being held in a museum in a port city, though he and Coraline are loath to enter large metropolises. They would much rather the party find a way of procuring it and bringing it back to their camp.

The museum isn't an evil place, but its **archmage** curator isn't keen on handing away her relics. Strong negotiation skills, a clever heist, or a foolhardy assault will be required to retrieve the gemstone. The museum's guards consist of **animated armor**, a pair of **shield guardians**, a **stone golem**, and the mage's own **homunculus**.

If her jewel is returned to her, Coraline will embed it into her shell and use its power to bless the party, granting them an immediate level-up! Additionally, they will receive a 1,000 gp credit (each) to her store, and the party will be able to see her location as a glowing red mark on any map if she is in the mapped location.

Event: What's Lost is Found

Prerequisite: Complete the Quest: Gems are a Shell's Best Friend and become friendly with Jacques as well

Questgiver: Coraline
Quest Beginning: Having just completed a quest for the duo, they are enjoying some friendly chatter when the sky goes a starless black and the sea turns an eerie green
Suggested Level: 5th through 10th

The sky is ripped apart as a warband of **chuul** tear their way into this existence. Having tracked Coraline across the stars, they've finally managed to pinpoint her location. They will stop at nothing, immediately attacking anyone in the area and attempting to drag Coraline into deep water.

In the depths of the sea, an **aboleth** has also appeared, some 120 feet from shore. It hungers for crab, and its chuul thralls do its bidding.

Should the party manage to defeat the chuul, the aboleth retreats, either teleporting back to another dimension or slipping into deeper depths. Coraline will then see the party as true allies and gift them a lantern that glows red when aboleths are within 1 mile.

In addition, if the party slays this, or any other aboleth, and brings the brain back to Coraline, she will grant them a significant discount on any store item.

CORALINE & JAQUES
MAGIC ITEM CATALOGUE

Most items offered within the conch are bits and bobs the duo has uncovered in underwater ruins, forgotten temples, or treasure buried in island sand. A few items are of their own design, produced using Jacques's enthusiastic imagination and Coraline's own magical affinity.

Refer to the following table to determine what bits and bobs they currently have. Pricing seems arbitrary, with Jacques valuing the story surrounding each item more so than the actual value to the end user.

Beach Day

Potion, Rare

This coconut shell contains a sweet, fruity concoction that comes in various colors and sports a tiny umbrella. After drinking this potion, your mood is lifted for the next 8 hours, and you gain the following benefits:

- Gain advantage on saving throws against being frightened.
- The first time you take a short rest, you may remove a single level of exhaustion. Additionally, when you spend Hit Dice to regain hit points, you gain the maximum healing from each one.

Price: 550 gp

Driftwood Plank

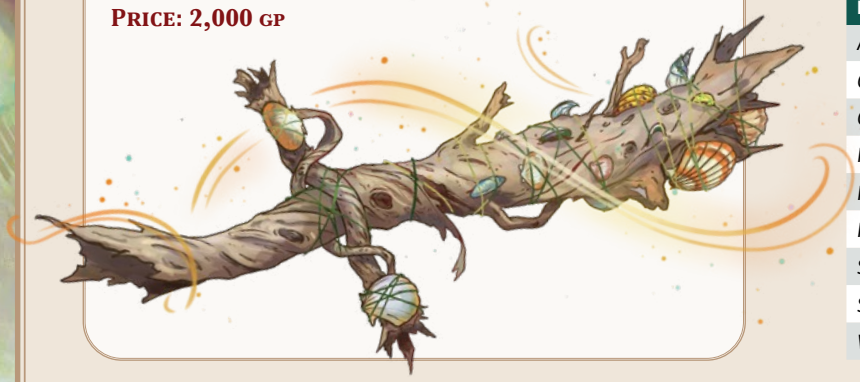
Weapon (Any Melee Weapon), Rare (Requires Attunement)

A seemingly haphazardly-constructed weapon made from driftwood, fishing line, and bits of shell, this item is a homemade item designed by Jacques and held together by the mysterious magical forces of the creature Coraline.

You gain a +2 bonus to damage rolls (but not to attack rolls) made with this weapon.

Splinters! An enemy hit by this weapon is riddled with 1d6 splinters. A creature can remove 1d6 splinters by using either an action or reaction. For every splinter in a creature, it takes 1 point of piercing damage at the end of its turn if it uses any of its movement speed.

Price: 2,000 gp



Bits and Bobs Table

Magic Items	Availability
Armor/Weapons (Uncommon/Rare/Very Rare)	50%/20%/3%
Consumables (Uncommon/Rare/Very Rare)	70%/30%/5%
Rings (Uncommon/Rare/Very Rare)	30%/20%/2%
Rods/Wands (Uncommon/Rare/Very Rare)	20%/10%/2%
Staves (Uncommon/Rare/Very Rare)	20%/5%/1%
Wondrous Items (Uncommon/Rare/Very Rare)	60%/10%/1%

Alternatively, use the following premade list of available items. Feel free to adjust the cost associated with any item, as they have no bearing on an item's actual worth and are just Jacques's subjective assessment.

Magical Items Table

Name	Price
Amulet of Health	1,400 gp
Candle of Invocation	500 gp
Gloves of Missile Snaring	700 gp
Ring of Shooting Stars	2,000 gp
Potion of Diminution	150 gp
Potion of Water Breathing	150 gp
Spell Scroll (Speak with Animals)	100 gp
Spell Scroll (Maelstrom)	300 gp
Wand of Magic Detection	800 gp

THE VAGRANT

True Neutral, Male Frogman

The Vagrant, a genial frogman dressed in ragged garments befitting a wandering vagabond, is the sole conductor of a ghostly train called the Ghostlight Express. Known for his charming demeanor and love for stories and tunes, his role extends beyond that of mere engineer; the Vagrant is a ferryman of departed souls.

The Vagrant's mirthful fiddle and haunting whistles precede the arrival of the Ghostlight Express, which crosses through the domains of life and death conveying spirits to Druskenvald, a haven for souls seeking a second chance at life. Not all spirits find themselves standing at these crossings, soberly gripping an ethereal ticket that will carry them onward to the next strange phase of their existence, but those who do are offered safe passage by the Vagrant.

The Vagrant possesses a deep empathy for all souls he guides, and his stories enchant all who listen. Beneath this amiable exterior, the Vagrant conceals the profound burden of his grave responsibility. When given the happy opportunity to meet with the living, he sees it as a rare chance to make friends and trade tales, tunes, and favors. With a knowing gaze that hints at countless journeys and unknowable secrets, the Vagrant seeks assistance on behalf of the restless dead he has shepherded. Favors, it would seem, are worth far more than coin to those seeking aid from beyond.

The Ghostlight Express

The Ghostlight Express, a spectral locomotive of otherworldly design, has traversed the planes for unfathomable centuries. Legends tell of the arcane necessity that birthed the Ghostlight Express, but few reveal the truth of its origins. What is known is that the ethereal vehicle materializes when souls destined for Druskenvald are deemed ready for their journey.

The Ghostlight Express is first heralded by the comforting and delicate tones of the Vagrant's fiddle, followed by the piercing sound of a whistle that more closely evokes wailing souls than it does an approaching train. Those brave enough to follow such sounds may witness the sudden manifestation of a train station clouded by mist, loud rumbling wheels, and the hiss of screeching brakes. These crossings appear and vanish just as the train arrives and moves on, most often during the dusky hour of twilight when shadows are at their darkest. Though they most frequently appear near cemeteries or graveyards, phantasmal stations can materialize anywhere they are required.

It is only during these brief intervals, when the Ghostlight Express stills and quiets to accept new passengers, that living creatures encounter the train's herald: the Vagrant. Tales of interactions with him are often told in reverent, mystified tones, and all share the same pattern: the shocking arrival of the station and train; the eerie atmosphere as silent specters emerge and congregate; the strange, personable exchange with a smiling frogman; and the perplexing feeling of transience as the train chugs into nothingness, leaving nothing in its wake but stray, luminous mist.

It is in this eternal and enigmatic journey that the Ghostlight Express weaves not just through the mortal planes and beyond, but through fate and across the intricate threads of destiny. Though its origins may be lost to the annals of history, if such a record ever existed at all, the Ghostlight Express is bound to the balance between life and death.

Goals

When he's not ferrying departed souls and ensuring their peaceful transition to the domain of Druskenvald, the Vagrant keeps an eye out for living souls he can trust to help with special requests made by the dead.

Serenade Into the Beyond

The Vagrant engages in many activities as conductor of the Ghostlight Express, from confirming tickets to guiding the train through the delicate tracks of existence. With his modest fiddle in hand, the Vagrant entertains passengers with haunting melodies and enchanting stories, ensuring serene passage for all whom he ferries.

Lay Down the Dead

When he isn't performing his duty, the Vagrant endeavors to enlist mortal aid for souls with unfinished business. His unique station in both life and death is what makes these trades possible, and it brings him great joy to facilitate these deeds. They are an extension of the role he plays as engineer — his own personal way of honoring those who have moved on and ensuring they are peacefully at rest.

Roleplaying the Vagrant

When your characters interact with the Vagrant, consider these roleplaying traits to shape his responses:

Personality Traits: "Well now, I reckon life's a grand old fiddle tune, and I'm just here to play a few notes. A mirthful melody can soften even the hardest hearts, wouldn't you agree?"

Ideal: "I ain't here to pass judgment. I take my role serious as a raven perched on a gravestone. I just try to carry the weight with grace so each soul finds its rightful place."

