WANDERER'S GUIDE TO

Merchants & Magic



EVENTYR GAMES

5E

WANDERER'S GUIDE TO

Merchants & Magic

Credits

Lead Designers: J. A. Valeur, S. K. Valeur

Additional Designers: Anne Gregersen (Melvin's Marvelous Menagerie), Dave Hamrick (The Awkward Ettercap), Easter Pennington (Calypso's Curiosities), Josh Fischer (Bag of Monsters), Kristiansan Cooper (Gauntlets of Restoration), Mike "Sly Flourish" Shea (The Bone Merchant), MrsVivacia (Lux's Teacup Holster), Nanna Davidsen & Niels Lauridsen (Saraab the Mirage), Povl Valeur (Envisioner's Compass), Rick Barry (Vil's Magic Shop), Simon Freiesleben & Co. (The Dragon Cartel), Stephanie Reed (Bladesinger's Spear)

Editor: Kathleen Harrington

Layout & Graphic Design: J. A. Valeur

Principal Illustrator: Nana Landholt Petersen

Cover Illustrator: Mariana Livraes

Interior Illustrators: Anastasiya, Angela Harburn, Asanee, Devid, Deztinie, Dmitrij (Дмитрий), Douglas Deri, foldyart1980, grandfailure, info@nextmars.com, jamesjoong, Kevin Carden, khius, klyaksun, Kokibi, liorigo, liuzishan, Mariana Livraes, MicroOne, Nana Landholt Petersen, Rafael, Ruslan, sasha_niceckaya, vectorpouch, warmtail

Item Card Design: Zuzana "Ssapdra" Nemcová

Cartography: J. A. Valeur (assets by Mike Schley), Matteo "Tehox Maps" Galassi

Ettercap Illustration: Publisher's Choice Quality Stock Art @ Rich Hershey / Fat Goblin Games

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Introduction

In a world of dungeons, dragons, and wondrous magic, the demand for enchanted arms, armor, and trinkets is ever-present. And, as the old saying goes, where there is demand, there will be supply. So far, it has not been so in the official publications for the fifth edition of the world's greatest roleplaying game, where magic shops are few and far between.

This leaves the Game Master with a lot of tough questions. What does a magic shop look like? Who runs it? What does it sell – and at which prices? And how does it protect its valuable wares?

Wanderer's Guide to Merchants & Magic seeks to answer these questions by providing the GM with a vast menagerie of magical merchants, as well as advice, guidelines, and price lists for GMs and players who wish to dabble in the trade of magic items.

Chapter 1 discusses the commerce of magic, providing advice on how to deal with magic items in a fifth edition campaign, how magic items are priced, and a firm set of wealth guidelines that will help the GM preserve the game's balance.

Chapter 2 introduces 23 magic merchants and a magic auction house, including roleplaying advice, bargaining pointers, creature statistics, security measures, quest hooks, and sample inventories complete with item descriptions and values.

Chapter 3 features four full adventures for fifth edition, each of which are tied to one or more merchants of magic and includes new monsters, unique locations, and colorful encounter maps.

Chapter 4 presents 120 new magic items for fifth edition, ranging from quirky magical trinkets to awe-inspiring legendary items with unique powers.

Chapter 5 provides a step-by-step guide and rolling tables that enable the GM to quickly put together their own merchants of magic from a plethora of options.

Appendix A: Magic Item Values presents gold values for nearly all magic items in the basic rules of fifth edition, as well as the 120 new magic items in *Wanderer's Guide to Merchants & Magic.*

It isn't easy distilling millennia of mercantile experience into one small tome, but I've been told that none would be more suited to explain the intricacies of magical capitalism than a devil, so I had to oblige. Should you have more questions, you are always welcome to visit my shop and get a few pointers – and make the bargain of your life!

– Azân the Wanderer

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CHAPTER 1:
Commerce of Magic

In this chapter we go over how the commerce of magic works in fifth edition. This includes advice on how to deal with magic items being widely available to the players, guidelines for determining character wealth and magic item values, and rules for bargaining with magic items.

Dealing with Magic

Aside from gaining character levels, magic items provide the main way player characters can become stronger. Just consider the huge difference in power between a 10th-level fighter with mundane equipment and a 10th-level fighter with a *+3 plate*, a *mantle of spell resistance*, and a *vorpal longsword*!

Thus, when we give the player characters access to buying and selling magic items, we must carefully consider how these items can impact the game.

Magic Items in Your Game

Before presenting a magic item to the player characters, you may want to consider the impact it can have on your game. Below are three of the most common ways magic items can disrupt the game:

- **Flat Bonuses.** The characters acquire items with flat bonuses, such as +X to AC or attack and damage rolls, that can break the game's bounded accuracy.
- **Magical Transportation.** The characters acquire items that grant them the ability to skip encounters or circumvent challenges by flying, teleporting, or traveling across the planes.
- **Strong Temptations.** Powerful magic items can tempt characters to go to great lengths – including theft or violence – to acquire them, which can cause issues both with the adventure's story and the balance of the game.

> There's nothing worse than adventurers who just happen upon powerful magic items early on in their career. Not only are they intolerably spoiled and entitled ("ew, that sword isn't even legendary!"), they are also far harder to wring any coin out of. Nay, better to let them earn their equipment piece by bloody piece - or slowly gather enough funds to buy it from someone who has!
>
> - Azân the Wanderer

Flat Bonus Enhancements

Items that provide flat bonuses to ability checks, saving throws, attack rolls, spell save DCs, and AC can quickly upset the game's balance. This is because fifth edition's rules are built on bounded accuracy. By design, bonuses to AC, attack rolls, skill checks, and saving throws don't grow exponentially as characters gain levels. From 1st to 20th level, the bonuses to these usually only grow from +5 to +11, which means that any additional bonuses have a huge impact.

On its own, a *+1 armor* or *+1 weapon* isn't an issue, but if a character has multiple items that provide flat bonuses, things can quickly get out of hand. A character with a *+3 plate*, *+3 shield*, *cloak of protection*, and a *ring of protection* would have an unhittable AC of 28!

Reduced Availability

The easiest way to avoid flat bonus enhancements becoming an issue is to reduce their availability. This is also the reason why most magic shops in this book don't include armor, shields, or weapons that only grant flat bonus enhancements in their inventory list. You can easily add them if you like, but the intent is to instead emphasize items that are more interesting and have less effect on the game's core balance.

No Stacking

You can also decide that flat bonus enhancements don't stack, even if they come from different magic items. With this rule, a character with a *+1 armor* and a *ring of protection* would still only have a total bonus of +1 to their AC. This means changing the core rules of fifth edition but ensures that flat bonus enhancements are less likely to get out of hand.

Magical Transportation

Few items do more to change how the game is played than magic items that facilitate magical travel, such as a *helm of teleportation* or a *carpet of flying*. As soon as the characters can teleport wherever they need to go or fly far above the dangerous wilderness to get to their destination, exploration changes dramatically.

Expensive and Limited

The impact of magical transportation is tackled in this book by ensuring that items that allow characters to fly, teleport, or plane shift are expensive and rare. This makes it less likely that characters can acquire them early on in their adventuring careers, where their impacts are most felt. If you prefer, you can also decide that these items aren't sold until later in the game.

Strong Temptations

One of the dangers of introducing shops where magic items are bought and sold into your game is that it puts a lot of magic items in front of the characters. If the characters try to acquire magic items through stealth, deception, or force instead of with hard-earned gold, it can be disruptive not only to the adventure, but also to the game's balance if they succeed and get their hands on items that are far too powerful for their level.

Limited Merchandise

While each magic shop in this book has an inventory list, these lists are only suggestions. It is up to you to decide which items are available. If you fear that the characters would resort to theft or violence to acquire a particular item, or you just don't want to give them the opportunity to buy that item, you should omit that item from the merchant's inventory list.

Shop Security

A hoard of powerful magic is a tempting prize that can make even the most pure-hearted paladin betray their oath – not to mention the effect it can have on characters with more dubious morals. This is also why the shops in this book all have protections in place to prevent characters from pilfering merchandise.

If you suspect that the characters would be tempted to steal something they shouldn't from a merchant, it is a good idea to familiarize yourself with these protections and also make them as clear as possible to the characters, so that they don't get themselves into unnecessary trouble. If the characters are very powerful (level 11 or higher), you may want to increase some of these protections or only make the most secure magic shops available to the characters.



Restoring the Balance

Should the characters succeed in getting their hands on magic items you don't want them to have access to yet (such as by stealing them from a merchant), there are various ways you can restore the game's balance.

Adapt and Survive

A simple – but also cumbersome – way to restore balance is to adapt to the characters' newfound magical treasures. So the characters use their stolen *carpet of flying* to fly over your random encounters? There's a roc in the skies! The characters' overpowered gear makes your level-appropriate challenges negligible? Time to use some stronger monsters!

Talk to the Players

As always, if you are in doubt about what to do, talk to your players. Explain to them that the magic items they have acquired are causing issues, and work with them to find a solution. This could include them accepting changes to how a magic item works, so that it isn't as problematic, or giving up a magic item in return for another, less problematic, item.

Render the Items Unusable

If you act quickly, you can make items the characters get their hands on through theft or robbery unusable before they become an issue at all.

Perhaps all the magic items in the shop are illusions that disappear when they are removed from the shop if they haven't been paid for, or maybe they hold a curse only the merchant can dispel that causes any who steal them to slowly wither and die until the item is returned to the shop. Or maybe a magic item is simply so powerful that the characters can't use it until they reach a certain level.

Take the Items Back

Taking back magic items the characters have already acquired can be tricky and has to be handled carefully as to not upset the players.

If the characters have stolen a wealth of magic items from a merchant, you can decide that the merchant chases after the characters and confronts them. It could also be rival scoundrels who have heard of the characters' heist or agents of the law sent to retrieve the stolen goods. Whichever is the case, it is important that the characters lose the magic items as a consequence of their own actions, and that it doesn't result in the party being slain by overpowered NPCs. To that end, you can decide that their pursuers aren't out to kill them, just to set things right. Perhaps the merchant or the King's agents offer to forgive the characters (and even let them keep some of their illicitly gotten gains) if they undertake a quest of particular importance.

Pricing Magic Items

Because the official sourcebooks for fifth edition provide no set values for magic items but instead rely on price ranges within broad rarity categories, it is more or less left up to the GM to decide how much magic item are worth.

While this design choice is likely well-intentioned, it can lead to confusion, frustration, and even imbalances, as the GM is forced to determine the value of magic items as they go along. In a game where magic items are prevalent or where magic items are traded, having clearly defined values for magic items is an invaluable tool.

In Appendix A, you will find a complete list of suggested values for most magic items in the basic rules of fifth edition, as well as all the new magic items featured in this book. Here we will explain our methodology for determining these values, as well as possible exceptions and issues.

Determining Value

In general, there are three ways to determine values for pricing magic items in tabletop roleplaying games:

- **Magic Items Are Invaluable.** Magic items have no set value because they are so rare and unique that they are almost never traded. The official rules for fifth edition largely adhere to this school of thought by providing only broad value ranges and emphasizing that magic items are few and far between and can almost never be bought and sold.
- **Utility in the World.** A magic item's value depends mostly on its utility in the world, i.e., a *decanter of endless water* that can provide enough water for an entire city is worth infinitely more than a *+1 weapon*.
- **Utility to the Adventurers.** A magic item's value depends mostly on its utility to the adventurers, i.e., an item that is only sporadically convenient to the adventurers, such as a *crystal ball*, is far less valuable than a solid *+2 plate*, even if the former has more practical value to most non-player characters.

These schools of thought aren't necessarily mutually exclusive and this book uses a mix of all three. That said, we lean toward determining the value of magic items based on their utility to the characters. It is the player characters, after all, who are the heroes of the story – and thus also those whom it makes most sense to design the game's rules around.

Rare ≠ Valuable

This book decouples value from rarity. The reason for this is simple; some Very Rare or even Legendary magic items in the basic rules are less powerful (and thus also less valuable) than their rarity would imply, while some Uncommon and Rare items are too powerful to be sold cheaply.

Value is Relative

The values for magic items listed in this book are based on the assumption that the characters' wealth at various levels roughly follows the guidelines presented in this book (see "Character Wealth" on the next page). If the characters are significantly poorer or wealthier, you may want to reduce or increase the prices of magic items accordingly.

Priceless Artifacts

While this book provides prices for all the magic items that the official rules have neglected to put a price tag on, an exception is made for Artifacts and certain Legendary items. These items are so powerful and unique that they likely wouldn't – maybe even shouldn't – be traded for mere coin. A *talisman of ultimate evil* or a *deck of many things* isn't something that should be found on a dusty shelf in a magic shop or something the characters should expect to be able to sell if they find it in a dragon's hoard of treasure.

Attunement

Because the rules for attunement in fifth edition dictate that a character can only be attuned to three magic items at once, magic items that require attunement are less attractive. This is especially true for less powerful items that require attunement, as they are likely to be discarded by the characters when they find more powerful alternatives. That's why a pair of *gloves of swimming and climbing*, which requires attunement, costs far less than a pair of *goggles of night*, that doesn't require attunement.

Consumable Items

The values of items with limited uses are reduced even more than they would be by the official rules, as players tend to not want to use or purchase these items if they feel prohibitively expensive.