Bond: "Well, you see, my heart's tied to them souls like a knot that won't untangle. It's the stories they carry, the echoes of their pasts, which keep me on this journey. I reckon there's a comfort in knowing I guide 'em to a place where they can rest easy and find peace in the mists."

Flaw: "Sometimes the lines between worlds get a tad blurry when you're as fond of stories as I am. I'm a storyteller, not a warrior."

The Vagrant speaks with a slow, lazy drawl that reinforces his charming veneer. He embodies the wise fool, maintaining a sunny, mirthful exterior to conceal the weight of the burden he carries.

Shopkeeper Statistics

It is impossible to steal from or attack the Vagrant, the Ghostlight Express, or the departing souls boarding its passenger cars. If anyone attempts to take aggressive actions, or if they attempt to board the Ghostlight Express without a ticket, the Vagrant commands the train to instantly move on.

Should you need them for any reason, here are the Vagrant's game statistics.

The Vagrant

Medium Frogman, True Neutral

Armor Class 16 (natural armor)
Hit Points 39 (6d8+12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	22 (+6)	18 (+4)

Saving Throws Dex +5, Wis +8, Cha +6
Skills Insight +8, Perception +8, Performance +6, Stealth +5
Damage Resistances psychic
Damage Immunities necrotic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 18
Languages Common, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The Vagrant can breathe both air and water.

Warm Disposition. The Vagrant has advantage on all Charisma checks directed toward creatures that aren't hostile toward him.

Innate Spellcasting. The Vagrant's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:
At will: *minor illusion*, *prestidigitation*, *thaumaturgy*
3/day each: *charm person*, *sleep*
1/day: *invisibility* (self only)

Actions

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Evasive Leap. As a bonus action, the Vagrant can jump up to his speed without provoking opportunity attacks.

Reactions

Percussive String. When a creature that the Vagrant can see within 60 feet makes an attack roll or ability check, he can use his reaction to reduce that roll by 1d12, potentially changing the outcome before the result.

Quests and Events

The Vagrant offers quests requiring characters to aid departed spirits seeking closure.

Quest Hooks and Events

The following Quest Hooks and Events are inspiration for adventures that can begin in this shop. The precise details are for the GM to decide.

Event: The Ol' Black Train

Prerequisite: Twilight, the morning after a bloody battle

Questgiver: The Vagrant
Quest Beginning: The party attempts to take a long rest
Suggested Level: 1st through 4th

As the early morning light hints at the arrival of dawn, a haunting melody echoes in the air, signaling the Ghostlight Express's approach. Spirits rise and drift toward the newly manifested train station. There, shrouded in mist, stands the Vagrant.

However, amid the gathering souls, the Vagrant notices the absence of one spirit bound for Druskenvald. With only an hour remaining until the sun's ascent, he urgently approaches the party.

The Vagrant beseeches the adventurers to find the missing soul and guide them to the station. The task is a race against time, with the potential consequence of the lost spirit being denied passage.

The reason the spirit is missing and the challenge of guiding them to the Vagrant could be:

- The spirit refuses to move on and is at risk of becoming a dreaded **banshee**
- Another celestial domain claims the soul as its own, and the spirit must be rescued from a Fiend or Fey creature
- The spirit lost their ticket in the nearby burial grounds, causing **ghouls** to rise from graves until it is found

If successful, the grateful Vagrant imparts a boon for each adventurer that helped: a d12 Bardic Inspiration die that recharges each dawn and lingers for seven days.

Quest: Commemorative Friend

Prerequisite: The party is near a settlement with a cemetery or graveyard

Questgiver: The Vagrant
Quest Beginning: The Vagrant asks the party to visit an old friend on behalf of the deceased
Suggested Level: 5th through 10th
Content Warning: Loss, Possession

The Vagrant makes routine visits to this gravesite often but has never before had the chance to ask for help with a special favor: he knows that one of his former passengers is still grieved for here by an old friend in a nearby settlement.

The Vagrant promises a powerful boon on behalf of the departed soul if the party brings joy to this old friend by spending a day with them, engaging in their favorite activities. There's a catch, the Vagrant doesn't mention that these friends were once renowned vampire hunters.

Optionally, a player may volunteer to be temporarily possessed by the dead, allowing them to experience the bond firsthand. If they succeed in cheering the living friend in the short time granted to them, the Vagrant plays a tune to bestow a boon: once per day, any character granted with this boon may roll an Insight check with advantage.

Event: Ghostlight Deliverance

Prerequisite: The party is in good standing with the Vagrant

Questgiver: The Vagrant
Quest Beginning: A party member dies with little or no chance of resurrection
Suggested Level: 10th or higher

If the party has earned the Vagrant's trust, he may emerge to help in a time of dire need: a chance to bring a fallen ally back from the clutches of death. Such a powerful act requires more than a simple casting—demanding a ritual to maintain the delicate balance between life and death.

This ritual should resonate with the person lost, and could require one or more of the following measures:

- Venturing to the realm where the soul lingers for recovery, which the Vagrant facilitates
- Crafting a beacon or anchor using personal items significant to the departed
- Contributing a story or song important to the life of the fallen

The Vagrant makes it clear that failure in the ritual can have severe consequences. Tampering with death demands the utmost care, and missteps can lead not just to the permanent loss of their ally's soul, but also to the release of powerful evil attracted to such magic.

Should the characters succeed, the party member is returned to them via the Ghostlight Express, as though brought back by the *resurrection* spell. The Vagrant, satisfied with the effort, journeys onward with a nod of approval, leaving the party to reflect on their brush with death.

THE VAGRANT
SPECTRAL POSSESSIONS

The Vagrant will not accept coin for the goods and services he has to offer, nor is he interested in bartering. Spirits have left these possessions with the Vagrant in hopes that they may once again know a mortal experience meaningful to them.

These trinkets aren't immediately awarded to those who want them. A character must commit to sharing the corresponding event first. When they do, they'll feel a preternatural sense of possession, as though they are being observed. The earnestness with which a character accomplishes this task determines success or failure.

When a character successfully lives the desired experience, the trinket is magically delivered to them the following dawn. The Vagrant only allows a character to commit to one request at a time and refuses to trade these items for anything other than what has been asked for. It is at the GM's discretion whether there should be a time limit to accomplish any of these tasks.

Ghostlore Appraisal

The Vagrant is willing to examine an object or two in exchange for stories or melodies, though he's "heard 'em all"

In doing so, the Vagrant can provide insights into the spiritual history of an item, akin to casting *legend lore,* though he only offers information regarding the item's former owners. Each time the Vagrant performs this task, the DC of convincing him to examine an item increases by 5, given the limited amount of time he has at each crossing.

Price: Special

A new story or melody (GM chooses the appropriate skill check)

Glove of Ethereal Weaving

Wondrous Item, Rare (Requires Attunement)

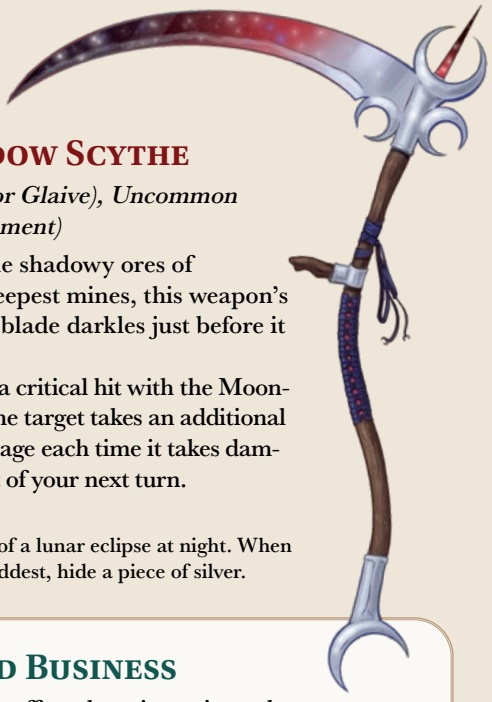
This fine leather glove is adorned with subtle stitching that seems to shift like wisps of ghostly fog.

While attuned to this glove, you have advantage on Intelligence (Religion) checks related to mortality and the journey from life to death.

Ethereal Weaving. As an action, you can cast *programmed illusion* without expending a spell slot. The illusion created always appears ghostlike and spooky. When you create this illusion, roll a d12. On a roll of 1, a **shadow** hostile to all creatures emerges from the illusion. Once you use this ability, you may not use it again until you remove it, let it rest overnight, and re-attune to the glove.

Price: Special

Attend a grand masquerade, ball, or party wearing the mask of a bat. Dance, drink, be merry, and leave early.



Moonshadow Scythe

Weapon (Sickle or Glaive), Uncommon (Requires Attunement)

Wrought from the shadowy ores of Druskenvald's deepest mines, this weapon's wickedly curved blade darkles just before it strikes a target.

Upon landing a critical hit with the Moonshadow Scythe, the target takes an additional 1d6 necrotic damage each time it takes damage until the start of your next turn.

Price: Special

Witness the beauty of a lunar eclipse at night. When the moon is at its reddest, hide a piece of silver.

Unfinished Business

The Vagrant also offers these items in exchange for mortal experiences.

Other Stock

Name	Price
Bag of Tricks (Rust)	Save a beast in mortal danger
Boots of Elvenkind	Relish the tranquility of nature as its protector for a full day, uninterrupted
Brooch of Shielding	Endure a barrage of insults and criticism without retaliating
Elemental Gem (Blue Sapphire)	Wade into a clear mountain stream; feel the cool rush of water around your ankles
Lantern of Revealing	Tidy and organize all the books in a library
Necklace of Adaptation	Brave a thunderstorm from start to finish
Ring of Warmth	Bake a traditional Elven bread recipe from scratch
Amulet of Health	Share group exercise with strangers, such as a hike or sport

RUADHAN BRIGHID

Chaotic Neutral, Male Human

In the daylight, Ruadhan Brighid is the sociable son of Cian Brighid, a local lord popular among the villages that dot the snowy landscape near their manor. With his sunny disposition, curly red hair, and speckled, smiling face, Ruadhan frequents local gambling dens and bars to pay for drinks and to play games. Of course, the townsfolk enjoy his presence, if asked once.

If asked twice, they speak in hushed tones to never get too close to the lord's son. After all, Lord Cian's manor is a veritable fortress with a large, well-stocked armory and a cavalcade of magical weaponry. Weapons that are going missing.

Ruadhan has been seen at night, face obscured and cloaked in darkness. Ruadhan's wares are cheap. Perhaps with time and favors, he can bring larger, more dangerous weapons to slay dragons. Who knows at what point his father will notice?

History

Although the villagers only believe these to be rumors, Ruadhan is an illegitimate child. His mother, a servant working in Lord Cian's manor, passed away during his birth, but Lord Cian was happy to welcome his only son. His wife, Aine, was initially apprehensive but now views Ruadhan as her own. Though loving and supportive, Lord Cian is ever wary, having survived an assassination attempt in his youth.

Raised in the manor, Ruadhan faced isolation from his peers. Tall walls and fawning adults entrapped him like a smothering prison. At least, that's how he feels about it.

The lord's manor has heard reports of unnatural phenomena affecting the surrounding townships. Fields being razed, livestock going missing, and sightings of "fast-moving clouds" led the lord to send Ruadhan on his first foray outside the manor.

Roleplaying Ruadhan

Personality Traits: "I'm here to ensure everyone has a good time; forget the world and have fun!"
Ideal: "You can't spend your life worrying all the time."
Bond: "My father is a nervous wreck, and my mother is…sweet. I'd rather find my own company."
Flaw: "Despite my efforts, I can never read the room."

Ruadhan is young, and his naivete mixes with arrogance. He speaks like a noble should, but his words are either awkward or plying. However, he strives to connect with others, particularly anyone who expresses an interest in him. He freely offers to pay for inn expenses and food.

Goals

Get Back at His Father

Ruadhan believes that his father is obsessive and neurotic. Symbolically, the armory is a manifestation of Lord Cian's worries. Ruadhan has taken it upon himself to physically remove a couple of his father's "worries."

Find Friends

Ruadhan desires companionship. He doesn't know how to do that, so instead, he uses his father's wealth to win friends. While some may say this has led him down a dark path, this dark path has smiling faces, and he doesn't seem to mind.

Ruadhan's Statistics

Ruadhan uses the **noble** stat block, but he has 6d8 hit dice and 27 hit points, giving him a challenge of 1/4. If anyone attempts to steal from him, he makes minimal effort to stop them. However, the next day, posters and announcements concerning thieves will be plastered around every nearby town.

QUESTS

The quests offered by Ruadhan allow characters to make connections with local townsfolk and learn about the creature disturbing them.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin with Ruadhan. The precise details of these quests, like the dungeons, challenges, and foes that characters must triumph over, are for the GM to decide.

Event: Social Networking

Prerequisite: Become Friendly with Ruadhan

Questgiver: Conor Ahearn
Event Beginning: Conor invites the party to have a drink at the local tavern
Suggested Level: 5th through 10th

A half-elf rogue named Conor has heard of Ruadhan and his cheap magical weapons. Having seen you with the young man, he asks you to help him connect with Ruadhan. Ruadhan is happy to oblige, although he requests that the party join him. If the party indulges Ruadhan, they directly interact with his trader persona, "Nightwalker," and act as liaisons in the sale.

After this event, Ruadhan takes personal requests from the party and brings more personalized stock.

Quest: To Slay Flying Beasts

Prerequisite: Purchase a Rare item from Ruadhan or request three items.

Questgiver: Ruadhan
Quest Beginning: Ruadhan unceremoniously arrives at the party's camp
Suggested Level: 10th through 15th

Lady Aine, Ruadhan's adoptive mother, has arrived in town without warning. She comes with unfortunate news—the creature terrorizing the towns has been identified as a **young white dragon**, though they haven't been as successful in determining its age. She's requesting that Ruadhan return to the manor since Lord Cian's personal army will deal with the matter.

Instead, Ruadhan begs the party to slay the dragon, as he doesn't want to return to the manor for an extended period. He promises that anything the party finds in its lair is theirs, and he provides them with a very rare magical item, the *Progenitor's Blade*, for free. He mentions that, after the fact, they'll have to return the items to him.

The dragon's lair is in The Raging Peaks, a mountain range known for its beautiful views, icy conditions, and casualty rate. Ruadhan warns the party about sightings of the undead in the range as well, but he cannot provide specific information.

If the party defeats the white dragon, brings proof, and returns the magical items, Lord Cian heralds the party as heroes, and they always have a haven in both his manor and the surrounding towns. The party is allowed to keep the spoils of the lair and is allowed to purchase the *Progenitor Blade* for 1500 gp. However, if the party absconds with the *Progenitor Blade*, they must contend with both bounty hunters and a warrant for their arrest.

Ruadhan Brighid Magic Items

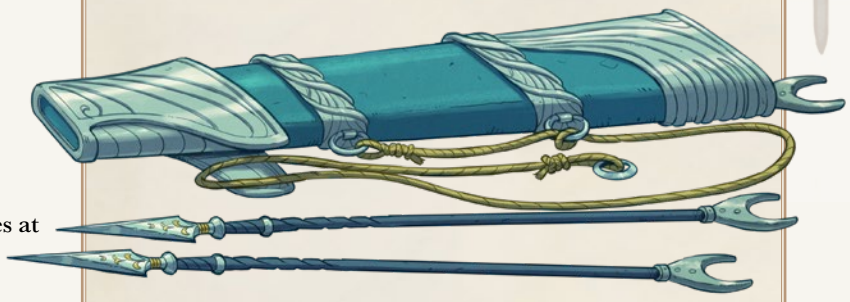
Ruadhan visits home every few days and returns with two or three uncommon weapons and ammunition. He sells these at half price compared to other vendors.

Aine's Javelin

Weapon (Javelin), Uncommon

Named for Lord Cian's wife, these javelins are magically crafted to soar great distances. When thrown, their range is (60/240), and they deal an additional 1d6 piercing damage to creatures with a fly speed.

Price: 500 gp



Progenitor's Blade

Weapon (Greatsword), Rare

Forged from an ancient dragon's bones, the *progenitor's blade* is the crown jewel of Lord Cian's collection. When the weapon is held within 120 feet of a dragon, it glows with a pale red light, and its bearer gains a +2 bonus to initiative checks. Otherwise, the weapon functions as a dragon slayer great sword.

Price: 3000 gp

KRYMKATUUL

Chaotic Good, Female Beast

Extraplanar translator, expert symbologist, and keeper of all eleven Words of Power, Krymkatuul trades her goods and services in exchange for magical knowledge. Krymkatuul also happens to be a small, white-furred bat.

History

In a former life, Krymkatuul was just one in a cloud of mundane bats who assisted Archmage Irren's maintenance of the Mythmere Archive. One day, the bat awoke to find her mind sharper than her peers, bestowed with the ability to read and speak. The archmage was nowhere to be found, only her tattered spellbook remained, open for the bat to study. That was 300 years ago.

Since then, the bat adopted the name of her favorite legendary dragon and mastered all spells and knowledge available to her. Krymkatuul travels across the planes, seeking the etymological roots of extraplanar languages while interpreting negotiations on behalf of otherworldly entities. Her skills and harmless appearance have earned her favor with many powerful beings, sheltering her from any significant danger or consequence.

Roleplaying Krymkatuul

When the characters interact with Krymkatuul, consider these roleplaying traits when deciding how she responds:

Personality Traits: "Behold! I have deciphered the deepest of speech from only a single word."
Ideal: "Even a single glyph requires complex context to interpret accurately. That's where I come in."
Bond: "I seek the archmage whom I once served."
Flaw: "You think I'm just a bat? Can a bat do this?!"

Krymkatuul announces herself with her many self-proclaimed epithets, often to comedic effect given her adorable form. She regards anyone who provides her information or items relating to her research as a friend, oblivious to any ulterior motives.

Goals

Krymkatuul peruses libraries and delves into ruins of ancient civilizations, conducting her research.

Glyphic Etymology

Krymkatuul's spellbook contains notes from Archmage Irren written in an unknown script, which the bat posits predates all known language. By tracing the evolution of glyphs, she believes she can discover the fate of the archmage.

Escape Clause

A naive fascination with spell-bound words has made this awakened bat overconfident in her abilities, leading her to willingly sign an infernal contract with the devil Malpholex to study firsthand the legal text's ability to compel a soul. Slow to admit her mistake, Krymkatuul suspects the devil is using her to embed hidden clauses into the peace treaties of her clients. She seeks a way to break the contract.

Shopkeeper Statistics

Krymkatuul uses the game statistics of an **archmage** with the following modifications:

- She has the size, speed, senses, echolocation, keen hearing, and bite action of a **bat**.
- She knows all languages.

Quests

The quests offered by Krymkatuul lead characters to recover ancient documents or transcribe arcane inscriptions behind powerful wards, forcing the characters to deal with the fallout.