VALUE IN YOUR WORLD

The values in this book are based on an estimation of the average fifth edition campaign and assume a generic, medieval fantasy setting. If your game is set in a barren desert world, a *decanter of endless water* may be far more valuable, and if your adventure is set in a nautical setting, a *trident of fish command* becomes much more useful. Never hesitate to change an item's value if it would make sense in your game.

Character Wealth

When player characters are able to buy and sell magic items, more gold means more power. This makes it important to ensure that character wealth doesn't get out of hand. The values of magic items in this book (see Appendix A: Magic Item Values) are based on the characters having a certain wealth at each character level. If the characters are significantly wealthier or poorer, you may find that magic items are too cheap or too expensive.

Basic Principles of Wealth

The guidelines for character wealth in this book roughly follow those laid out in the official fifth edition rulebooks. When determining character wealth, the prices for mundane objects – from a mug of ale or a draft horse to a ship or a castle – have been considered, so that magic items don't suddenly become ridiculously expensive or dirt cheap in comparison.

There is one main difference between the guidelines in this book and the guidelines in the core fifth edition rules: *Wanderer's Guide to Merchants & Magic* assumes a high magic campaign, where magic items are relatively prevalent. In a high magic campaign, the guard captain could have a *ring of warmth* to stay warm while on patrol and the city official may have a *wand of detect magic* to uncover magical disguises. Likewise, characters can expect to get their hands on Common or Uncommon magic items even at low levels and may end their adventuring careers with a couple of Very Rare or even Legendary magic items.

What Wealth Means

The figures listed in the Character Wealth per Level table include possessions that impact the character's abilities and power, such as their plate armor, *+1 longsword*, 30 feet of hempen rope, and *chimes of opening*. Possessions that grant no real benefits to the character and that can't easily be traded – the old farm they inherited from their mother or their expensive, but worn, tailored suit – shouldn't be included.

Character Wealth per Level

Level	Wealth	Level	Wealth
1st	100 gp	11th	10,000 gp
2nd	200 gp	12th	15,000 gp
3rd	500 gp	13th	20,000 gp
4th	1,000 gp	14th	25,000 gp
5th	1,500 gp	15th	30,000 gp
6th	2,000 gp	16th	40,000 gp
7th	3,000 gp	17th	50,000 gp
8th	4,000 gp	18th	62,500 gp
9th	6,000 gp	19th	75,000 gp
10th	8,000 gp	20th	100,000 gp

Controlling Wealth

Knowing how wealthy characters should be is meant to help you maintain the game's balance. That doesn't mean that a 7th-level character has to have stuff worth exactly 3,000 gp, as long as they're not too far off. If a 7th-level character has valuables worth 10,000 gp, however, you may want to rein things in for a while.

The simplest way to do this is to give out fewer (or more, if the characters are too poor) rewards until a better balance is achieved. You can also introduce gold sinks, such as steep lodging or entry fees, or taxes. Sometimes, it can be as simple as putting expensive or consumable items in front of the characters, which can drain their purses without making them stronger, such as expensive tailored robes or fine elven wine.

HOW MANY MAGIC ITEMS?

Knowing how much gold a character is expected to have at a given level is good, but it can be hard to determine what that means in terms of actual items. The Magic Items per Tier of Play table provides a rough estimate of how many magic items it can be assumed that characters have at various tiers of play. Because the value of magic items vary greatly even within a single rarity category, the table provides specific examples of magic items a character might have at each tier of play.

MAGIC ITEMS PER TIER OF PLAY

Tier of Play	Magic Items	Example
Tier 1 (Level 1–4)	1–2 common/uncommon	*handy haversack (500 gp), ring of jumping (300 gp)*
Tier 2 (Levels 5–10)	2–3 uncommon, 1–2 rare	*handy haversack (500 gp), ring of jumping (300 gp), wand of fear (2,000 gp), ring of free action (2,500 gp)*
Tier 3 (Levels 11–16)	2–3 uncommon/rare, 1–2 very rare	*handy haversack (500 gp), ring of free action (2,500 gp), ring of spell storing (8,000 gp), staff of frost (10,000 gp)*
Tier 4 (Levels 17–20)	2–3 uncommon/rare, 2–3 very rare/legendary	*handy haversack (500 gp), ring of free action (2,500 gp), ring of spell storing (8,000 gp), staff of frost (10,000 gp), rod of lordly might (25,000 gp)*

Bargaining Rules

You can use the following guidelines when characters bargain with the merchants described in this chapter.

Value and Prices

Wanderer's Guide to Merchants & Magic provides a value for all new magic items in the book as well as nearly all magic items in the *Basic Rules* of fifth edition (see "Pricing Magic Items" on pg. 5 and Appendix A: Magic Item Values). This value is an estimation of the item's **market value**, i.e., the generally accepted trade value of an item.

Although each item has a specific value, this doesn't mean that they are sold or bought at exactly that value. A merchant will typically try to sell items for more than they're worth and buy items for less than they're worth – that's how they turn a profit, after all.

Sell Prices. Merchants will usually try to sell items at up to 150% of their value, but characters who bargain well can bring the price down to as low as 50%.

Buy Prices. Merchants usually offer to buy items at down to 10% of their value, but characters who bargain well can sell an item at up to 100% of its value.

Biases. Each merchant has biases that can influence their prices. If the merchant has a positive bias toward the character, their initial offer is 20% of the item's value lower (when selling) or higher (when buying) – and vice versa for negative biases.

Each merchant's biases and prices when selling or buying are listed in its Merchant Overview table.

Appraisal & Valuation

While it is assumed that the merchant knows the market value of the items they sell or buy, characters have to appraise an item to deduce its value.

Appraisal Check. A character who examines an item or hears it described in detail can learn its value if they succeed on an Intelligence (Arcana or History) check.

Item Value	Arcana/History DC
0–1,000 gp	10
1,001–10,000 gp	13
10,001+ gp	15

On a failure, roll on the table below to determine what the character perceives the item's value to be.

d6	Perceived Value
1	150% of the item's value
2	120% of the item's value
3	80% of the item's value
4	50% of the item's value
5–6	The character has no clue

Step-by-Step Bargaining Rules

Below is a quick set of step-by-step rules that allow characters to bargain with merchants by making Charisma (Persuasion) checks against the merchant's Bargaining DC (listed in each merchant's overview).

1. **Valuation.** Note the item's value, the merchant's price (including biases) and allow the bargaining character to appraise it with an Appraisal Check.
2. **Initial Offer.** The merchant makes an initial offer.
3. **Counteroffer.** The character makes a counteroffer and rolls a Charisma (Persuasion) check against the merchant's Bargaining DC (typically 15).
4. **New Offer.** If the character's check is successful, the merchant decreases (when selling) or increases (when buying) their offer by 10% of the item's value, or 20% if the check succeeds by 5 or more.
5. **Repeat.** Steps 3–4 are repeated until the character has accrued three successes or three failures, or the character and the merchant agree on a price.

These rules can be used to facilitate a fun roleplay scenario or, if you prefer, to quickly handle the bargaining process "out of character." Either way, you may want to share these rules with your players, so that they understand what is going on and have a chance to become more involved in the process.

Bargaining Example

Below is an example of how a bargain could play out:

- **Valuation.** The Rogue wants to buy a *+1 longsword* from the merchant Azân. The Rogue rolls an 11 on their Appraisal Check and knows it is worth 500 gp.
- **Initial Offer.** Azân's usual sell price is 130% of the item's value, but his positive bias toward rogues brings his price down by 20% of the item's value. Azân's initial offer is thus 550 gp (110% of 500 gp).
- **Counteroffer.** The Rogue offers 300 gp and rolls 15 on their Charisma (Persuasion) check against Azân's Bargaining DC of 13 – a success!
- **New Offer.** Azân lowers his offer by 10% of the item's value, which brings it to 500 gp.
- **Counteroffer.** The Rogue offers 350 gp and rolls 9 on their bargaining check – a failure!
- **New Offer.** Azân's offer remains 500 gp.
- **Counteroffer.** The Rogue offers 400 gp and rolls 19 on their bargaining check – a success by 5 or more!
- **Conclusion.** Azân lowers his offer by 20% of the item's value and meets the rogue at 400 gp.

TIP: YOUR GAME, YOUR RULES

You should only use the rules provided here if you feel they make your game easier and more fun. Don't hesitate to change the rules – or even throw them out entirely and trade all magic items at their listed values, if you prefer to skip bargaining altogether.

Bargaining Modifiers

If you want to make bargaining more of a tactical challenge, you can modify the characters' bargaining checks based on the offers they make.

Factor	Description	Modifier
Bad Offer	Lower than 50% (buying) or higher than 100% (selling)	–5
No/Repeat Offer	No offer or within 10% of item's value of last offer	–5
Close Offer	Within 20% of item's value of the merchant's last offer	+5
Good Offer	Higher than 100% (buying) or less than 50% (selling)	+5

Bad Offer. The character makes an offer that is lower than 50% of the item's value when buying or higher than 100% of the item's value when selling.

No/Repeat Offer. The character asks the merchant to lower their offer without specifying a counteroffer or makes an offer that is less than 10% of the item's value higher (selling) or lower (buying) than their last offer.

Close Offer. The character makes an offer that is within 20% of the item's value of the merchant's offer.

Good Offer. The character makes an offer that is higher than 100% of the item's value when buying or lower than 50% of the item's value when selling.

Bargaining Modifiers Example

Below is an example that uses bargaining modifiers.

- **Initial Offer.** The Fighter wants to buy a *+1 longsword* from Azân, who makes an initial offer of 650 gp (130% of the sword's 500 gp value).
- **Counteroffer.** The Fighter offers 200 gp and rolls 14 on their bargaining check, but suffers a –5 penalty because the offer is bad (less than 50% of the item's value). The final result of 9 is lower than Azân's Bargaining DC of 13 – a failure!
- **New Offer.** Azân's offer remains 650 gp.
- **Counteroffer.** The Fighter offers 300 gp and rolls 17 on their bargaining check – a success!
- **New Offer.** Azân's lowers his offer by 10% to 600 gp.
- **Counteroffer.** The Fighter says "C'mon, you can go lower!" and rolls 21 on their bargaining check. Despite the –5 penalty for not making an offer, the final result of 16 is enough – a success!
- **New Offer.** Azân's lowers his offer by 10% to 550 gp.
- **Counteroffer.** The Fighter offers 450 gp and rolls 15 on their bargaining check. Because the offer is close (only 20% of the item's value lower than Azân's offer), the Fighter gains a +5 bonus to their check. This brings the total to 20 – a success by 5 or more!
- **Conclusion.** Azan lowers his offer by 20% of the item's value and meets the Fighter at 450 gp.

Advantage and Disadvantage

Whether a bargaining check is made with advantage or disadvantage is purposefully left up to you. A good argument for why the merchant should change their offer may grant advantage, while an insulting attitude can have the opposite effect. Each merchant also has various idiosyncrasies you can use to determine when to impose advantage or disadvantage on checks.

Insight Checks

Bargaining isn't just about knowing *what* you're bargaining with – it is also about knowing *who* you're bargaining with. Throughout the bargain, characters can make Wisdom (Insight) checks against the merchant's Bargaining DC to learn some or all of the following information, at your discretion:

- The merchant's positive and negative biases.
- What the merchant would consider a good offer (the item's value and/or what would be within 20% of the merchant's last offer).
- If the merchant is telling the truth about the qualities or value of the item they are bargaining for.
- If the merchant's offer for an item is High (20% or more higher than its value), Fair (within 10% of its value), or Low (20% or more lower than its value).

The character can use this information to assess if they are making a good trade and to gain bonuses to, or advantage on, their bargaining checks.



"But these are magical pearls, friend! Surely we can find an agreeable price..."

CHAPTER 2:
Merchants of Magic

In a world teeming with dragons' hoards and treasure-filled dungeons, brave heroes will need an opportunity to trade arcane armaments and ancient artifacts. A place they can buy the powerful sword they need to slay the dragon or to sell the valuable magical loot they have found, so they can fund their next adventure. This chapter provides a wide variety of merchants of magic who can help the player characters do exactly that.

Using the Shops

Each magic shop in this chapter features a shop description, information about the merchant, and advice on how to roleplay them and how they bargain. The shop also has an overview of the security measures it employs to deter thieves and robbers, detailed statistics for the merchant (when appropriate), and a sample inventory stocked with magic items. Each merchant also has a note about which types of quests they can give characters, and at least one example quest hook they can provide if the characters are looking for other means of payment.

Merchant Overview

Each shop has a Merchant Overview table on the first page, which briefly summarizes the most important information about the shop and the merchant. The table also includes the merchant's initial prices when buying and selling, their Bargaining DC (how difficult they are to haggle with), and their particular biases, all of which are used when characters bargain with the merchant (see "Bargaining Rules" on pg. 7).

Adjusting the Merchants

While each merchant is described in detail and features a complete inventory of its merchandise, nothing is set in stone. If you find that a particular merchant's biases or prices don't make sense, or that you would like the shop to look differently, never hesitate to adjust the merchants as you see fit. This is also true for the merchants' inventories. If you don't want the party to be able to buy a certain item or you want the shop to sell a specific item, simply decide that it is so. The value and description of the items can also be changed as you like – it's your game!