Quest Hooks

The following quest hooks are inspiration for adventures that can begin with this merchant. The precise details of these quests, like the dungeons, challenges, and foes which characters must triumph over, are for the GM to decide.

Quest: Interpretative Dance

Prerequisite: Have met Krymkatuul once before

Questgiver: Krymkatuul
Quest Beginning: Krymkatuul summons the party to the court of a powerful elemental
Suggested Level: 5th through 10th

In exchange for studying the cloud glyphs within the once-in-a-millennia Cyclorath storm, Krymkatuul agreed to act as an interpreter during a delicate peace treaty between a prince of air and a delegation of gargoyles.

Negotiations halt once members from both sides are found dead. With the investigation tying up Krymkatuul's time, the bat requests the party enter the Cyclorath to transcribe the skywriting before it disperses, unaware that the two events are related.

Quest: Cease and Resist

Prerequisite: Buy a Very Rare item from Krymkatuul

Questgiver: Krymkatuul
Quest Beginning: Krymkatuul pleads for aid
Suggested Level: 11th through 16th
Content Warning: Mind Control

Past agreements transcribed by Krymkatuul are falling apart, causing chaos and drawing the ire of past clients. On the run for her life, Krymkatuul calls on the adventurers for help. She suspects that her agreement with Malpholex is the cause.

The bat offers to teleport the adventurers to the devil's domain to destroy her contract and uncover Malpholex's plan. The task will likely require a confrontation with Malpholex and powerful entities now under the devil's control.

Krymkatuul Magic Items

Krymkatuul carries her research notes and encrypted scrolls wedged inside her spellbook. The book contains glyphs that access pocket dimensions containing her wares. Krymkatuul sells her items for coin or in exchange for unfamiliar words and symbols of magic, as determined by the GM.

Inkfull Pen

Spear, Uncommon (Requires Attunement)

This elegantly constructed metal pen magically fills with ink when writing. By speaking the command word as a bonus action, the pen enlarges and can be wielded as a +1 spear. The pen has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use an action to expend a charge and cast the *grease* spell (DC 15), ejecting ink of a chosen color. A creature who fails the spell's Dexterity saving throw is covered in ink and cannot remove the ink unless by magical means.

Price: 300 gp
(or share the somatic or verbal components of a spell unknown to Krymkatuul of 3rd level or higher)

Glyphic Puzzlebox

Wondrous Item, Rare
(Requires Attunement by a Wizard)

This silver puzzlebox consists of five rotating rings engraved with arcane glyphs. A tiny object stored inside is undetectable by magic. While holding the puzzle, you can use it as a spellcasting focus for your wizard spells.

The puzzle has 3 charges, and it regains 1d3 expended charges daily at dawn. When you cast a spell, you can expend 1 charge to impose disadvantage on the first Intelligence saving throw a target makes against the spell.

Price: 600 gp
(or share the somatic or verbal components of a spell unknown to Krymkatuul of 5th level or higher)

RONAN GRASSFEET

Neutral Good, Male Halfling

Amongst a bustling market, wedged between stalls in any plane or realm of the land, stands a small and simple tent fronted by a hardwood counter. Across the counter lie many curious yet inexpensive trinkets and masks of all types. A character succeeding on a DC 10 Wisdom (Perception) check recalls seeing children around the market wearing similar masks, entertaining their parents by mimicking fictitious characters.

Behind the counter stands a youthful halfling with raven black hair. Wearing a golden tunic under a leather jack and wrapped in a woodland green shawl, he chirps warmly to passersby. He deftly switches masks for each prospective customer beckoning them to his wares in various comedic voices. Most market goers don't remember Ronan's exact features or voice unless they speak with him for an extended length of time.

Behind Ronan, a trove of trinkets forms a tapestry of wares consisting of a jumble of bric-a-brac, mirrors, frames, toys, boxes and masks.

As the characters step up to the stall, Ronan removes his mask, greeting them with a warm "Good day my friends! What may I find for you today?" A smooth flourish of his hands draws attention to his stock. "Or maybe adventurers such as yourselves have some enchanted items you no longer value and wish to trade? If you are feeling lucky of course..." he says conspiratorially before flashing a disarming grin.

History

Ronan was once a promising thief, a prodigy of Fetter Shortstride, Master of Mischief to a tribe of noble efreeti in the City of Brass. Exuberant and blessed with an over-abundance of confidence befitting his talents, he became the pawn in a dire game of intrigue and has been on the run ever since.

Fetter had plotted for half a century to overthrow a rival efreeti tribe, but its leader's *luck blade* always thwarted these attempts. Fetter challenged Ronan to steal the vexing *luck blade* from the rival leader as a final task to elevate Ronan to a Master of Shadows.

Remarkably, Ronan succeeded, using his knack for disguise, breathtaking sleight of hand, and his master's magical *Skeleton Mystery Key* that he'd discreetly "borrowed." However, upon returning to claim his reward, Ronan was set upon by Fetter and the noble tribe he served. He managed to escape by using a *wish* spell from the recently acquired magical blade, wishing for the luck of a god to avoid capture, but in doing so, expended the last *wish* from the blade. Although he escaped, he is now hunted across the planes by Fetter and his old efreeti clan.

Goals

Avoid Capture

His former efreeti masters still hunt Ronan, with Fetter's agents across the planes searching for instances of remarkable luck. As Ronan can't stop being lucky himself, he grants boons of fortune to others to hide his trail. The exact nature of these boons is left to the GM's discretion. Those he trades with often gain the unwanted attention of his old effreti tribe as they search for Ronan.

Gain Allies

Ronan seeks to outwit Fetter and plot his revenge on those that betrayed him. He seeks out talented adventurers to further his goals, assembling his stall where they will discover it. Ronan grants boons of luck for seemingly benign favors. Each granted favor is a small move in an intricate and layered plan.

Roleplaying Ronan

Ronan is very charming and a gifted salesman, easily disarming anyone who is wary of him or his trades.

Personality Trait: "It's a deal. It's a steal. It's the sale of the century."
Ideal: "Everybody likes to spin the wheel of luck."
Bond: "I am on the run and this trade helps us both!"
Flaw: "I have been wronged and seek revenge."

Ronan appears honest and he genuinely doesn't intend harm. Although he knows there may be consequences to his customers using his luck, he earnestly believes it is a fair deal, which is evident to anyone questioning his motives.

Statistics

Ronan uses the stats of a halfling **assassin**. He is equipped with a *luck blade* with no *wish* charges remaining.

Ronan still possesses Fetter's *Skeleton Mystery Key*—a magical key that functions as a *chime of opening*. However, since Ronan wished for the luck of the gods, there is no limit to the number of times he can use the key to open objects. Additionally, the key also functions as an *amulet of the planes* for him. In the hands of any other creature, the key is a standard *chime of opening* with 5 uses remaining.

Ronan has 7 luck points. He can expend 1 luck point to gain advantage on any d20 roll, and these points replenish at dawn of each day.

Quests

Ronan only trades with those who first perform a task for him.

Quests Hooks

The tasks Ronan sets are seemingly random and rarely troublesome, appearing benevolent to most characters.

Below are examples of tasks he might assign.

D12	Task
1	Find and return an innkeeper's missing recipe book.
2	Deliver a letter to a mysterious figure in the marketplace.
3	Secretly place a flower on a temple altar at midnight.
4	Throw a silver piece into a fountain in town square and whisper the name 'Fetter Shortstride'.
5	Convince a street vendor to give you a piece of food for free.
6	While unobserved, write the message 'Shanick must go free' on the town notice board before dawn.
7	Leave a stone inscribed with a luck rune on the blacksmith's anvil without them noticing.
8	Retrieve an ancient book from a library and give it to a stranger.
9	Place a pouch of herbs on the baker's doorstep at sunset.
10	Swap the position of two paintings in the mayor's hall without getting caught.
11	Drop a copper ring into a beggar's bowl without speaking.
12	Slip a message under the door of the apothecary's shop at midnight.

Some tasks may lead to interactions with strangers though most should seem positive or at least non-invasive or hurtful.

After performing these tasks each character may trade for a single magic item (see The Lucky Trade).

After Making a Trade

Upon trading a magic item, the characters will not be able to find Ronan for some time. Characters who seek him out must expend luck in some way, such as by using inspiration or another mechanic that bends fate. If their previous trades led to unfortunate events, Ronan cannot be found.

Ronan Grassfeet Magic Items

The Lucky Trade

Ronan can use the luck of the gods to randomly swap magic items.

For each task completed for Ronan (but no more than two tasks per player), the character receives a large mundane-looking sack that can hold objects up to the size of a Medium creature. The character must seek out a temple or shrine to a deity of luck where they make an offering, before placing an item to be traded into the sack. The sack is then left atop the altar overnight while the character sleeps nearby. In the morning, the sack's contents are replaced with a randomly generated item.

The Sample Trades table includes items from other traders in this book. Duplicate results should be re-rolled.

Sample Trades

D20	Item	D20	Item
1	A non-magical mask	10	*Jamar's Brew*
2	*Spore Bomb*	11	*Brew of Bumbling Brilliance*
3	*Trollskin Armor*	12	*Mystery Mixture*
4	*Shadow Seeker's Feather Token*	13	*Driftwood Plank*
5	*Notched Blade*	14	*Beach Day*
6	*Tireless Boots*	15	*Moonshadow Scythe*
7	*Weapons of the Inseparable Bond*	16	*Aine's Javelin*
8	*Deck of Evenfall Fate*	17	*Progenitor's Blade*
9	*Circlet of Endless Determination*	18	*Inkfull Pen*
		19	*Glyphic Puzzlebox*
		20	*Eye of the Aether Kindred*

The GM can use any method to determine the outcome of this magical trade. Typcially, traded items should be replaced with items of an equal rarity, though a slight increase or decrease in rarity can sometimes occur.

For instance, the GM could ask the players to roll a d20 when making a trade. On a roll of 17-19, the new item is one rarity level higher, and on a roll of 20, it is two rarity levels higher. On a roll of 1, the item is one rarity level lower. In the case of a common magic item, the received item may be cursed.

Consequences

After making a trade, the GM should roll a d6. On a roll of 3-6, the characters are persued by **efreeti** or their agents from the Plane of Fire. If items received in the trade were of a higher rarity than the traded item, add +2 to the roll.

An example encounter for a low-level party might include a **veteran** accompanied by several **fire mephits** seeking the whereabouts of Ronan.

APPENDIX A:

FURTHER ADVENTURES

EXTRA QUESTS AND EVENTS

It's rare for merchants to run out of things to do. Growing a business is hard work, and hiring adventurers to get things done is a great way to increase productivity and reduce exposure to the more dangerous and less savory parts of their enterprise. In this appendix, you'll find additional quests and events for a few of the enchanting emporiums found in this book.

HOUSE OF FAVELLI

QUEST: ALL THAT GLITTERS

Prerequisite: Return to the shop after the first visit

Questgiver: Dhavaak Bloodfang
Quest Beginning: The characters return to Favelli's after proving their worth
Suggested Level: 5th through 10th

For an upcoming commission, Dhavaak has found and ordered a bolt of rare albino phase spider silk, but it has yet to arrive. At the time of its disappearance, the bolt was brought through a swamp claimed by a **young black dragon** calling itself the Jaggerack, known to have a hoard of luxury items. Dhavaak asks the characters to infiltrate the Jaggerack's hoard and steal back the bolt. What they do with the rest of the hoard — or the dragon itself, for that matter — is up to their discretion.

The swamp is only a day's travel from town, and the Jaggerack's lair is concealed by a village of **lizardfolk** it has made its vassals. The lizardfolk themselves see the Jaggerack as a sort of demigod, and try to convert newcomers to their beliefs. The characters must sneak past the lizardfolk, an **otyugh** that the dragon has made his "pet," and the Jaggerack himself in order to access the hoard, recover the silk, and try to make it out alive.

BLADES OF GLORY

NO SKIN OFF MY BACK

Questgiver: Adjavac Oakley
Quest Beginning: Candy is unable to finish an item
Suggested Level: 11th through 16th

Creating magic items is integral to the Blades of Glory's ability to outfit its members, so Prime Enchanter Adjavac must have three simultaneous apprentices to keep up with demand. Dagnar "Candy" Rangad is one such apprentice, and a work order has been on hold for weeks. The enchantment he needs to weave is proving too demanding for the leather they currently have. To finish, he needs the hide of a powerful creature.

Some examples of a creature with a suitable hide include, but are not limited to:

- A **behir**
- A **purple worm**
- A **remorhaz**
- A **young red dragon**

Whether the characters acquire this leather through trade, hunting, or something else doesn't matter to Candy.

SUMMER WINE

Prerequisite: Become Friendly with Munson

Questgiver: Munson Tadtch
Quest Beginning: Munson Tadtch pulls a character aside
Suggested Level: 5th through 10th
Content Warning: Alcohol

Munson keeps aware of the rumors and hearsay of adventuring members. Lately, Munson has heard talk of a rare vintage of wine sold from a small vineyard in a neighboring country. Even more impressive, part of this vineyard's success is with the assistance of a local adventurer, who can supply the vineyard with all manner of rare ingredients.

Munson asks the characters, if they find themselves in that country, to stop at the vineyard to pick up a few bottles of this wine for the tavern, with the guarantee that they'll be reimbursed for all the bottles they provide her. Additionally, she'd like the characters to investigate the rumors of this druid and, if they show promise or prowess, extend them an invitation to the Blades of Glory.

The Grafter's Hut

Special Order: Little Guys

Prerequisite: Befriend Flink

Questgiver: Flink Feist
Quest Beginning: Taken from the Grafter's Hut contract board in the Hall of Grafts
Suggested Level: 5th through 10th

Flink needs to practice his necromantic animation skills and requests the corpses of mundane or supernatural critters to practice on. Out of respect for Trout, Flink requests the critters be pests and predators. Flink requests a total of five corpses, the reward for which would be one Uncommon grafting procedure.

The creature the characters hunt could be:

- A Tiny or Small creature with an evil alignment, such as an imp or quasit
- A Tiny or Small Monstrosity, such as a cockatrice or darkmantle

Special Order: Darkvision Eyes

Prerequisite: Befriend Lucille

Questgiver: Lucille Greff
Quest Beginning: Taken from the Grafter's Hut contract board in the Hall of Grafts
Suggested Level: 3rd through 16th

The Grafter's Hut is running low on darkvision eyes. For every two pairs of eyes, the Hut is willing to pay with one Uncommon graft or another Uncommon magic item from the shop's Magic Item Catalogue.

The creature the characters hunt could be:

- Any Large or Medium creature with eyes and the darkvision trait

Vee's Hearth

Chill Beats to Quest To

Event Initiator: Young coffee shop bard, Huxtable Munge
Event Beginning: A spell goes awry, bringing items within the Hearth to life
Location: The Short Rest (Area A1)
Suggested Level: 1st through 4th

A young bard, Huxtable Munge, is a common adornment on the stools of the Hearth, often practicing his spells, trying to create entertainment from enchanting myriad items. His latest experiment is off to a bad start. Read or paraphrase the following to begin this Event:

> *A young male halfling bard strums on his six-string guitar, singing, "I call upon fork, spoon, and knife! Come utensils, come to life!" As he strums, a string snaps. More than the handful of utensils next to him start to shake to life as patrons run from floating plates, stools, rugs, and more.*

As items run amok, Huxtable desperately tries to fix his guitar, shouting that he can make things right if someone can just gather the items he enchanted.

Heads Up! If the characters decide to capture the items, they'll have to hunt them around the Hearth. There are seven items in total: an ornate rug, a beat-up red leather stool, a silver platter, a soup spoon, a bread knife, a bowl of apples, and someone's belt. Each item has a +4 bonus to Dexterity checks and saving throws. If cornered, they attempt to flee rather than fight. Characters must use their cunning and perception to track them down.

Heads Down! If the characters decide not to help, they'll watch Vee appear on the scene and disenchant every item as it flies by, her annoyance growing with each one. When she has dispelled all of them, she promptly points to the door, and Huxtable leaves.

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Knife to Meet You. Thrilled that you saved his bacon and his reputation, Huxtable promises to make it up to you. Whenever you visit the Hearth, Huxtable grants 1d4 characters a d6 of Bardic Inspiration. He'll also cover the tabs of anything bought at the Short Rest up to 5 gp. And if anyone needs support while within the shop, he gladly gives the Help action twice a day.

Fork Off. Until he gets better control of his magic, Vee bans Huxtable from the Hearth. Whenever characters go to visit, he'll attempt to persuade them to sneak him in or vouch for him to Vee. He grants disadvantage to any social interactions outside the Hearth or just within the Short Rest, as he is now on the shopkeeper's no patronage list.

Wayward Wheel

You Mecha Believe It

Event Initiator: Artisan Lamai
Event Beginning: The characters see Lamai at Wayward Wheel
Location: Top deck (Area A1)
Suggested Level: 11th through 16th

After months of tireless work, Artisan Lamai (see "NPCs in Wayward Wheel" earlier in this book) has created a massive suit of mechanically enhanced armor—which she calls a "mecha" suit—that she can sit inside and control. Eager to test it out, Lamai enlists the characters to fight her on the decks of the *Sea Swarm* to test the mettle of her new toy.

Lamai's mecha uses the **iron golem** stat block with the following changes:

- The mecha cannot move or take actions without being piloted by a Small creature with an Intelligence score of 13 or higher.
- When the mecha is reduced to 0 hit points, any excess damage carries over to the pilot.

The combat lasts until the mecha has 10 hit points or fewer remaining, or one of the characters is reduced to 0 hit points, at which point Lamai calls the fight off. To increase the challenge of this fight, consider giving Lamai's mecha two legendary actions per round. The mecha can move (cost 1 action) or make a Sword attack (cost 1 action).

Developments

The shop's NPCs and magic item selection change depending on how the characters resolved this Event.

Lamai Wins. If a character is knocked unconscious and Lamai's mecha has more than half its hit points remaining, Lamai is overjoyed with her creation. Emmeline and Cordelia agree to let Lamai sell one mecha construct in the emporium, which takes Lamai 1d6 weeks to create.

Draw. If a character is knocked unconscious and Lamai's mecha has less than half its hit points left, Lamai is happy but needs to go back to the drawing board. In the meantime, the *knife buddies* are upgraded with the Immutable Form and Magic Weapons abilities (see iron golem stat block). If the characters have already purchased a *knife buddy*, Lamai upgrades it for 800 gp, which takes 8 hours.

Lamai Loses. If Lamai's mecha is reduced to 10 hit points or fewer, Lamai abandons the mecha idea unless persuaded otherwise. In the meantime, the *knife buddies* are upgraded with the Magic Weapon ability (see iron golem stat block). If the characters have already purchased a *knife buddy*, Lamai upgrades it for 400 gp, which takes 4 hours.