MERCHANTS OF MAGIC OVERVIEW

Shop Name	Description
Azân the Wanderer	A hornless fiend and his celestial canine with a varied inventory focused on magical travel
Bronzeforge Halls	A rotund dwarf who sells priceless artifacts, arms, and armor from his clan's bronze halls
Calypso's Curiosities	A young wizard and her cat/mother who sell items for spellcasters
Dippletopp's Tinkery	A gnome inventor who rides a clockwork worm and sells unstable magical inventions
Dragon's Den	A bronze dragon who sells a wide variety of magic items from a stolen dragon's hoard
Golem's Gem	A sentient construct who is running its creator's magic shop in her absence
Hestannia's Studio	An ex-gladiator minotaur who sells magical tattoos and tattoo ink
Illyath's Sanctum	A fallen celestial who sells restorative items and provides temporary blessings
Luizhana's Emporium	An aging tiefling sorcerer with a diverse inventory focused on spellcasting equipment
Melvin's Menagerie	A halfling animal-lover who sells nature-themed items and magical critters
Milando	A flamboyant dark elf bard who sells a wide variety of items, including magic instruments
Saraab the Mirage	A freed djinni merchant who sells wondrous weapons, trinkets, and magical incences
Shariil the Silent	A mute elven ranger with a talking spirit fox who sells equipment for rangers and foresters
The Awkward Ettercap	An awkward ettercap who sells mostly trinkets with the occasional artifact sprinkled in
The Black Tusk	A retired pirate captain who sells arms, armor, and nautical gear from his ship
The Bone Merchant	An undead merchant who has whatever adventurers need but at a great cost
The Collector	A dragonborn warlock with a dark and cursed inventory and a desire for mortal souls
The Countess	A black-hearted goblin countess who sells poisons, weapons, and rogues' gear
The Dragon Cartel	A pretentious kobold who loves everything draconic and sells scrapyard magic items
The Gliding Giant	A frost giant ranger on a mammoth-drawn sled who sells wondrous survival gear
The Timeless Tower	A time-traveling wizard who sells arcane magic objects that bend time and space
Vil's Magic Shop	A changeling wizard with unending disguises who sells a variety of powerful magic items
Xin's Gallery	A young princeling with a huge collection of magical art and exotic items



Azân the Wanderer

At a glance, the small stand seems like yet another dusty street shop selling mostly useless trinkets. As you get closer, you quickly realize that this assumption is flawed; the stuffed creatures, intricately carved horns, impressive jewelry, and strange-looking equipment on the makeshift desk at the back of the shop are anything but mundane. A 7-foot tall, dark-skinned, masked figure behind the desk spreads his arms out in a welcoming gesture as you come closer: "Welcome my friends – what can I do for you?" he says, in a deep, friendly voice. Next to him is a dog with a long, thin tail, staring at you with narrowed eyes. "Oh, don't mind Jaziel, he doesn't bite. A lot."

Azân is a fiend who opened up a shop after being cast out from Hell. His many magical treasures have been collected over centuries of travel to everywhere from the biggest trading hubs in the largest cities to the most obscure places at the edge of the world – and across many different planes of existence. Azân's shop can be found anywhere – or nowhere at all, depending on who is looking.

Azân the Wanderer

Only a handful of creatures know that Azân used to be a respected fiendish lord, who led and lost a rebellion against an archfiend on his native plane. As a result, Azân had his horns and titles stripped away and was banished from his homeland.

Merchant Overview

Merchant	Azân, a hornless fiend with a laid-back attitude and Jaziel, a dog-like celestial with a gruff demeanor
Inventory	All manner of items, with a focus on magical traveling gear
Security	Jaziel is always alert and the shop can be packed into a *portable hole*
Bargaining	Azân is easily persuaded on his own but Jaziel keeps him in check
Biases	+ Underdogs, urchins, and rogues – Wealthy nobles and flashy people

Sell Prices	Bargaining DC	Buy Prices
130%	**13**	30%

What started as an eternal and purposeless existence, wandering from city to city across planes and continents, eventually became Azân's new purpose. Equipped only with his keen mind, a deep appreciation of the arcane, and a warm demeanor, Azân began picking up exotic trinkets, rare materials, and other oddities on his long journeys.

Though Azân no longer has the fighting spirit of his youth, his infernal magic and ageless body are as strong as ever. Azân is confident in the knowledge that most mortal beings are no immediate danger to him, which has made him rather lax over the years.

Roleplaying Azân and Jaziel

Having lived for nearly a millennium, it takes a lot to rattle Azân, who always seems to have a warm and welcoming attitude. He laughs wholeheartedly at jokes, even those aimed at himself, and meets even direct threats with a shrug and a chuckle. While Azân won't share the details of his past ("I sell goods, not stories, friend, and what I have to tell ain't worth much to you anyway") he is a polite listener with a soft spot for outcasts and underdogs.

In stark contrast to Azân's friendly demeanor, his companion Jaziel carefully scrutinizes every action customers take. While he resembles a dog – albeit with a long and slender tail – Jaziel is in truth a gydrash, a highly intelligent celestial creature. Jaziel likes to hide the fact that he can speak, but if someone touches the rare merchandise without permission, he breaks his silence to warn them that "I would think twice before doing that" in a cold, nasal voice. If a character tries to pat Jaziel, he growls fiercely, prompting Azân to laughingly explain that "Jaziel doesn't like to be touched. Best take your hands off before he does."

Despite his gruff exterior, Jaziel loves a good trade – if the characters are serious about doing business, he will quickly warm to them.

Bargaining

Already very wealthy and having few vices, gold holds no real value to Azân. As a result, he usually initiates bargains by naming a price that's a little too good, before a quick telepathic objection from Jaziel makes him correct himself: "That'll be 400 gold. Oh, wait you know what, better say 500 gold pieces!"

Likewise, haggling with Azân isn't too difficult and he may even be persuaded to drop his prices all the way down to half the item's value. This, however, causes Jaziel to "break cover" and speak up: "Stop it, you fool, you're practically giving it away!" When this happens, Azân usually defers to his companion and brings the price back up.

Biases

Azân always roots for the underdog. Whether that's the tiefling outcast, the disheveled urchin, or the fighter who's lost an arm, Azân offers discounts to characters who are down on their luck or have the odds against them (ignoring Jaziel's objections).

On the other hand, Azân has a clear disdain for those who believe themselves above others, such as arrogant nobles or self-centered bards. Customers who behave haughtily or are overly flashy irk the otherwise good-natured merchant and will find his prices to be higher than usual.

AZÂN THE WANDERER

Medium Fiend (Devil), Neutral

Armor Class 18 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Str +11, Con +10, Wis +9, Cha +11
Skills Athletics +11, Insight +9, Perception +9
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Celestial, Common, Infernal
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede Azân's darkvision.

Legendary Resistance (3/day). If Azân fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Azân can't be affected or detected by spells of 7th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Azân makes two melee weapon attacks.

Spellbreaker's Axe +1. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage and the target must make a DC 15 Charisma saving throw. On a failure, it can't cast spells other than cantrips and the magical properties of each non-artifact magic item it is carrying are suppressed until the end of its next turn.

Hurl Flame. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 28 (4d10 + 6) fire damage.

Spellcasting. Azân casts one of the following spells requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

3/day each: *darkness*, *dispel magic*, *fireball*, *invisibility*
1/day each: *incendiary cloud*, *maze*, *plane shift*

Legendary Actions

Azân can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Azân regains spent legendary actions at the start of his turn.

Attack. Azân makes an attack.
Cast Spell (Costs 2 Actions). Azân casts a spell.

Shop Security

Azân's shop is kept safe by the fiend himself and the watchful eyes of Jaziel, and his wares can be quickly stowed away in a *portable hole*.

Powerful Fiend

Despite his relaxed attitude, Azân is more than capable of defending himself. He is protected not only by his magical items but also by his fiendish magic. If Azân is ever in a situation too hot to handle, he will grab the makeshift door he carries in his *portable hole* and use his *key to anywhere* to magically teleport away.

Guardian Angel

Jaziel's truesight gives any character who attempts to steal from the shop a hard time. If a character is caught attempting to pocket something, Jaziel telepathically alerts Azân. As long as the characters don't respond with violence, Azân tries to deescalate the situation by shrugging the attempted theft off as a misunderstanding.

Never Unattended

Azân's stand and most of his merchandise are placed near a magical black cloth, which works as a *portable hole*. This means that Azân can pack down his entire shop in a matter of seconds – which he does whenever he goes anywhere, never leaving the shop unattended.



As far as celestials go, Jaziel isn't too bad. An insufferable know-it-all, sure, but with far less scruples than most of his brethren, luckily. And there's none better at sniffing out a good bargain!

– Azân the Wanderer

JAZIEL

Small Celestial, Lawful Neutral

Armor Class 16 (natural armor)
Hit Points 105 (14d6 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Con +8, Int +6, Wis +9
Skills Acrobatics +8, Arcana +6, Insight +9, Investigation +6, Perception +13
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 23
Languages All, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Antimagic Cone. Jaziel's tail can create an area of antimagic, as in the *antimagic field* spell, in a 60-foot cone. At the start of each of his turns, Jaziel decides which way the cone faces and whether the cone is active.

Foresight. Jaziel has a limited ability to see into the immediate future. He can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against him.

Magic Weapons. Jaziel's weapon attacks are magical.

Actions

Multiattack. Jaziel makes two Claw attacks and makes either a Bite attack or uses Bark of Command.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) radiant damage.

Bark of Command. Jaziel delivers a telepathic one-word command to a creature within 30 feet. The target must succeed on a DC 17 Wisdom saving throw or follow the command on its next turn, as if affected by the *command* spell.

Spellcasting. Jaziel casts one of the following spells requiring no components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *detect evil and good*, *detect thoughts*, *fly*
1/day each: *lesser restoration*, *heal*, *telekinesis*

Quest Hooks

Azân's quests often involve saving exotic creatures or aiding the downtrodden. At the moment, he has his eyes on a very specific, rare creature.

Wizard's Tower

Azân has long yearned to acquire an iridescent pseudodragon. He recently found one for sale, but before he could snatch it up, it was purchased by a drow wizard. Azân believes that the wizard has perished and is certain the pseudodragon would want to bond to a new master, but the wizard's protections prevent Azân from entering the wizard's tower to fetch it himself. Azân will reward adventurers who can help him get the dragon with a 2,000 gp discount.

See a full description of "The Wizard's Tower" on pg. 120, an adventure for 5th-9th-level characters.

Inventory

Azân has a wide selection of magical treasures, and can offer anything from rare weapons and armor to magical rings and amulets. Due to the unfortunate nature of his banishment, Azân has a particular interest in magic items that can facilitate planar travel.

Spellbreaker's Axe

Before becoming a merchant, Azân was known as an impossible foe for anyone too reliant on their ability to cast spells. While his alias as "The Spellbreaker" has long since been forgotten, the magical axe that earned him the moniker remains Azân's favored weapon. He's barely had to raise it for several decades, however, so while he's fond of the axe, he would part with it to the right buyer – and for the right price.

AZÂN THE WANDERER'S INVENTORY

Item Name	Type	Rarity	Description	Value
Lux's Teacup Holster (U)	Wondrous Item	Common	A holster with a teacup and bag of tea	50 gp
Dust of Sneezing and Choking	Wondrous Item	Uncommon	A small, corked glass container containing fine sand	100 gp
Potion of Luck (U)	Potion	Rare	A glass flask filled with golden liquid	200 gp
Eyes of the Eagle (A)	Wondrous Item	Uncommon	An iron mask with blue crystal lenses	300 gp
Ring of Mind Shielding (A)	Ring	Uncommon	A ring set with a brain-shaped stone	500 gp
Serpent's Maul (A)(U)	Weapon (Maul)	Uncommon	A maul fashioned to resemble a snake	800 gp
Mithral Splint	Armor (Splint)	Uncommon	A splint armor that reflects the light	800 gp
Horseshoes of Speed	Wondrous Item	Rare	A set of four adamantine horseshoes	1,000 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	A well-made studded leather armor with a faintly shifting appearance	1,500 gp
Half Plate of Fire Resistance (A)	Armor (Half Plate)	Rare	A half plate tarnished by claw marks	2,000 gp
Phasing Slippers (A)(U)	Wondrous Item	Rare	Sleek slippers shimmering with energy	2,000 gp
Portable Hole	Wondrous Item	Rare	Fine black cloth that absorbs the light	2,000 gp
Periapt of Proof Against Poison	Wondrous Item	Rare	An amulet with an emerald stone	2,500 gp
Boots of Speed (A)	Wondrous Item	Rare	Slim leather boots with white stripes	3,000 gp
Cape of the Mountebank	Wondrous Item	Rare	Red cape with beautiful golden symbols	3,000 gp
Furnace Flail	Weapon (Flail)	Rare	A flail with a small furnace on its chain	3,000 gp
Dimensional Shackles	Wondrous Item	Rare	Golden shackles with glowing symbols	3,000 gp
Giant Slayer Greatsword	Weapon (Greatsword)	Rare	A huge sword forged from dark steel with a large hilt engraved with runes	3,000 gp
Cloak of Displacement (A)	Wondrous Item	Rare	A black cloak blurring the air around it	6,000 gp
Ring of Shadows (A)(U)	Ring	Very Rare	A ring made from solid shadows	6,000 gp
Spellbreaker's Axe (A)(U)	Weapon (Greataxe)	Very rare	A greataxe with runes on its edge	10,000 gp
Key to Anywhere (U)	Wondrous Item	Very rare	An amethyst-encrusted brass key	15,000 gp
Helm of Teleportation (A)	Wondrous Item	Rare	A helmet engraved with arcane symbols	20,000 gp
Robe of Stars (A)	Wondrous Item	Very rare	A dark robe embroidered with silver stars	20,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Bronzeforge Halls

Two dwarven guards escort you through a wide stone corridor that ends in a large hall, lined with impressive bronze murals depicting dwarves in battle on the walls. Splendid suits of armor and finely crafted weapons are displayed on racks along the walls. A plump dwarf dressed in a fine green jacket and gaudy jewelry sits behind an oak table overflowing with coins and trinkets. A wide smile breaks through his impressive beard as you draw near. "Welcome, welcome, to the Bronzeforge Halls. Have a seat, grab an ale, and get a bite to eat," he says while dropping his own piece of chicken. He wipes his hand on his trousers and puts it forward to greet you. "Brumir Bronzeforge of the Bronzeforge Clan. Tell me, what brings ye to our humble halls?"

Brumir Bronzeforge, stout dwarf and accomplished merchant, has been spearheading the Bronzeforge Clan's most lucrative business dealings for almost a century. In the Bronzeforge Halls, Brumir converts his clan's marvelous creations into vast amounts of gold and gemstones – with an emphasis on the latter.

The Bronzeforge Halls can be placed in any city where dwarves live and prosper. The halls would fit especially well in the merchant's district of a larger city where fortunes can be made satisfying a demand for well-crafted – and even magic – trinkets, weapons, and suits of armor.

Brumir Bronzeforge

Brumir is a short and plump middle-aged dwarf who displays an impressive gray-brown beard and has a passion for dwarven ale and gemstones – a dwarf's dwarf, in other words.

MERCHANT OVERVIEW

Merchant	Brumir, an expert merchant with a fondness for ale and gemstones
Inventory	Mainly armor, weapons, and wondrous items crafted by dwarves
Security	A no-weapons-policy for customers, an *antimagic field*, and elite guards
Bargaining	Brumir drives a hard bargain but will overpay for large gemstones
Biases	+ Dwarves and impressive beards – Elves and know-it-alls

Sell Prices	Bargaining DC	Buy Prices
150%	**20**	30%

Brumir was in no way fated to run the most profitable unit in the Bronzeforge Clan's business empire. As a youth, he showed no talent as an craftsman at the family's anvils, nor prominence on the battlefield, or interest in religious teachings. Short on options, Brumir's father decided that his youngest son was to be trained as a merchant.

As luck had it, Brumir was a natural-born salesman. Bartering and haggling came easy to the young dwarf, and the pursuit of wealth – especially deliciously large gemstones, which Brumir has a particular weakness for – drove Brumir more than anything ever had. For nearly a century, Brumir has worked hard to make the Bronzeforge Halls into a well-known, well-protected, and successful emporium of high-quality armor, weapons, and jewelry.

Roleplaying Brumir

As long as Brumir smells profits, he can be a gracious and downright pleasant host, who will take the time to sit down and trade pleasantries with customers.

Brumir has a strong sense of honor and is always true to his word. He abhors lying (though mild exaggeration has never hurt anyone!) and confronts liars with tirades such as: "Ha! Sure 'bout that, laddie? Smells like a bunch of good ol' bauxite refinery!"

Brumir has long since learned to cope with insults aimed at him and handles even dire threats with a defusing smile. The stocky dwarf, however, has a hard time accepting insults aimed at the Bronzeforge Clan or the craftsmanship of the items in his inventory. If a customer crosses this line, Brumir's face darkens and his voice grows cold: "'Ware yer words now, friend. Ye're in the Bronzeforge Halls and we ain't no band of bumblin' bugbears to be pushed around as ye like!"

Bargaining

Brumir is a skilled merchant who drives an extremely hard bargain. If he is selling, which is his preference, he starts out asking for well above an item's true value.

Stubborn himself, Brumir respects persistence in his customers. If faced with a tough bargainer, he may lower his prices to about the item's market value, but fights back against further discounts: "Thinkin' me softer than sandstone, lass? By me ma's beard, what ye suggest is daylight robbery!"

One thing that can land a favorable deal in Brumir's shop is large gemstones. Brumir has such an extreme love for valuable gems, the larger the better, that it borders on the obsessive. Brumir's avarice may cause him to pay up to twice the market value for gemstones worth more than 1,000 gp.

Biases

Brumir respects elven craftsmanship, but he holds no love for the elves themselves, as he regards them as arrogant and annoying know-it-alls. Elves are likely to find Brumir's prices even steeper than usual.

Conversely, Brumir usually offers discounts to any dwarf who shares his ideals and humor. Dwarf or not, Brumir also respects anyone who has a proper beard – even elves, although he's "never met an elf with a beard, and that's how I be knowin' them pointy-eared bastards ain't to be trusted!"

Shop Security

Brumir is by no means a warrior (he has the statistics of a **noble**). Aware of this fact, the dwarf merchant has taken numerous steps to protect himself and, most importantly, his clan's inventory.

Stripped of Weapons

Brumir's cousin, a **priest** named Tribur Bronzeforge, acts as gatekeeper to the Bronzeforge Halls and asks each character to hand over their weapons to a steward upon entry to the shop. Additionally, he casts a *zone of truth* and asks all characters who wish to enter if they intend to harm anyone or steal any items while inside the shop. Anyone who can't answer a clear no to that question is refused entry.

Antimagic Field

The bronze murals in the Bronzeforge Halls are not just for display. The murals create an *antimagic field* spell that suppresses the effects of any magic items and renders it impossible to cast any spells while inside the shop. The effect can only be ended by destroying at least six 5-foot sections of the murals (AC 16; 30 hit points; damage threshold 15; resistance to all nonmagical damage, and immunity to piercing, poison, and psychic damage).

Elite Guardians

As a more tangible protective measure, a squad of **bronzeforge elite guards** stands ready to protect the Bronzeforge Clan's inventory. Day or night, at least two guards stand watch outside the Bronzeforge Halls and at least four guards remain close to Brumir and the valuable inventory.

Adamantine Vault

Most of the shop's magic items and precious metals are locked inside an adamantine vault when the shop is closed at night. The vault is hidden behind one of the bronze murals and can be found with a successful DC 25 Intelligence (Investigation) check. Once the mural, which is set on hinges, is pushed aside, a 5-foot-square adamantine door is visible. The door is locked and can only be opened with a key that Brumir keeps on a chain around his neck.

> Brumir is no push-over. His wares are of the finest quality, but getting a fair deal is always a struggle. So bring your finest gemstones and put on your biggest beard – and whatever you do, don't challenge him to a drinking contest!
>
> – Azân the Wanderer

Quest Hooks

Brumir may task characters with retrieving or transporting magical treasures for the Bronzeforge Clan. At present, he also has another issue he needs aids with.

A Lost Heirloom

A drow merchant who goes by the name Milando is in possession of an *armor of invulnerability* crafted by the Bronzeforge Clan more than four centuries ago. The armor was lost in a battle with a red dragon but since it resurfaced recently, Brumir has been desperately trying to get his hands on it. Realizing that the item holds sentimental value to Brumir – and feeling resentful over being refused entrance to the Bronzeforge Halls multiple times – Milando is demanding an exorbitant price of 100,000 gp for the armor. Brumir's goal is to bring Milando down to at least half that amount, but so far his attempts have failed. If the characters strike him as skilled hagglers, he may suggest that they seek out Milando, who has taken lodging in a tavern in the same city.

If the characters can convince Milando to agree to sell the armor for no more than 50,000 gp, they can earn a discount of up to 1,000 gp on an item in Brumir's shop.

Inventory

Brumir sells all types of medium and heavy armor and most types of mundane weapons. Most of Brumir's inventory has been made by dwarves – and the best items are made by Brumir's uncle, the legendary blacksmith Bramir Bronzeforge. If a character has the gold and patience, Brumir gladly accepts custom orders on magic items that the Bronzeforge Clan is capable of crafting, which includes most types of magical arms and armor.

Mithrandine Armor

Experts in the fields of mining and blacksmithing, the Bronzeforge Clan has made numerous magic items and metallurgic marvels over the centuries. Their latest breakthrough is a type of armor they have dubbed mithrandine. Mithrandine is not an alloy of mithral and adamantine; instead, a suit of mithrandine armor consists mainly of mithral reinforced with small amounts of adamantine in the most vulnerable sections of the armor. As a result, a mithrandine armor retains most of the benefits from both metals. Right now, Brumir only has a *mithrandine half plate* for sale, but if a buyer is patient enough to wait for at least a week and up to a month, depending on the type of armor, it is possible to order a custom-made piece of mithrandine armor.

Bronzeforge Elite Guard

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 20 (plate + shield)
Hit Points 112 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +3, Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Dwarven Resilience. The guard has advantage on saving throws against poison and resistance against poison damage.

Indomitable (1/Day). When the guard fails a saving throw, it can choose to reroll it. It must use the new roll.

Tactical Strikes. Once per turn, when the guard hits with a weapon attack, the target must succeed on a DC 15 Strength saving throw or suffer one of the following effects:

- The target drops one item it's holding (guard's choice).
- The target is knocked prone if it's Large or smaller.
- The target is knocked back 10 feet in a straight line.

Actions

Multiattack. The guard makes three attacks.

Battlehammer +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Javelin +2. *Ranged Weapon Attack:* +9 to hit, ranged 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Bonus Actions

Second Wind (1/Day). The guard regains 15 hit points.





Mithrandine Half Plate



Strongspirit Mug

BRONZEFORGE HALLS' INVENTORY

Item Name	Type	Rarity	Description	Value
Strongspirit Mug (U)	Wondrous Item	Common	A wooden mug with a golden rim	100 gp
Vicious Maul	Weapon (Maul)	Rare	A spiked maul made of adamantine	300 gp
Aegis of Dread (A)(U)	Armor (Shield)	Uncommon	A dark shield with swirling patterns	500 gp
Boots of Striding and Springing (A)	Wondrous Item	Uncommon	A robust pair of leather shoes with a metal outsole	500 gp
Ring of Mind Shielding (A)	Ring	Uncommon	A ring set with a brain-shaped stone	500 gp
Boots of the Winterlands (A)	Wondrous Item	Uncommon	A pair of furred boots with spikes	1,000 gp
Horseshoes of a Zephyr	Wondrous Item	Very Rare	Four horseshoes engraved with runes	1,000 gp
Iron Bands of Binding	Wondrous Item	Rare	A small sphere made of rusty iron	1,000 gp
Mithral Breastplate	Armor (Breastplate)	Uncommon	A shiny breastplate adorned with a bronze hammer at the chest	1,000 gp
Periapt of Wound Closure (A)	Wondrous Item	Uncommon	A large ruby in a bronze chain	1,000 gp
Ring of the Ram (A)	Ring	Rare	A sturdy ring with a ram-shaped head	1,000 gp
Shield +1	Armor (Shield)	Uncommon	A wooden shield reinforced with steel	1,000 gp
Splint of Acid Resistance (A)	Armor (Splint)	Rare	Splint mail with strips of black metal	1,200 gp
Gauntlets of Ogre Power (A)	Wondrous Item	Uncommon	Steel gauntlets adorned with bronze	1,500 gp
Stone of Good Luck (A)	Wondrous Item	Uncommon	A large, polished, green agate	1,500 gp
Dragon Scale Mail, Blue (A)	Armor (Scale Mail)	Very Rare	A scale mail crafted from blue scales	2,000 gp
Ring of Protection (A)	Ring	Rare	A silver ring depicting a shield	2,000 gp
Adamantine Plate	Armor (Plate)	Uncommon	A plate reinforced with adamantine	2,500 gp
Giant Slayer Battleaxe	Weapon (Battleaxe)	Rare	A two-sided battleaxe forged from a brown, stony material	3,000 gp
Mithrandine Half Plate (U)	Armor (Half Plate)	Rare	A beautiful half plate of exquisite make	3,000 gp
Belt of Dwarvenkind (A)	Wondrous Item	Rare	A belt with a buckle depicting a dwarf	4,000 gp
Belt of Hill Giant Strength (A)	Wondrous Item	Rare	A belt with a buckle depicting a giant	4,000 gp
Robe of Eyes (A)	Wondrous Item	Rare	A robe embroidered with eye patterns	5,000 gp
Survivor's Splint (A)(U)	Armor (Splint)	Very Rare	A suit of splint and leather armor	5,500 gp
Spellguard Shield (A)	Armor (Shield)	Very Rare	An oval bronze shield set with gems	8,000 gp
Dwarven Plate (A)	Armor (Plate)	Very Rare	A solid steel plate inscribed with runes	13,000 gp
Dwarven Thrower (A)	Weapon (Warhammer)	Very Rare	A warhammer engraved with runes and a large emerald at its center	25,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Calypso's Curiosities

by Easter Pennington

The door creaks open to reveal a tidy shop lined with shelves stocked with a plethora of curiosities and exotic objects. A young woman, looking slightly frazzled, greets you with a smile. "Welcome to Calypso's. I'm Elpha. What can I help you with today?" she asks in a pleasant voice while removing a small, black hair from her shoulder. A sleek cat – likely the hair's owner – yawns, baring a row of sharp teeth, before leaping down from the countertop and sauntering leisurely toward you. "Don't worry, she's friendly enough, as long as you don't get on her bad side," Elpha says with a nervous smile.