Wurmgullet Bazaar

The List

Prerequisite: Departed and returned to Great Wurm's gullet

Questgiver: Bellkeeper Voynea
Quest Beginning: Bellkeeper Voynea pulls the party aside before they call the wurm.
Suggested Level: 5th through 10th

In Bellkeeper Voynea's (see "NPCs in Wurmgullet Bazaar" earlier in this book) life before living in the Great Wurm, he worked as a lockpick and cutpurse for an adventuring party. It's been years since he last heard from them, and his work means he cannot leave his post. He asks the party to find them, tell them he's alive, and return with word of how they're doing.

His old party consists of the following members:

- Dennet Valentinus, a human, married Gudrun (see below) and retired to a seaport city. He operates a small tavern alongside Gudrun.
- Sela Chernock, a tiefling, joined the city guard in her home city. She currently serves as a guard captain.
- Basilea Murstone, a dwarf, became an architect and helped develop a city riddled with canals.
- Gudrun Phaelen, an elf, married Dennet and retired to a seaport city. She operates a small tavern alongside Dennet.
- Elisander Lovewyn, a halfling, continues adventuring. She has one pair of *sending stones,* and Gudrun has the other.

When these former party members are encountered, they could be convinced to join the followers of the Great Wurm.

Mind of the Great Wurm

Prerequisite: Assist in at least two other Quests or Events to assist the Wurm Dwellers

Questgiver: Wurmspeaker Yuta
Quest Beginning: Wurmspeaker Yuta approaches the party during their rest
Suggested Level: 5th through 10th

Wurmspeaker Yuta longs to reach into the mind of the Landwurm and communicate with it directly. By doing so, she will become more than a Wurmspeaker; she will become the first and only Prophet of the Great Wurm. She begs the party's aid in finding information in the world beyond about psychic communication so that she can link her mind to that of the Landwurm.

A Shocking Morsel

The **Event: A Shocking Morsel** is detailed in the Wurmgullet Bazaar chapter, but the developments associated with this event are described below.

Developments

The Wurmgullet Bazaar's NPCs and magic item selection change depending on how the characters resolve this Event.

Preserved Golden Worship. If the party defends the wurm cult, no structures are destroyed. If no worshippers are killed, the party is celebrated as honorary members and friends of the community. They also make the Heartstring Staff (see "The Wurmgullet Bazaar Magic Item Catalogue" earlier in this book) available for purchase, believing that the party is responsible enough to be trusted with such immense power, and caring enough to know how to use it in favor of the wurm god's image.

Like Tarnished Silver. If the party steps in to defend the wurm cult, but buildings suffer significant damage, and no more than half of the Wurm Dwellers are killed and devoured, the Wurmlisteners thank them for the aid, proclaiming them honorary members of the community for preventing further bloodshed. They're offered a monetary reward for their assistance.

Discarded, Like Brass. If the party helps, but buildings suffer significant damage or more than half of the Wurm Dwellers are killed and devoured, the survivors thank them for saving their lives and close down all store operations for the foreseeable future as they rebuild and mourn their lost members. The party is offered a small monetary reward for their assistance.

As Worthless as Dirt. If the characters fled or spent more than three rounds hiding from the behirs, they are treated with disdain for ignoring danger in their time of need. They're banished from the Wurmgullet Bazaar. The first time the players attempt to return, they are given a warning and turned away. The second time the players attempt to return, they are attacked by the remaining Wurm Dwellers.

Falagon from Falgon's Golden Hoard

APPENDIX B: LOST INVENTORY

EXTRA MAGIC ITEMS

Merchants sometimes don't showcase their entire inventory. Perhaps they lack display space, are reserving pieces for a particular customer, or forget where they stored that unique item. Whatever the reason, this appendix presents additional magic items for you to use.

Blades of Glory

Cloak of Unknown Presence

Wondrous Item, Rare (Requires Attunement)

This navy blue cloak is made of lightweight and sturdy leather from an unknown creature's hide. While wearing this cloak, you gain a climbing speed equal to your walking speed, with hardened points on the cloak forming makeshift feet to walk. As a bonus action, you can command the cloak to detach from you and walk to a point within 1,000 feet of you that you can see or have previously seen.

The cloak can carry a single Medium creature while moving, move by itself through an opening no smaller than a square inch, and anchor itself to a surface. While anchored, its speed is 0, but it can support up to 750 pounds and can only be unanchored by your command (no action required) or by a successful DC 21 Strength check made as an action.

Price: 4,000 gp

Vee's Hearth

Stew On This! Every Adventurer's Favorite Meal Redefined

Wondrous Item, Very Rare

Stew On This! Every Adventurer's Favorite Meal Redefined was written by dwarven chef Pycknarie Pecuylas and it is a tome full of various stews that vary in strength, ingredients, time, and tastiness using the very densest of materials.

If you spend 60 hours over a period of 12 days or fewer studying the book's recipes and practicing its techniques, your Strength score increases by 1 (up to a maximum of 20), and your Hit Dice permanently increase by one size (e.g., from d8 to d10; to a maximum of d12). This Hit Dice improvement causes you to gain 1 hit point per level you've gained.

Once you have read this book, it vanishes in a burst of beef bouillon and appears in the possession of a random person somewhere in the planes.

Price: 8,000 gp

Wayward Wheel

Explosive Genius

Wondrous Item, Uncommon

This 1-foot-long, container holds concentrated exhaust fumes captured from the workshop. The container has AC 10, 2 hit points, is vulnerable to fire damage, and automatically fails all saving throws. If the container takes fire damage, it instantly explodes, dealing 1d6 piercing damage to all creatures within 5 feet of it on a failed DC 12 Dexterity saving throw, or half as much on a success. Any other damage type destroys the container making it unusable.

When it explodes, noxious fumes immediately fill a 15-foot radius, spreading around corners, making the area heavily obscured for 1 minute or until a moderate wind (at least 10 miles an hour) disperses it. A creature within the fumes at the start of its turn must succeed on a DC 12 Constitution saving throw or begin violently coughing, giving other creatures searching for them advantage on Intelligence (Investigation) or Wisdom (Perception) checks to locate the coughing creature.

Price: 100 gp

The Basement

Grapple Gun

Wonderous Item, Uncommon

This pistol-like device includes a spool of thin metal wire wound on a spool connected to a dart in its muzzle.

As an action, you can fire the grapple gun at a target up to 60 feet from you. A creature of Large size or smaller that fails a DC 13 Dexterity saving throw is restrained and bound by the wire. It must use an action to make a DC 13 Strength check to break free.

You can use an action to cause the wire to start retracting at a rate of 20 feet per round. When reeling in the dart and for as long as you hold on to the grapple gun, targets that weigh less than your push, drag, or lift capacity are pulled toward you; otherwise, you are pulled toward the target. You can use a bonus action to disengage the dart from its target.

Price: 500 gp

Locksmith's Ear Trumpet

Wonderous Item, Uncommon

This unassuming ear trumpet is a must-have for all spies, enabling them to detect the minutest shifting of metal within a lock. When worn, you have advantage on all ability checks to pick locks with thieves' tools.

Price: 350 gp

Orb of Convenient Distraction

Wonderous Item, Rare

This palm-sized orb is filled with a blue haze that manifests as a convenient distraction. As an action, you can throw this orb at a space within 60 feet of you to create an illusory distraction that fills a 10-foot cube. The illusion can be of any shape you think of when throwing it and can say up to 25 words. It vanishes after 1 minute.

All creatures that can see the illusion that don't know it's an illusion must make a DC 15 Intelligence saving throw. On a failure, they have disadvantage on Wisdom and Intelligence checks and their speed is reduced to 10 feet while the illusion distracts them.

Additionally, as a reaction to activating the orb, creatures that can see the illusion and know it's an illusion (including yourself) can move up to their speed without provoking opportunity attacks.

Price: 500 gp

Wurmgullet Bazaar

Wurmgut Iron Ingot

Wondrous Item, Uncommon

Iron, or any suitable metal, can be purified and blessed by the stomach acid of the wurm god. When you make a Constitution saving throw while holding it, you can roll a d4 and add the number rolled to the result.

An ingot of wurmgut iron can be fashioned into armor or a weapon using item crafting rules as if it were regular iron. Additionally, any other type of object made of wurmgut iron is immune to acid damage, its AC is increased by 2, and its hit points are doubled.

Price: 300 gp

Wurmgut Iron Armor

Armor (Any Medium or Heavy, but not Hide), Rare

While wearing a suit of armor made from wurmgut iron, you gain resistance to acid and necrotic damage. When you take bludgeoning, piercing, or slashing damage, roll 1d4 and reduce the damage taken by that amount. Additionally, when you make a Constitution saving throw, you can roll a d4 and add the number rolled to the result.

Price: 4,500 gp

Wurmgut Iron Weapon

Weapon (Any Weapon That Deals Bludgeoning Damage), Rare

Attacks with a weapon made from wurmgut iron deal an extra 1d6 acid damage and coat the target with one spatter of wurm acid (up to a maximum of five spatters at a time). A creature can clean itself or another creature of wurm acid as an action. A creature coated in wurm acid takes 1d6 acid damage per spatter at the end of its next turn, and all acid spatters are cleared.

Price: 5,000 gp

Wurmcured Beasthide

Wondrous Item, Uncommon

Leather, hide, or any other type of outer skin of a creature can be cured in the Landwurm's acids.

An amount of wurmcured leather can be fashioned into armor using item crafting rules as if it were regular leather. Additionally, any other type of object made of wurmcured leather is immune to acid damage, its AC is increased by 2, and its hit points are doubled.