Calypso's Curiosities and Magical Emporium is a tidy little shop located on a back street in a major city. The front of the store is filled with various uncommon magical items for sale, but in the back of the store, special order enchantments and trade in dangerous items are the norm.

Merchant Overview

Merchant	Elpha, young human wizard with a pleasant demeanor, and her mother, Calypso, who's transformed into a cat
Inventory	Focus on wizardly accoutrements and magical jewelry
Security	Elpha's spells, Calypso's powerful spellmane form, and arcane wards
Bargaining	Elpha barters with Calypso's stern guidance – complimenting the feline is the fastest way to better prices
Biases	+ Wizards, animal-lovers – Dog owners

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	30%

By all appearances, the shop is run by Elpha Amalicus, a young human wizard with a penchant for enchantments. In truth, however, the shop very much still belongs to Elpha's mother. A wizard of no small renown, the ambitious Calypso became stuck in the form of a cat a few years ago after an experiment went awry. While she usually can't converse with customers directly, the overbearing Calypso still involves herself in every trade, guiding her daughter with a tirade of disapproving yawns and meows.

Calypso & Elpha

Before she managed to turn herself into a cat, Calypso was a well-respected wizard and enchanter. She had spent years studying at the Academy Arcana before becoming a professor there herself. After giving birth to her daughter, Elpha, she retired from her position at the academy and opened up Calypso's Curiosities and Magical Emporium. Elpha's father is no longer in the picture ("Leave it to that fool conjurer to pop out to the Feywild for a bag of pixie dust and never return!" as Calypso would often remark to Elpha – before she became a cat, that is).

As the daughter of two competent wizards, Elpha was trained in the arcane arts from an early age. She has become a skilled evoker, although seemingly never good enough to meet her mother's high standards. Elpha's life hasn't become easier since Calypso's transformation, as her mother is never too far away to comment ("meow–meeeeow–meeeeeooow!"). Despite constant castings of *prestidigitation*, Elpha always has a little cat fur on her somewhere.

Roleplaying Calypso & Elpha

Although she is trapped in a cat's form after an embarrassing magical mishap, Calypso hasn't forgotten who she used to be. She saunters around the shop with imperious arrogance, meowing disapprovingly at customers who disparage her inventory, and swiping away customers' hands if they touch something they're not supposed to.

Over the years, Calypso has adopted several cat-like traits. She spends most of the day sleeping on the countertop, only rousing to glance lazily when customers enter. She's also picked up some of a cat's careless curiosity. When a customer brings in something to sell, she may get the urge to see what happens if she knocks it off the countertop.

Elpha is friendly and welcoming, but also somewhat anxious. She wears an amulet around her neck that allows her to understand her mother's "words." This often makes her seem to behave erratically; springing up to take an object out of a customer's hands, grimacing in second-hand embarrassment, or shaking her head in objection, as if refusing an unspoken command. During business dealings, customers may notice Elpha constantly glancing at the cat as though looking for approval.

While Elpha and Calypso have both grown accustomed to Calypso being a cat, the old matriarch would still prefer to end her magical transformation. So far, all attempts to revert the magic has failed and Calypso has all but given up hope. Even so, if Calypso believes a character powerful would be enough to help her – such as by casting a *true polymorph* or *wish* spell – she will pay almost any price to secure their aid.

ELPHA

Medium Humanoid (Human), Neutral Good

Armor Class 14 (17 with *mage armor)*
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Con +7, Int +9, Wis +6
Skills Arcana +8, History +8
Senses passive Perception 11
Languages Common, Draconic, Elvish, Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Elpha wears a *cat's eye amulet*, a *cloak of protection*, and a *ring of alarm*.

Cat's Eye Amulet. Elpha has advantage on Dexterity saving throws and can comprehend and verbally communicate with beasts.

Empowered Evocation. Elpha can add her Intelligence modifier (+4) to one damage roll of any evocation spell she casts.

Legendary Resistance (2/Day). If Elpha fails a saving throw, she can choose to succeed instead.

Sculpt Spells. When Elpha casts an evocation spell that forces other creatures she can see to make a saving throw, she can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Polar Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) cold damage and the target's speed is halved until the start of Elpha's next turn.

Spellcasting. Elpha casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

3/day: *burning hands** (as a 5th-level spell), *mage armor*, *magic missile** (as a 5th-level spell), *shield*
1/day: *arcane hand**, *chain lightning**, *cone of cold**, *fireball** (as a 5th-level spell), *teleport*

*Evocation spell

Reactions

Counterspell (3/Day). Elpha casts the spell *counterspell* when she sees another creature within 60 feet of her casting a spell.

Bargaining

Elpha never had her mother's aptitude for bartering, so she depends on Calypso's guidance when determining prices. Often, Elpha will name a price below the market value, before a disapproving meow prompts her to recant: "200 gold pieces is fine – eh, far too low, maybe 400 gold pieces, no, 500 gold pieces!"

Seeing as Calypso is the true mastermind of the business, how customers treat her as a cat greatly influences prices. Give her a treat? Now you are her best friend – at least until her next nap. Try to kick her or scare her away from something, and prices will skyrocket – or you may even end up cursed! Flattery aimed at Elpha won't affect prices, while earnest interest and compliments directed at Calypso go far.

Biases

Calypso – whose opinion weighs most heavily when it comes to bargaining – has a strong preference for wizards. Characters who are nice to animals – such as druids or rangers – are also favored.

Conversely, characters who own dogs – "those wretched beasts!" – will find no good bargain in the shop, if they are allowed entry at all.

Shop Security

Calypso's Curiosities and Magical Emporium is protected by the two owners and their magical wards.

No Meek Magicians

Elpha is a competent wizard who, despite her friendly demeanor, is perfectly capable of defending herself against aggressive customers. Armed with powerful magical defenses and spells of evocation, Elpha dishes out destruction with surprising relish when necessary.

Though her predicament prevents her from casting spells, Calypso is no harmless kitty. A magical necklace – crafted by Elpha with Calypso's guidance – allows her to transform into a fearsome spellmane lion (see Calypso's stat block)

Arcane Wards

The entirety of Calypso's Curiosities and Magical Emporium is protected by a permanent *private sanctum* spell that blocks divination and teleportation spells. The windows and doors in the shop are also imbued with *alarm* spells that send mental alarms to Elpha if intruders try to enter when she's out.

The shop's most valuable items are kept in the back, protected by a *glyph of warding* on the door that casts a DC 16 *mass suggestion* ("Run away as fast as you can!") on any who enter without Elpha or Calypso. Another *glyph of warding* holding an *irresistible dance* spell targets any who pick up the items without permission (the glyphs are removed when an item is sold).

Calling for Backup

Elpha also carries a *ring of alarm*, which triggers if she's reduced to 0 hit points, becomes unwillingly incapacitated (such as when stunned by a spell), or if she simply says the name "Bandakus." When triggered, guard captain Bandakus (**veteran**) receives a magical message (as with the spell *sending*). Reacting promptly, the captain and 8 **veteran**s from a nearby garrison show up at the shop only a few rounds later.

CALYPSO

Tiny Beast, Neutral

Armor Class 14
Hit Points 2 (1d4)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Con +4, Int +9, Wis +7
Skills Arcana +9, History +9, Insight +7, Perception +7
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages understands Common, Draconic, Elvish, and Sylvan, but doesn't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Pounce. If Calypso moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Spellmane Necklace (1/Day). If Calypso would be reduced to 0 hit points, her current hit point total instead becomes 125 and she transforms into a Large spellmane lion for 1 minute. As a spellmane lion, Calypso has a Strength and Constitution score of 18 and an AC of 16. Calypso can also trigger this transformation as a bonus action.

Actions

Multiattack. Calypso makes a Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage or 15 (2d10 + 4) piercing damage while in spellmane form.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage or 13 (2d8 + 4) slashing damage while in spellmane form.

Devour Magic (Spellmane Lion Form Only). Each creature of Calypso's choice within 30 feet of her that has spell slots must make a DC 16 Charisma saving throw. On a failure, the creature loses the highest level spell slot it has available of 5th level or lower and takes psychic damage equal to 1d10 + the level of the spell slot. Calypso gains temporary hit points equal to the combined level of spell slots consumed this way.

Quest Hooks

Quests given by Elpha usually involve fetching arcane reagents for her enchantments or a rare flavor of cat food for the demanding Calypso. There is also one task that always weighs heavily upon the young wizard.

O Father, Where Art Thou?

While Calypso believes that Elpha's father, Derryn, simply ran away from his paternal responsibilities, Elpha is not convinced. Though it's been nearly a decade since he disappeared during a trip to the Feywild, Elpha still holds out hope of seeing her father again. She can offer a discount of up to 2,000 gp if the characters will travel to the Feywild to find him and can give them a *spell scroll of plane shift* to get there.

Retrieving Derryn is easier said than done, as the careless conjurer is kept as an involuntary guest of the enchanting Queen of Twigs, a powerful archfey. The Queen, who so enjoys having Derryn conjure up fantastical creatures for her amusement, will only let him go if the characters can steal the Stag King's antler crown and deliver it to her.

> Calypso was a proud wizard renowned for her enchantments and skill as a merchant. While her daughter isn't quite the haggler her mother was, the enchanted inventory she keeps is no less impressive. I don't get why she keeps that cat around – fierce little monster nearly bit my finger off when I tried to pet it!
>
> – Azân the Wanderer

Inventory

Calypso's Curiosities and Magical Emporium carries a wide array of various magical items and trinkets, with a focus on wizards' accoutrements and enchanted jewelry. Elpha and Calypso can also enchant items, so if a customer is looking for something that isn't on their shelves, they may accept a commission.

CALYPSO'S CURIOSITIES' INVENTORY

Item Name	Type	Rarity	Description	Value
Spell Scroll of Hold Person	Scroll	Uncommon	A rolled up parchment scroll	100 gp
Potion of Mind Reading	Potion	Rare	A glass flask filled with blue liquid	100 gp
Spell Scroll of Fireball	Scroll	Uncommon	A rolled up parchment scroll	200 gp
Potion of Invisibility	Potion	Very Rare	A small vial filled with clear liquid	200 gp
Ring of Alarm (A)(U)	Ring	Uncommon	A discrete silver ring with a red ruby	400 gp
Wand of the War Mage +1 (A)	Wand	Uncommon	An adamantine wand with arcane glyphs of evocation etched into it	400 gp
Amulet of Proof Against Detection and Location (A)	Wondrous Item	Uncommon	A beaded chain holding an orange agate with an eye symbol painted on it	500 gp
Potion of Superior Empowerment (U)	Potion	Rare	A slender vial filled with blue liquid	500 gp
Headband of Intellect (A)	Wondrous Item	Uncommon	A gold headband with a sapphire stone	1,500 gp
Ioun Stone of Intellect (A)	Wondrous Item	Very Rare	A marbled scarlet and blue sphere	1,500 gp
Cat's Eye Amulet (A)(U)	Wondrous Item	Rare	A pearl necklace with a black cat's-eye	2,000 gp
Cloak of Protection (A)	Wondrous Item	Uncommon	A blue cloak with a shield-shaped brooch	2,000 gp
Wand of Binding (A)	Wand	Rare	A long ebony wand wrapped in chains	5,000 gp
Wand of Fireballs (A)	Wand	Rare	An oak wand with flames dancing on it	5,000 gp
Crystal Ball (A)	Wondrous Item	Very Rare	A 6-inch diameter milky-white orb	6,000 gp
Ring of Spell Turning (A)	Ring	Legendary	A gold ring with a mirrored surface	6,000 gp
Staff of Charming (A)	Staff	Rare	A pristine white staff inlaid with gold	6,000 gp
Broom of Flying	Wondrous Item	Uncommon	A nondescript wooden broom	8,000 gp
Ring of Spell Storing (A)	Ring	Rare	A wide ring with glyphs etched into it	8,000 gp
Staff of Fire (A)	Staff	Very Rare	An obsidian staff red runes on its shaft	8,000 gp
Wand of Polymorph (A)	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Dippletopp's Tinkery

It starts as a soft rumbling, but quickly grows into a tremor that makes it difficult to take a step without stumbling. The rumbling grows to a crescendo, seemingly originating directly below your feet, before a massive, metallic worm bursts from the earth a few strides away. Rising almost thirty feet from the ground, the worm's head swivels toward you and its massive maw opens wide. Perched behind rows of sharp teeth and with his hands on two levers at his side, a small gnome smiles down at you: "Greetings, friends! Say, are any of you perchance looking to make a purchase this fine day?"

Few shops make quite as big a spectacle as Dippletopp's Tinkery. The shop itself, a simple wooden stall littered with magical merchandise and clockwork contraptions, is carried within a gargantuan clockwork worm. Ernart Dippletopp, the shop's proprietor, usually travels underneath countryside roads until his sensors pick up the confident footsteps of brave adventurers or the "clomp-clomps" of heavily laden draft horses, upon which he directs his clockwork worm to the surface. Here, he greets adventurers with a friendly smile – completely oblivious to the alarm his sudden appearance might have caused – before setting up his shop and showing off his wares.

Ernart Dippletopp

Even among the prolific rock gnomes, Ernart Dippletopp always stood out as an exceptionally gifted tinker. With an equal passion for machines and magic, Ernart began creating ingenious inventions at a remarkably young age. Rarely pausing to consider the ramifications of his creations, Ernart's inventions quickly grew from simply curious to deeply concerning for the other gnomes in his hillside village.

Merchant Overview

Merchant	Ernart Dippletop, a gnome tinker riding a clockwork worm
Inventory	A wide variety of items that often combine magic and mechanics
Security	A gigantic clockwork worm
Bargaining	Ernart is eager to make a sale, especially to those who share his enthusiasm about his wares
Biases	+ Gnomes, tinkerers, constructs – None

Sell Prices	Bargaining DC	Buy Prices
130%	**10**	30%

After a malfunctioning invention blew up half the hillside – leaving Ernart and a score other gnomes badly injured – the village elders strongly urged the tinker to leave the village. Suggesting that he could be inspired by the wonders of the wide world and put his creations to good use, they managed to convince the young gnome. Ernart offered to leave a farewell gift ("...which my elders refused – for some reason they weren't interested in a magically-powered firework cannon, if you would believe it!"), before setting out to sell his many inventions – and take his craft to even greater (and more explosive) heights.

Roleplaying Ernart Dippletopp

At heart, Ernart Dippletopp is a simple gnome. Wearing a perpetual, near-unquenchable smile, Ernart's sole purpose is to create and innovate. He seeks novelty in all he does, selling off his creations as quickly as he makes them, so he can fund his next big project. When things inevitably go wrong (usually in a loud, explosive way) Ernart picks himself up, dusts himself off – and applies the necessary bandages – before immediately trying again.

Ernart presents his wares with the contagious enthusiasm of a child showing off a new toy, delightedly highlighting every ingenious function, while downplaying the (often quite significant) drawbacks ("It's only exploded on me twice and I use it almost daily, which puts it at a far above average non-explosion rate of 80% percent!")

Bargaining

Ernart wants nothing more than to see his merchandise be put to good use, so he's often eager to make a sale. His prices tend to be fair, but he won't give his stuff away too cheaply, as he needs every coin he can scrape together to fund his next big project. Ernart is also willing to trade the characters for rare metals and substances, such as adamantine, mithral, and quicksilver, or even other magic items, if something interesting or ingenious enough is presented.

When one of his creations is rejected, Dippletopp's shoulders slump and his cheery smile turns into a melancholy frown, as he laments that "maybe it's not as useful as I thought." This isn't a salesman's tactic; Ernart becomes genuinely depressed when a sale goes awry. Luckily this sudden bout of sadness lasts only for a few moments before he continues on to excitedly present the next revolutionary magical invention he has for sale.

Characters who show a genuine interest in Ernart's inventions, or who seem to share his passion for tinkering, is likely to have an easier time bargaining for his wares.

Biases

Dippletopp is generally a welcoming sort and doesn't hold inherent grudges toward any races or professions (in truth, he barely notices such things). Even so, Dippletopp shows slight favoritism toward other gnomes, tinkers, artificers, and – in the rare event that he meets one – customers who are partly or wholly constructs or automatons.

ERNART DIPPLETOPP

Small Humanoid (Gnome), Neutral

Armor Class 14 (17 with *mage armor*)
Hit Points 65 (10d6 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)

Saving Throws Con +6, Int +8, Wis +3
Skills Arcana +8, Investigation +8, Perception +3, Sleight of Hand +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish, Undercommon
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Gnome Cunning. Ernart has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Legendary Resistance (2/day). If Ernart fails a saving throw, he can choose to succeed instead.

Actions

Dizzying Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 11 (2d10) force damage and the target must succeed on a DC 16 Wisdom saving throw or be stunned until the start of Ernart's next turn.

Spellcasting. Ernart casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *mage hand*, *prestidigitation*
3/day each: *dispel magic*, *mage armor*, *polymorph*
1/day each: *arcane hand*, *fireball* (as a 5th-level spell), *wall of stone*

Legendary Actions

Ernart can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ernart regains spent legendary actions at the start of his turn.

Dizzying Bolt. Ernart uses Dizzying Bolt.
Cast Spell (Costs 2 Actions). Ernart casts a spell.

> Ernart is a strange one. Undoubtedly one of the kindest creatures I've ever met – poor trait for a merchant – but also one of the most dangerous. There are balors in the Abyss that have caused less destruction than that gnome. So, be wary of his discounts – you might save a few coins, but it could cost you your fingers!
>
> – Azân the Wanderer

Shop Security

Ernart Dippletopp is a decently competent spellcaster, who is backed up by a fearsome clockwork worm.

Clockwork Worm

While Ernart is no push-over, he isn't nearly powerful enough to dissuade all aggressors on his own. Luckily, you don't need to be, when you can create magically-powered machines to guard you. Most prominent of these creations is his sentient and gargantuan clockwork worm which always lingers close to the tinker, either towering far above the customers or burrowed under the ground nearby. At the slightest hint of violent conflict, the worm makes its presence known, acting swiftly to protect Dippletopp and his wares.

Burrowing Escape

If a fight breaks out, Dippletopp's main concern is to get himself and his creations to safety. He will usually direct his worm to swallow him and his shop and burrow itself deep into the ground, putting as much distance as possible between himself and whoever is after his valuables.



CLOCKWORK WORM

Gargantuan Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Clockwork Creature. If the worm takes 60 damage or more on a single turn (or half as much from a creature inside it), the worm's mechanical body malfunctions. The first time this happens, the worm's sensors malfunction and it loses its blindsight. The second time it happens, the worm's speed is halved and it can no longer take the Multiattack action.

Critical Malfunction. When the worm is reduced to 0 hit points, it explodes. Each creature within 30 feet must make a DC 19 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and 28 (8d6) piercing damage on a failure, or half as much on a success.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot diameter tunnel in its wake.

Actions

Multiattack. The worm attacks with its Bite and Propulsion Tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) bludgeoning damage at the start of each of the worm's turns.

A swallowed creature can make a DC 15 Dexterity check as an action to try to squeeze itself out through the gaps in the worm's metallic armor. On a success, the creature emerges from worm's body to land prone in an unoccupied space within 5 feet of it.

Propulsion Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage, and the target must make a DC 22 Strength saving throw if it is Large or smaller. On a failure, the target is hurled up to 60 feet horizontally in a direction of the worm's choice and lands prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Inventory

Most of Dippletopp's inventory consists of his own, unique creations that combine magic and mechanics. These items often have the statistics of regular magic items, but are clockwork contraptions instead of being purely magical items.

Explosive Inventions

Any item sold by Dippletopp may be an unstable invention. Whenever a character uses such an item, they must roll a d20. On a roll of 1, the magic item explodes and each creature within 10 feet must make a DC 15 Dexterity saving throw, taking 27 (5d10) force damage on a failure, or half as much on a success. Dippletopp usually sells items he knows to be unstable at half their usual price.

Brightmind Cap

As both a source of light and a helpful aid when coming up with new ideas, this hat outfitted with a metal lantern is one of Dippletopp's proudest magical inventions. Even so, he may part with it to someone who seems like they will put it to good use.

Quest Hooks

Dippletopp is always looking for rare metals and other reagents he can use to craft magical machines and arcane apparatuses. Currently, however, he also has another pressing issue he would like the characters to help him with.

Malfunctioning Manticore

Dippletopp recently constructed a magical manticore from metal ("a marvel of construction, if I do say so myself!") but unfortunately (albeit not too surprisingly), the manticore malfunctioned before it was finished. Trailing smoke and haphazardly shooting spikes, the construct set off into the woods.

Ill-prepared for hunting flying creatures, Dippletopp is willing to offer a discount of 500 gp if the characters can hunt the manticore down and stop it – and double that if they can bring it back without destroying it!



DIPPLETOPP'S TINKERY'S INVENTORY

Item Name	Type	Rarity	Description	Value
Bag of Cooling (U)	Wondrous Item	Common	A bag with a buckle resembling a snow crystal	50 gp
Buckleshot Belt (U)	Wondrous Item	Common	A leather belt with a large, metal buckle	100 gp
Extending Staff (U)	Staff	Common	A staff pieced together from wood and metal	100 gp
Wind Fan	Wondrous Item	Uncommon	A clockwork fan crafted from sheets of metal	200 gp
Beacon Shuriken (U)	Weapon (Dart)	Uncommon	A glowing shuriken that clicks and whirs	200 gp
Arrow of Seeking (U)	Weapon (Arrow)	Rare	A weirdly flexible metal arrow	300 gp
Efficient Quiver	Wondrous Item	Uncommon	A leather quiver outfitted with pockets	400 gp
Brightmind Cap (A)(U)	Wondrous Item	Uncommon	A leather cap with a lantern on top	500 gp
Tinker's Glasses (U)	Wondrous Item	Uncommon	A pair of spectacles with adjustable lenses	500 gp
Goggles of Night	Wondrous Item	Uncommon	A pair of metal goggles that cover the eyes	800 gp
Ring of X-ray Vision (A)	Ring	Rare	A ring with a metal eyestalk protruding from it	1,500 gp
Truestrike Heavy Crossbow (A)(U)	Weapon (Crossbow, Heavy)	Rare	A crossbow fashioned from wood and metal with a sight for aiming	1,500 gp
Clockwork Sword (A)(U)	Weapon (Longsword)	Rare	A sword hilt crafted from different pieces of metal bolted together	2,000 gp
Immovable Rod	Wondrous Item	Uncommon	A clockwork rod with a button in its center	2,500 gp
Folding Boat	Wondrous Item	Rare	A 12 by 6 inch metal box	5,000 gp
Animated Shield (A)	Armor (Shield)	Very Rare	A clockwork shield with a button on its rim	6,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Dragon's Den

Walking through a wide tunnel overgrown with fluorescent fungi, you reach a large cavern filled with precious metals and wondrous items of all sorts. Camouflaged at first, a massive copper dragon lifts itself up from the treasure hoard, stretching its slender neck and fixing its shimmering eyes upon you. "I see that my dinner has arrived," it says in a menacing, sibilant voice. After a moment it gives a deep, coughing laugh. "No, no, fear not, I'm only joking. Your sort doesn't taste good anyway. I assume you're here looking to make a trade, yes?"

The Dragon's Den isn't a regular shop – in fact, it's not much of a shop at all – but a literal dragon's den where from the adult copper dragon Imbrixia sells magic items to wealthy adventurers. The tunnel to Imbrixia's lair can be found anywhere from an underground cave complex or a solitary hilltop to an ancient temple or even in the cellars beneath an unassuming inn.

Imbrixia the Trickster

Imbrixia is an adult copper dragon who managed to trick a rival dragon and make away with its treasure hoard, which included a vast collection of magic items pried from the cold hands of slain adventurers.

Imbrixia found no joy in these magical marvels of craftsmanship and would much rather exchange them for gold and other precious metals. Thus, Imbrixia opened up the Dragon's Den, a shop where wealthy adventurers can purchase magic items at fair prices (at least as far as the greedy dragon is concerned).

Merchant Overview

Merchant	Imbrixia, a capricious adult copper dragon who loves jokes and riddles
Inventory	A dragon's hoard of magic treasures
Security	Imbrixia is an adult copper dragon
Bargaining	Imbrixia has a steep asking price but is eager to make a sale
Biases	+ Bards, gnomes, and halflings – Dwarves

Sell Prices	Bargaining DC	Buy Prices
150%	**10**	—

Roleplaying Imbrixia

Imbrixia is a capricious and proud dragon whose love of jokes and mind-bending riddles is matched only by her deep desire for gold and gemstones.

Imbrixia's emotions are in constant flux, careening from low to high in the blink of an eye. One second, she will be laughing along merrily with the characters – the next she is hissing menacingly at a slight only she perceives. How much of this is genuine and how much of it is an act to keep customers on their toes, no one knows – perhaps not even Imbrixia herself.

Imbrixia loves asking customers riddles before handing over an item ("You got a deal, but before we make it official, let me see if you can answer this..."). If Imbrixia takes a particular liking to a character who is blessed with a keen mind, good humor, or both, she will keep posing riddles and playing pranks to keep them in her lair for as long as possible.

Bargaining

Greedy and opportunistic by nature, Imbrixia starts most negotiations demanding an outrageous sum and lies through her teeth to convince characters that her prices are fair. In the end, however, Imbrixia would much rather have gold and gemstones than meager magic items ("Useless junk, really, and incredibly uncomfortable to sleep on!") and thus isn't hard to negotiate down to a more fair price.

Characters who laugh at Imbrixia's jokes and answer her riddles are likely to have a much easier time securing a good deal from the capricious dragon.

Biases

Imbrixia has found that she usually has much in common with halflings, gnomes, and bards, who often seem more inclined to appreciate a bit of fun. She will offer such characters discounts on her inventory.

Because of a dispute over a deposit of adamantine (and their generally humorless attitudes), Imbrixia has long held a grudge against dwarves. The stout folk will find Imbrixia's prices even more atrocious than usual.

Shop Security

Imbrixia is confident – and perhaps overconfident – in her ability to protect herself and her treasures.