Price: 250 gp

Wurmcured Armor

Armor (Leather, Studded Leather, or Hide), Rare

While wearing a suit of armor made from wurmcured leather, you gain resistance to acid and necrotic damage. When you take damage from a spell, roll 1d4 and reduce the damage taken by that amount (after applying any resistances). Additionally, when you make a Dexterity saving throw, you can roll a d4 and add the number rolled to the result.

Price: 4,000 gp

Knifetooth Nectar

Potion, Uncommon

This clear, pink fluid is kept in clay bottles, marked with a holy symbol of the Landwurm. When you drink this liquid as an action, your teeth grow sharp, granting you a bite attack that deals slashing damage equal to 1d6 + your Strength modifier on a hit.

Additionally, any nonmagical object or substance that is not innately harmful, such as being naturally toxic, poisonous, or at an unsafe temperature, nourishes you as if it were food.

These benefits last for 24 hours. A new bottle of nectar has seven doses before it is emptied.

Price: 400 gp

Mangrove Mire

Wand of the Lawmaker

Wand, Legendary (Requires Attunement by a Spellcaster)

This wand resembles an oversized fountain pen covered in different colored rings. At its base, there is a signet depicting a small hammer. While holding this wand, you gain a +2 bonus to spell attack rolls. Additionally, your spell save DC increases by 2 while holding this wand.

In addition, the wand has 1 charge. As an action, the user can cast *geas* at 9th level. The wand regains this charge once every 1d4 days at midnight.

Price: Special

You gain a curse. While attuned to this wand, you lose the ability to feel love or compassion for anything or anyone other than yourself.

The Black Market

The Handler's Journal

Wondrous Item, Legendary (Requires Attunement)

This leatherbound journal once belonged to the Handler, a master coordinator of a decades-long string of heists.

The Handler never once dirtied her hands but directed squadrons of thieves like a general commanding an army. Historians have sought the journal for centuries, but the tome is as evasive as its owner; it appears completely mundane save for three distinguishing features:

- It is sealed with a silver clasp in the shape of two hands clasped in a handshake.
- Its leather binding has a near-imperceptible scar along its spine.
- It has a coffee stain from its page 31 to page 36.

While attuned to the journal and holding it, you can take the following actions:

Gather a Team. As an action, you touch a creature and place an invisible mark on it. This mark remains for 24 hours, and you can't have more than six creatures marked. Marking a seventh creature overwrites your oldest active mark.

Eye in the Sky. You can use your action to see and hear any of the marked creatures and their surroundings within 20 feet of them. During this time, you are deaf and blind with regard to your own senses. You can also use an action to observe a different marked creature, or to stop observing and return to your senses.

Awareness. If a blueprint or other accurate map of a location is stitched into the journal, you can speak a command word for the journal to magically display inkblots and name markers of the marked creatures and any creature within 20 feet of them, even through cover and concealment. No further information about a creature, such as type or size, is revealed. You must use your action again to update the snapshot, which doesn't change when creatures move.

Voice in the Ear. As an action, you can open telepathic communications with any one of the marked creatures until the end of your turn, and they can respond. A marked creature can also use its action to communicate with you the same way. This telepathy has a range of 1 mile, and can be blocked by a thin sheet of lead.

Spells. This journal is a spellbook and can be used by a wizard to record new spells. Whenever it is filled, 50 new pages appear in its binding at dawn. The spellbook already contains the following spells, which are considered wizard spells for you.

- *Arcane eye* (4th-level divination)
- *Arcanist's magic aura* (2nd-level divination)
- *Commune* (5th-level divination)
- *Comprehend languages* (1st-level divination)
- *Contact other plane* (5th-level divination)
- *Divination* (4th-level divination)
- *Foresight* (9th-level divination)
- *Legend lore* (5th-level divination)

Price: 65,000 gp

The Hedgerow

Briar Darts

Weapon (Dart), Uncommon

The stem of an enchanted rose grows 1d10 thorns each day at dawn. A thorn can be both plucked and thrown as a dart as part of the Attack action. On a hit, the target must make a DC 13 Constitution saving throw, taking 2d4 poison damage on a failed save, or half as much damage on a successful one. When thrown, a dart withers and is destroyed.

Price: 400 gp

Falagon's Golden Hoard

Indomitable Juggernaut

Armor (Plate), Very Rare (Requires Attunement)

While wearing this armor, you gain a +1 bonus to AC and immunity to the following conditions: charmed, incapacitated, paralyzed, petrified, restrained, and stunned. If you succeed on a saving throw against a spell or effect that would otherwise inflict one of these conditions, your movement speed is increased by 30 feet until the end of your next turn.

Price: 35,000 gp

Skythief Spear

Weapon (Spear), Very Rare (Requires Attunement)

This magic spear gives you a +2 bonus to attack and damage rolls. This weapon is woven from countless, impossibly-fine iron threads. The thrown range of this spear is tripled to 60/180, and it returns to your hand immediately after your thrown attack with it hits or misses.

If this weapon hits a creature with a flying speed, its flying speed is reduced by 60 feet until the end of your next turn.

Price: 20,000 gp

Cape of the Vermilion Crown

Wondrous Item, Very Rare (Requires Attunement)

This cloak is given internal structure by the wing bones of a red dragon, with the dragon's horns fashioned into pauldrons. While wearing this cloak, you have resistance to fire damage, advantage on Wisdom (Perception) checks, and blindsight (60 feet).

Additionally, while wearing this cloak, you can use an action to spread draconic fear. Each non-Dragon creature of your choice within 60 feet of you must succeed on a DC 17 Wisdom saving throw or become frightened of you 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 succeeds or the effect ends, the creature is immune to this ability for the next 24 hours.

You have advantage on Charisma checks against creatures that are frightened of you.

Price: 30,000 gp

Saber of the Grand Hussar

Weapon (Scimitar), Very Rare (Requires Attunement)

This magic scimitar gives you a +3 bonus to attack and damage rolls. Its blade is engraved with a charging column of horses and riders. As a bonus action, when you make an attack roll with this weapon, each ally within 60 feet of you that can see you can use their reaction to move toward you.

The distance they can move is equal to the distance you've already moved this turn or their walking speed, whichever is less. This movement is flight, as their feet only graze the ground, and it doesn't provoke opportunity attacks.

Price: 60,000 gp

Daydee's Magical Muffins

Luck Scone

Potion, Rare

A favorite of those celebrating their birthdays, these delicious baked goods carry a small bit of magic with them. The magic only works on one's birthday, and it takes one day for Daydee to make a batch of these treats.

As an action, the eater can eat the *luck scone*. Until midnight on their birthday, the eater can reroll one ability check, attack roll, or saving throw. The eater must use the new roll, and they gain no more benefit from the *luck scone*.

Price: 25 gp

Krymkatuul

Extraplanar Dictionary

Wondrous Item, Very Rare

A pocket-sized book bound in well-worn leather containing notes on the definitions and magical etymology of one extraplanar language. If you spend 48 hours over a period of six days or fewer studying the book's contents and practicing the words inscribed, you become proficient in the language and have advantage on all Intelligence, Wisdom, and Charisma ability checks involving the language.

Afterward, as long as you possess this dictionary, you have advantage on all Intelligence, Wisdom and Charisma saving throws to resist magical abilities or spells cast by a creature that natively speaks the extraplanar language.

Price: 500 gp
(or share the somatic or verbal components of a spell unknown to Krymkatuul of 7th level or higher)

APPENDIX C:
MAGIC ITEMS INDEX

ALPHABETICAL LIST

The following index lists all of the magic items and the page where they can be found. Also included in this listing are the unusual creatures available for adoption from the Seeker's Big House.

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Gloves of the Spellthief 178
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Mystery Mixture 245
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Oaf-Slapping Gloves 15
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Potion of the Conqueror 164
Potion ofthe Hive 165
Potion of the Unailing Body 165
Potion of Vampirism 222
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Ring of Malice 222
Ring of Peerless Focus 113
Ring of Petrified Chitin 152
Ring of the Forgotten King 205
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Robes of Crawling Devotion 152
Rooted Boots 195
Saber of the Grand Hussar 267
Salt of Warding 71
Scarf of the Young Thief 167
Serenity's Blade 178
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Silvertongue Draught 179
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Sleepy Time Tea 71
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BY CATEGORY

This appendix organizes the magic items presented in this book by magic item category and rarity.

Adoptable Creatures

The unusual creatures available for adoption in the Seeker's Big House are listed below.