Adult Dragon

Imbrixia has the statistics and lair actions of an **adult copper dragon** who also has the following action:

Spellcasting. Imbrixia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *mage hand*, *major image*, *prestidigitation*
1/day each: *detect thoughts*, *dispel magic*, *invisibility*, *mislead*, *project image*, *scrying*

Imbrixia will usually initiate combat by using Frightful Presence and attacking the most aggressive character, all the while suggesting that the characters stand down instead of throwing their lives away.

If the characters force the issue, Imbrixia doesn't fight to the death. Stubborn and spiteful, Imbrixia will use her Acid Breath to dissolve her own hoard of treasure before fleeing, so that it doesn't end up with the robbers. If this happens, only a few thousand gold pieces and a handful of magic items can be salvaged.

Magical Alarm

Imbrixia's treasure hoard carries an enchantment that lets the dragon know if even a single piece of copper is removed from it. If that happens, Imbrixia sweetly admonishes the would-be-thieves to put back what they've taken, while her smiling mouth of sharp teeth lets them know the consequences of refusal.

Riddles

Imbrixia loves posing riddles. Correct answers might earn a character a discount, a small trinket, or simply the dragon's good humor. Below are a few sample riddles, their answers, and hints Imbrixia can provide:

- **Skull.** *Once I saw, but now I don't have eyes. Once I thought, now I am but a hollow shell.*
  Hint: Imbrixia eyes a golden skull in her collection.
- **Sunshine.** *Never resting, never still, silently moving from hill to hill. It doesn't walk, run, or trot – but all is cold where it is not.* Hint: "I don't get a lot of it here in my cave, unfortunately."
- **Egg.** *A small box with no hinges, no key, nor a lid – yet a golden treasure inside is hid.* Hint: "It's something a pair of dragons can make, though the greatest dwarven and elven crafters cannot."
- **Your Word.** *What must be kept after giving it to another?* Hint: "Well, *must* is maybe a stretch. You're supposed to as far as I've been told, but I have never been a stickler for the rules."

Quest Hooks

Any quest Imbrixia offers is likely to result in either mischief or an enlargement of her treasure hoard. At present, she has one task she could use some aid with.

Dear Uncle

Imbrixia wants to pull a prank on her uncle, the ill-tempered **ancient copper dragon** Arn'Embra, by having a fake diamond delivered to his lair, which is (to the older dragon's great regret) close by. Imbrixia offers the characters a magic item (or a discount) worth 1,000 gp if they will deliver it for her, but "forgets" to mention that the diamond is in truth a glass container holding a large portion of *dust of sneezing and choking* – and that old Arn has a terrible temper! She does, however, make sure to tell the characters that they shouldn't mention her name when delivering it.

When the characters arrive at Arn's lair, the ancient dragon accepts the diamond with wary suspicion. To check its authenticity, the dragon bites down on it, releasing the *dust of sneezing and choking* into his own mouth. After a fit of humiliating sneezes and coughs, Arn flies into a murderous rage. Unless the characters think quick and succeed on a DC 21 Charisma (Persuasion) check, the ancient dragon attacks the characters in an attempt to make them leave – or kill them, if he has to.

Luckily for the characters, Imbrixia – who has been trailing the characters invisibly to watch their encounter with Arn – interrupts the fight before it becomes too deadly, reveling in her "awesome" joke and teasing the old dragon mercilessly ("you should have seen your own face, oh, that's just marvelous!")

Inventory

Imbrixia's hoard consists of a wide variety of magical items gathered over long centuries.

Dragon's Scepter

Among Imbrixia's treasures is a dragon's scepter, which holds the hoard's former owner, the adult black dragon Grymlark. Imbrixia tricked the dragon into willingly accepting the scepter's magic, believing that it was a spell to enhance his powers. She knows that Grymlark is unlikely to easily forgive her for imprisoning him – and for slowly selling his treasures to the highest bidders – and suspects he would seek vengeance if he was ever released. Even so, Imbrixia is fond of both gold and risks, so if a band of heroes who seem strong enough to deal with the black dragon should it escape makes a good offer, she may be convinced to sell the scepter to them.

> There are whole books written about dealing with devils – wholly unnecessary, as most of us are so predictably deceitful – but few about dragons. You could write a hundred pages about Imbrixia and she'd still manage to surprise you. One tip: it's not so important that you know the answer to her riddles as long as you can impress her with your cunning or entertain her with your frustration!
>
> – Azân the Wanderer

DRAGON DEN'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Acid Resistance	Potion	Uncommon	A glass vial filled with black liquid	100 gp
Eyes of the Eagle (A)	Wondrous Item	Uncommon	Crystal lenses in a brass frame	300 gp
Beauty's Bane (U)	Wondrous Item	Uncommon	A golden hand mirror	500 gp
Handy Haversack	Wondrous Item	Rare	A backpack with two side pouches	500 gp
Brooch of Shielding (A)	Wondrous Item	Uncommon	A gold brooch shaped like a shield	800 gp
Cloak of Elvenkind (A)	Wondrous Item	Uncommon	A cloak with a hood that shifts colors	800 gp
Commander's Helmet (A)(U)	Wondrous Item	Uncommon	A helmet forged from silver and steel	1,000 gp
Dragon Scale Mail, Black (A)	Armor (Scale Mail)	Very Rare	Scale mail forged from black scales	2,000 gp
Ring of Protection (A)	Ring	Rare	A silver ring depicting a shield	2,000 gp
Champion's Shield (A)(U)	Armor (Shield)	Very Rare	A shield embossed with a golden lion	2,500 gp
Ring of Evasion (A)	Ring	Rare	A platinum ring with an emerald	2,500 gp
Boots of Speed (A)	Wondrous Item	Rare	Slim leather boots with white stripes	3,000 gp
Cape of the Mountebank	Wondrous Item	Rare	A red cape with circular gold patterns	3,000 gp
Dragon Slayer Rapier	Weapon (Rapier)	Rare	A rapier with a tooth as pommel	3,000 gp
Living Spellbook (A)(U)	Wondrous Item	Rare	A thick, well-worn book	4,000 gp
Wand of Lightning Bolts (A)	Wand	Rare	A curved wand inlaid with silver	4,000 gp
Bladesinger's Spear (A)(U)	Weapon (Spear)	Very Rare	A metal spear that glows faintly blue	5,000 gp
Rod of Rulership (A)	Wondrous Item	Rare	A scepter with a crown-shaped tip	5,000 gp
Ring of Legendary Resistance (A)(U)	Ring	Very Rare	A bone ring with golden glyphs	6,000 gp
Ring of Telekinesis (A)	Ring	Very Rare	A silver ring with a yellow gemstone	6,000 gp
Wand of Paralysis (A)	Wand	Rare	A wand with a fossilized bug at its tip	8,000 gp
Dragon's Scepter (Adult Black Dragon) (A)(U)	Rod	Very Rare	A staff connected to a sphere with a miniature black dragon inside	10,000 gp
Nine Lives Stealer (5 charges) (A)	Weapon (Greatsword)	Very Rare	A black greatsword with a guard decorated with miniature skulls	10,000 gp
Staff of Frost (A)	Staff	Very Rare	A staff of pale-bluish wood	10,000 gp
Dwarven Thrower (A)	Weapon (Warhammer)	Very Rare	A warhammer engraved with runes and a large emerald at its center	25,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Golem's Gem

A faded sign reading "Golem's Gem" hangs above the entrance to the decrepit building. The wooden door hangs uselessly on its hinges, giving you a view of the shop's dimly lit interior. As you enter the ramshackle house, you're surrounded by glass cases filled with a variety of exotic and clearly magical items. Clanging steps shake the ground as a 10-foot tall iron construct steps toward you. Its metallic form whirs and grinds as its face splits into a grotesque approximation of a smile. "You are welcome, customers. Dex will handle your purchases today. What do you seek?" it says in an echoing, metallic voice.

Dex is an iron golem who, acting upon its missing creator's final request, runs "Golem's Gem," a shop filled with magical items. The shop is located in the ground floor of a ramshackle house that used to belong to the famed wizard Livanna, and can be found in or just outside any town or village. Always awake and possessed with an automaton's single-minded sense of purpose, Dex is ready to welcome customers at all hours of the day.

Dex

Years ago, Livanna, a skilled human transmuter and merchant of magic, created an iron golem to guard her magical wares. Over the years, Livanna gave the large, rust-colored construct a name – Dex – and several upgrades, including the ability to speak, a peerless ability to discern lies, and rudimentary emotions.

As Dex grew more capable, the wizard began employing it to manage the shop when she was away. On one of these occasions, the wizard never returned. Perfectly patient and ever dutiful, Dex has managed the shop on its own since – several decades at this point – while it waits for Livanna to return.

Merchant Overview

Merchant	Dex, an iron golem who can speak and has a complex intelligence
Inventory	All manner of magic items
Security	Dex and extradimensional cases that protect the shop's wares from theft
Bargaining	Dex bargains with perfect rationality, knows all prices, and can sense lies
Biases	+ Small humanoids and cute animals – Bards, sorcerers, warlocks

Sell Prices	Bargaining DC	Buy Prices
130%	**18**	30%

Roleplaying Dex

Though Dex has been imbued with a more complex intelligence than most iron golems, it is still a construct at its core. Dex follows its creator's instructions – the last of which was "manage the shop as I would, while I am gone" – almost to the letter.

Entirely rational and capable of performing complex calculations with uncanny speed, Dex is a proficient shopkeeper. It always knows the value of its wares (and those that are offered by customers) and can quickly deduce when it has made a good bargain, making it a competent haggler. Dex even employs classic sales tactics such as exaggerations and flattery, albeit clumsily: "This is the best sword you will ever buy – if you do not buy more swords" and "You are a handsome and likable humanoid – would you like to pay above market value for this item?"

Bargaining

Dex knows the properties and precise value of every item in its inventory. Combined with its ability to discern lies and identify magical items, Dex can bargain with almost perfect information.

Dex has been instructed to attempt to sell items at well above their value (an order it only deviates from in rare cases, see "Biases" below). The golem drives a tough bargain, only lowering its prices when it is certain that a higher price cannot be agreed upon – and almost never sells an item below market value.

Biases

Dex doesn't have any negative biases of its own, but it has been instructed by Livanna to increase prices when dealing with bards, sorcerers, and warlocks ("You are a false wizard. You will be permitted to purchase but at a steeper rate than your companions.")

Dex's complex mind has allowed it to develop rudimentary emotions and an almost childlike fascination with small creatures, that sometimes leads it to grant discounts to gnome and halfling customers. Dex will even extend this discount to small pets such as cats, dogs, or wizards' familiars, which Dex will allow the creature's owner to bargain for on the animal's behalf ("Your feline mammal may purchase the item at a lower price. So fuzzy. May Dex hold it?")

Shop Security

The most daunting protective measure in Dex's shop is the construct itself. Even more powerful and resourceful than a standard-issue iron golem, Dex rarely has trouble dealing with thieves or robbers.

Iron Golem

Nigh unbreakable and well-protected against magic, Dex is a fearsome combatant. Careful not to ruin the inventory and protective of the shop's reputation, Dex only attacks if it needs to. In combat, the golem moves to quickly eliminate thieves and threats with devastating blows or its Paralyzing Gas, but will cease hostility as soon as a threat has been neutralized. Dex always takes care to leave customers alive, throwing their unconscious – but still breathing – bodies outside rather than killing them.

Magic Cases

The glass cases that hold the shop's wares are protected against spells, impervious to damage, and can only be opened by Dex or Livanna. A clever spell on the cases also prevents creatures from stealing the items within by dispelling or suppressing their magic. If a *dispel magic* or *antimagic field* spell is cast on a case, the items within are immediately whisked away to an extradimensional storage room that only Livanna can access, leaving would-be thieves empty-handed.

DEX

Large Construct, Neutral

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	12 (+1)	11 (+0)	6 (-2)

Skills Arcana +11, Insight +10
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages all
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Immutable Form. Dex is immune to any spell or effect that would alter its form.

Legendary Resistance (2/Day). When Dex fails a saving throw, it can choose to succeed instead.

Magic Resistance. Dex has advantage on saving throws against spells and other magical effects.

Magic Weapons. Dex's attacks are magical.

Perfect Awareness. Dex knows if it hears a lie.

Actions

Multiattack. Dex makes two melee attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and if the target is Medium or smaller it must succeed on a DC 20 Strength saving throw or be knocked prone.

Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Paralyzing Breath (Recharge 5–6). Dex exhales paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

Legendary Actions

Dex can take 2 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dex regains spent legendary actions at the start of its turn.

Attack. Dex makes a melee weapon attack.

Force Wave (Costs 2 Actions). Each creature within 10 feet must make a DC 18 Strength saving throw. On a failure, a creature takes 18 (4d8) force damage and is pushed 10 feet away from Dex. On a success, the creature takes half as much damage and isn't pushed.

Quest Hooks

Dex doesn't have any ambitions beyond running the shop and thus doesn't have many errands it can offer as alternative forms of payment – there is one thing, though, it could use some help with.