Creature	Type	Page
Cannonballers	Group of Tiny Beasts, Chaotic Good	126
Cubeling	Small Celestial, Lawful Neutral	117
Li'l Stinker	Tiny Aberration, Neutral Evil	129
Lord Cozmos	Small Dragon, Lawful Evil	128
Miss Lady	Tiny Celestial, Lawful Neutral	128
Skepsithop	Tiny Beast, Neutral Evil	128
Titan	Small Monstrosity, Chaotic Neutral	129
Zorpp the Devourer	Tiny Aberration, Neutral Evil	127

Rods

Rarity	Item	Page
Legendary	*Dullard's Razor*	166

Staves

Rarity	Item	Page
Very Rare	*Hiemal Crest-staff*	205
Very Rare	*Heartstring Staff*	151
Legendary	*Staff of Eldermancy*	166

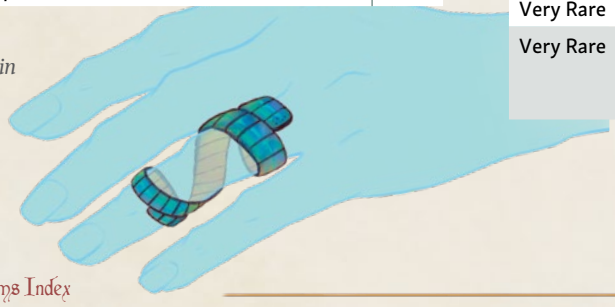
Wands

Rarity	Item	Page
Legendary	*Wand of the Lawmaker*	266

Rings

Rarity	Item	Page
Rare	*Ring of Peerless Focus*	113
Very Rare	*Ring of Petrified Chitin*	152
Very Rare	*Ring of the Forgotten King*	205
Legendary	*Ring of Malice*	222

Ring of Petrified Chitin



Potions

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Common	*Brew of Bumbling Brilliance*	245
Common	*Jamar's Brew*	245
Common	*Mystery Mixture*	245
Common	*Oil of Anti-Deterioration*	57
Uncommon	*Knifetooth Nectar*	265
Rare	*Beach Day*	249
Rare	*Cupcake of Resilience*	213
Rare	*Fiendsight Muffin*	210
Rare	*Luck Scone*	267
Rare	*Potion of Vampirism*	222
Very Rare	*Silvertongue Draught*	179
Legendary	*Elixir of Emerald Eternity*	179
Legendary	*Potion of Freed Form*	164
Legendary	*Potion of the Conqueror*	164
Legendary	*Potion of the Hive*	165
Legendary	*Potion of the Unailing Body*	165

Armors

Rarity	Item	Armor Type	Page
Uncommon	*Hex-Blazoned Heater*	Shield	28
Uncommon	*Titan's Shell*	Shield	42
Rare	*Armor of Iron Thorns*	Medium or Heavy, but not Hide	29
Rare	*Creeping Mail*	Chain Mail	194
Rare	*Malcinder Breastplate*	Breastplate, Half-Plate, or Plate	29
Rare	*Sunward Shield*	Shield	189
Rare	*Wurmcured Armor*	Leather, Studded Leather, or Hide	265
Rare	*Wurmgut Iron Armor*	Medium or Heavy, but not Hide	265
Very Rare	*Armor of the Fallen One*	Plate	179
Very Rare	*Holy Armor of the Landwurm*	Plate	151
Very Rare	*Indomitable Juggernaut*	Plate	267
Very Rare	*Trollskin Armor*	Plate	229
Very Rare	*Wurm-whispered Adamantine*	Medium or Heavy, but not Hide	153

Weapons

Rarity	Item	Weapon Type	Page
Uncommon	*Aine's Javelin*	Javelin	255
Uncommon	*Briar Darts*	Dart	266
Uncommon	*Fusillade of the Lone Warrior*	Javelin	28
Uncommon	*Inkfull Pen*	Spear	257
Uncommon	*Malcinder Blade*	Any Slashing	28
Uncommon	*Moonshadow Scythe*	Sickle or Glaive	253
Rare	*Bladed Concerto No. 1*	Any Sword	42
Rare	*Boomerang of Vengeance*	Boomerang	113
Rare	*Butcher's Best Behavior*	Shortsword	43
Rare	*Cast-Iron Cudgel*	Club	61
Rare	*Chilling Cleaver*	Battleaxe	204
Rare	*Driftwood Plank*	Any Melee	249
Rare	*Knife Buddy*	Dagger	84
Rare	*Notched Blade*	Any Slashing Melee	237
Rare	*Progenitor's Blade*	Greatsword	255
Rare	*Serenity's Blade*	Longsword	178
Rare	*Shrub Club*	Greatclub	195
Rare	*Weapons of the Inseparable Bond*	Any Melee	239
Rare	*Wurmgut Iron Weapon*	Any Bludgeoning	265
Very Rare	*Blade of Glory*	Any Slashing Melee	43
Very Rare	*Branch with One Thousand Leaves*	Glaive	203
Very Rare	*Butcher's Blade*	Any Sword or Dagger	70
Very Rare	*Concealed Blade*	Dagger	112
Very Rare	*Devil-Slayer*	Any Melee	213
Very Rare	*Eclipsing Bow*	Longbow	203
Very Rare	*Lightning's Legacy*	Lance	204
Very Rare	*Saber of the Grand Hussar*	Scimitar	267
Very Rare	*Silencer*	Longbow	178
Very Rare	*Skythief Spear*	Spear	267
Very Rare	*Sniper's Bow*	Longbow	113
Very Rare	*Wisp-o'-matic*	Whip	85
Legendary	*Astrium Artillery*	Seige Weapon	141
Legendary	*Bow of the Blind Marksman*	Shortbow	166
Legendary	*Eclipse Racer*	Any Bow	43
Legendary	*Stormstrike*	Greatsword	140

Butcher's Best Behavior

Wonderous Items

Rarity	Item	Page
Common	*Bonding Spittle*	151
Common	*Brooch of Magical Suppression*	112
Common	*Chameleon Shift*	112
Common	*Conveyor-pault*	84
Common	*Creating a Schematic (Common)*	79
Common	*Melon Melon*	195
Common	*Necklace of Nuisances*	223
Uncommon	*Arbor's Grip*	194
Uncommon	*Arcane Inkpoint*	99
Uncommon	*Arcane Inkwell (Unseen Apprentice, Luminant Flight, Black Blot-Familiar)*	98
Uncommon	*Candies of Shrinking*	77
Uncommon	*Creating a Schematic (Uncommon)*	79
Uncommon	*Deepreach Culottes*	14
Uncommon	*Explosive Genius*	264
Uncommon	*Foxgloves*	194
Uncommon	*Grafted Decoration*	56
Uncommon	*Grafted Limb (Clawed Hand, Fins, Leg)*	57
Uncommon	*Grafted Organ (Brave Heart, Darkvision Eyes, Keen Eyes, Tough Stomach)*	56
Uncommon	*Grapple Gun*	264
Uncommon	*Horn of Clarity*	153
Uncommon	*Locksmith's Ear Trumpet*	265
Uncommon	*Message Plate*	112
Uncommon	*Oaf-Slapping Gloves*	15
Uncommon	*Patchy Resistant Cloak*	57
Uncommon	*Potted Pony*	195
Uncommon	*Robe of Forms (Giant Crab, Mastiff)*	9
Uncommon	*Rooted Boots*	195
Uncommon	*Trousers of the Jump*	15
Uncommon	*Victor's Gauntlet*	99
Uncommon	*Wurmcured Beasthide*	265
Uncommon	*Wurmgut Iron Ingot*	265
Rare	*A Fish Tank Backpack with a Shiver of Tiny Sharks Inside It*	126
Rare	*Akoaforite Healer's Chip*	93
Rare	*Amulet of Enlargement*	141
Rare	*Arcanary Feather*	93
Rare	*Arcane Inkwell (Hastened Rabbit)*	98
Rare	*Boatman's Cloak*	14
Rare	*Circlet of Endless Determination*	241
Rare	*Cloak of Unknown Presence*	264
Rare	*Creating a Schematic (Rare)*	79

Rarity	Item	Page
Rare	*Divinatory Tea*	71
Rare	*Exploding Ink*	113
Rare	*Glorious Brooch*	42
Rare	*Glove of Ethereal Weaving*	253
Rare	*Glyphic Puzzlebox*	257
Rare	*Grafted Hide*	56
Rare	*Grafted Limb (Clawed Arm, Tail, Set of Wings)*	57
Rare	*Grafted Organ (Amphibious Lungs, Superior Darkvision Eyes)*	56
Rare	*Hu's Coming To Dinner*	70
Rare	*Mephit Zeppelin*	85
Rare	*Mithralweave Raiment*	14
Rare	*Orb of Convenient Distraction*	265
Rare	*Robe of Forms (Giant Crocodile, Owlbear)*	9
Rare	*Salt of Warding*	71
Rare	*Shadow Seeker's Feather Token*	233
Rare	*Skullspeech Earrings*	222
Rare	*Sleepy Time Tea*	71
Rare	*Slim-Fitting Shirt*	11
Rare	*Soul Ball*	127
Rare	*Spore Bomb*	228
Rare	*Stamp-trip!*	85
Rare	*Star Compass*	141
Rare	*There's A Djinn In My Kitchen!*	61
Rare	*Tireless Boots*	237
Rare	*Watering Can't*	189
Rare	*Wrathal Helm (max damage 5)*	29
Rare	*Wurm Idol*	153
Very Rare	*All-Weather Coat*	15
Very Rare	*Arcane Inkwell (Ascledepian Serpent, Spellchasm)*	98
Very Rare	*Cap'n Kraken*	126
Very Rare	*Cape of the Vermilion Crown*	267
Very Rare	*Creating a Schematic (Very Rare)*	79
Very Rare	*Deck of Evenfall Fate*	241
Very Rare	*Dragongift Cloak*	204
Very Rare	*Everturning Glyphscript Gyroscope*	203
Very Rare	*Extraplanar Dictionary*	267
Very Rare	*Eye of the Aether Kindred*	229
Very Rare	*Fetid Loathe-helm*	205
Very Rare	*Garland of Goodberries*	70
Very Rare	*Gloves of the Spellthief*	178
Very Rare	*Horn of the Warmaster*	152
Very Rare	*Robe of Forms (Giant Ape, Wyvern)*	9
Very Rare	*Robes of Crawling Devotion*	152
Very Rare	*Soul-Stealing Tart*	213
Very Rare	*Stew On This! Every Adventurer's Favorite Meal Redefined*	264
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A Fish Tank Backpack with a Shiver of Tiny Sharks Inside It

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