Maintenance Work

One of Dex's duties is maintaining the shop, but it has difficulty doing so. Its attempt to fix the door to the shop has left it hanging uselessly on its hinges, and even dusting and cleaning is a momentous task for the clumsy construct. Due to its construct nature and bulky form, the golem isn't well-suited for the work (the last time it tried it almost brought the whole house down). If the characters seem capable, Dex offers them a huge 500 gp discount in return for giving the house an overhaul. Fixing the door, the sign, and the house's exterior requires little more than a ladder, a bucket of paint, and a day's hard work for a group of determined adventurers.

> It's weird, but I count Dex as one of my closest friends. There's something comforting about dealing with someone so predictable and rational. With Dex, you know you're never being cheated and there's no reason to try any tricks of your own (Dex will see right through those, believe me, I've tried). Plus, seeing Jaziel being picked up and petted like a cute puppy never gets old!
>
> – Azân the Wanderer

Inventory

Dex's impressive inventory contains a multitude of different magical items, all of which are displayed in the glass cases that line the walls of the shop.

GOLEM GEM'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Greater Renewal (U)	Potion	Uncommon	A flask filled with clear, yellow liquid	100 gp
Morphing Weapon (U)	Weapon (Any)	Uncommon	A mundane-looking sword	200 gp
Oil of Slipperiness	Potion	Uncommon	A vial of thick black unguent	200 gp
Potion of Magic Resistance (U)	Potion	Rare	A small vial of blue liquid	300 gp
Wand of Secrets	Wand	Uncommon	A wooden wand inlaid with silver	300 gp
Lantern of Revealing	Wondrous Item	Uncommon	A hooded iron lantern with a handle	400 gp
Ring of Feather Falling (A)	Ring	Rare	A silver ring fashioned as two feathers	400 gp
Wand of the War Mage +1	Wand	Uncommon	An oak wand with a pink stone at its tip	400 gp
Circlet of Blasting	Wondrous Item	Rare	A silver circlet with a garnet at its center	500 gp
Oil of Sharpness	Potion	Very Rare	A vial of oil with sparkling silver shards	500 gp
Scabbard of Sharpening (U)	Wondrous Item	Uncommon	A sleek leather and steel scabbard	600 gp
Pearl of Power (A)	Wondrous Item	Uncommon	A pearl with purple mist swirling inside	1,000 gp
Ring of Fire Resistance (A)	Ring	Rare	A copper ring set with several rubies	1,000 gp
Clockwork Sword (A)(U)	Weapon (Longsword)	Rare	A sword hilt crafted from different pieces of metal bolted together	2,000 gp
Ioun Stone of Fortitude (A)	Wondrous Item	Very Rare	A tiny pink rhomboid with a faint glow	2,500 gp
Smothering Cape (A)(U)	Wondrous Item	Rare	An unassuming blue cape	3,000 gp
Bracers of Defense (A)	Wondrous Item	Rare	A pair of bracers made of bronze	4,000 gp
Wand of Lightning Bolts (A)	Wand	Rare	A slender, jet-black ebony wand	4,000 gp
Bag of Monsters (A)(U)	Wondrous Item	Very Rare	A bag with purplish ichor oozing from it	5,000 gp
Manual of Golems	Wondrous Item	Very Rare	A tome of inscribed iron plates	5,000 gp
Plate Armor	Armor (Plate)	Legendary	Plate with faintly shifting colors	5,000 gp
Animated Shield (A)	Armor (Shield)	Very Rare	A shield with a purple gem at its center	6,000 gp
Mage's Diadem (A)(U)	Wondrous Item	Very Rare	A golden diadem with a crimson garnet	6,000 gp
Ring of Telekinesis (A)	Ring	Very Rare	A golden ring with a large topaz	6,000 gp
Belt of Stone Giant Strength (A)	Wondrous Item	Very Rare	A belt with a large buckle made from a stony material and etched with glyphs	10,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Hestannia's Studio

The small house doesn't look like much – in fact, it seems to be more hut than house. Smoke streams from the clay chimney, telling you that despite appearances, it isn't abandoned. As you approach, a 7-foot humanoid steps out of the hut. An impressive set of bull's horns protrude from her brow and colorful tattoos cover her dark skin from head to hooves. The minotaur spreads her muscled arms, one beckoning you in, the other holding open the door, through which you can see shelves filled with pots, quills, medals, and trophies. "Welcome, warriors! Come on in," she bellows in a deep voice and breaks into a wide smile. "If you dare!"

Hestannia is a prideful minotaur who specializes in magic tattoos – a craft that has been passed down in her tribe through generations. Once a famous gladiator, Hestannia has retired to a simple life as a tattoo artist. Hestannia's studio can be found in a remote settlement, in the slums of a large city, or on an isolated hilltop along the road.

Hestannia the Horned Menace

A middle-aged, muscular minotaur, Hestannia has colorful tattoos and gray scars covering most of her body. She usually wears a confident smile and speaks in a deep, resounding voice.

Growing up in a small patch of isles, Hestannia's youth was peaceful – or as peaceful as you can expect when you're raised in a tribe of minotaurs. As the oldest daughter of the tribe's shaman, Hestannia was trained in the art of magical tattoos from an early age.

Upon entering adulthood, Hestannia went to live in the wild to connect with her inner self as tradition demanded, but she was taken captive by slavers. Impressing her captors with her martial prowess ("Gave three of them bastards something to remember me by before they took me in!"), she was soon fighting as a gladiator in a larger city.

Merchant Overview

Merchant	Hestannia, a boisterous and friendly minotaur and ex-gladiator
Inventory	Magic tattoos and related equipment
Security	Hestannia can put up a good fight, but since her tattoo art is a unique skill, she doesn't carry much to steal
Bargaining	Hestannia doesn't like to haggle but any who attempts will do well to compliment her strength and valor
Biases	+ Barbarians, fighters, other warriors – Bards, sorcerers, warlocks, wizards

Sell Prices	Bargaining DC	Buy Prices
110%	**20**	—

While she initially bristled at being a slave, Hestannia thrived in the arena. Fueled by the power of her magical tattoos and her warrior training, she earned the fearsome moniker "The Horned Menace." As formidable a warrior as the arena had ever seen, Hestannia eventually won her freedom in a bloody tournament. Instead of returning home, however, Hestannia continued to fight, keeping the prizes she won for herself. Once she'd saved up enough – and her aching joints and many injuries had begun taking their toll – she hung up her glaive, bought an arsenal of magical inks and quills, and opened up her studio.

Roleplaying Hestannia

Although she lives in solitude, Hestannia is a welcoming host who loves to laugh in the company of others. She speaks often and loudly, and roars with thunderous laughter at even the worst jokes.

While retirement was voluntary, Hestannia still misses her life as a gladiator and boasts proudly of her most glorious moments in the arena. Hestannia also takes great offense if anyone insinuates that she's no longer a warrior, and responds to such remarks by suggesting a duel to surrender or unconsciousness.

When it comes to her magical tattoos, Hestannia is secretive and usually reluctant to divulge even basic details about the principles behind her magic craft.



Magical Tattoo Ink

HESTANNIA

Medium Humanoid (Minotaur), Neutral

Armor Class 17 (unarmored defense)
Hit Points 178 (17d10 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	19 (+4)	11 (+0)

Saving Throws Str +11, Dex +7, Con +10
Skills Athletics +11, Insight +9, Perception +9, Sleight of Hand +7
Senses darkvision 60 ft., passive Perception 19
Languages Common, Minotaur
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Charge. If Hestannia moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Legendary Resistance (3/Day). When Hestannia fails a saving throw, she can choose to succeed instead.

Reckless. At the start of Hestannia's turn, she can gain advantage on all melee weapon attack rolls she makes during that turn, but attack rolls against her have advantage until the start of her next turn.

Tattoo of Devastation (1 Use). Before she makes an attack, Hestannia can choose to make the attack roll with advantage and the tattoo disappears. If she does, and the attack hits, it is a critical hit.

Tattoo of Freedom (1 Use). When spells and other magical effects would reduce Hestannia's speed to 0 or cause her to be paralyzed or restrained, this effect is negated against her, and the tattoo disappears. She can also speak the tattoo's command word as a bonus action to automatically escape from nonmagical restrains, such as manacles or a creature that has her grappled. Once she does so, the tattoo disappears.

Tattoo of Spell Turning (1 Use). When Hestannia is the target of a spell or spell attack that targets only her, she can choose to make her saving throw against that spell with advantage, or that the spell attack has disadvantage against her, and the tattoo disappears. If she successfully saves against the spell or the spell attack misses her, the spell has no effect on her and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it.

Unarmored Defense. While Hestannia is not wearing any armor, her Armor Class equals 10 + her Dexterity modifier + her Constitution modifier.

Actions

Multiattack. Hestannia makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Legendary Actions

Hestannia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hestannia regains spent legendary actions at the start of her turn.

Attack. Hestannia makes a Glaive attack.
Charging Gore (Costs 2 Actions). Hestannia moves up to 20 feet toward a target and makes a Gore attack.
Sweeping Strike (Costs 3 Actions). Hestannia swings her glaive in wide arcs around her. Each creature within 10 feet of her must make a DC 19 Dexterity saving throw, taking 28 (4d10 + 6) slashing damage on a failure, or half as much on a success.

Bargaining

Not a fan of haggling ("A true warrior argues with her horns, not her words!"), Hestannia drives a tough bargain. Luckily, she usually offers her services at a fair price. Characters who do try to haggle can earn Hestannia's favor by complimenting her on her storied past as a gladiator or the quality of her craft, or share stories of their own martial prowess. Conversely, Hestannia will refuse to tattoo anyone who mocks her or belittles her artistry.

Biases

Hestannia has an immediate respect for fellow warriors, usually offering lower prices to brawny barbarians and fierce fighters. Any character who looks as if they can carry their own in an honorable fight will quickly find the minotaur's favor.

In stark contrast to Hestannia's respect for warriors, she loathes those who get by with magic and cunning. A frail and all–knowing wizard or a silver-tongued bard will have a hard time convincing Hestannia that they deserve a discount. This dislike of spellcasters does not extend to clerics and druids, whom Hestannia view as more honorable wielders of magic.

> Fiercely proud and fearless in battle, there's no greater friend, drinking partner, or comrade-in-arms than Hestannia! Quick to anger, but just as quick to forgive, there's never a dull moment with her by your side. Plus, magical tattoos are all the rage now!
>
> – Azân the Wanderer

Shop Security

Since Hestannia's craft is magic tattoos, her shop doesn't hold inventory of particular value besides her magical ink – which she thinks herself more than capable of protecting – and most of her gold is stored away safely somewhere else than her shop.

Quest Hooks

Hestannia isn't much for sending others on errands, but if she believes the party to be respectable warriors, there is one thing she could use some aid with.

Battle Royale

A great tournament is coming up, and Hestannia would love to dust off her glaive and join up against the legendary warriors she expects will participate. Since the tournament is team-based and she has no worthy companions, she may have to pass on this once-in-a-lifetime opportunity. Hestannia offers free tattoos to characters who are willing to fight alongside her in the tournament, in addition to a fair share of the 2,000 gp prize!

Inventory

Hestannia specializes in tattoos that grant temporary magic abilities. Her tattoos disappear after they have been used, which is why they're relatively inexpensive.

Magical Tattoo Equipment

Hestannia sells ink that enables characters to create their own magic tattoos. If a worthy warrior inquires about buying her magical ink, she may sell them up to 50 oz. of magical ink and give them the designs for some of her tattoos, so they can tattoo themselves.

HESTANNIA'S STUDIO'S INVENTORY

Item Name	Type	Rarity	Description	Value
Magical Tattoo Ink (1 oz) U	Wondrous Item	Common	A glass vial with black ink	25 gp
Tattoo of Absorption AU	Wondrous Item	Common	A circle with patterned rows	50 gp
Tattoo of Speed AU	Wondrous Item	Common	A sun with blossom-shaped rays	50 gp
Tattoo of Devastation AU	Wondrous Item	Uncommon	An oblong-shaped totemic figure	100 gp
Tattoo of Freedom AU	Wondrous Item	Uncommon	A tree trunk sprouting vines	100 gp
Tattoo of Greater Absorption AU	Wondrous Item	Uncommon	A circle with patterned rows	100 gp
Tattoo of Greater Speed AU	Wondrous Item	Uncommon	A sun with blossom-shaped rays	100 gp
Tattoo of Heroism AU	Wondrous Item	Uncommon	Laurel wreaths around a helm	100 gp
Tattoo of Power AU	Wondrous Item	Uncommon	A hexagon around a human face	100 gp
Tattoo of Death Ward AU	Wondrous Item	Rare	A winged bird above a mask	200 gp
Tattoo of Spell Turning AU	Wondrous Item	Rare	Four skulls facing each other	200 gp
Tattoo of Superior Absorption AU	Wondrous Item	Rare	A circle with patterned rows	200 gp
Tattoo of Superior Speed AU	Wondrous Item	Rare	A sun with blossom-shaped rays	200 gp

A = Requires attunement U = Unique item (detailed in Chapter 4)



Illyath's Sanctum

Warm light filters through the stained glass and reflects off the various relics that are laid out neatly on the floor. As you enter the small shrine, you are greeted by a young human woman with alabaster skin and hair. "I welcome you, adventurers," she says softly, giving you a heartfelt smile. As she speaks, you somehow feel at peace, like you'd never again want to harm another creature, let alone the woman before you. "Tell me, how can I aid you?" she asks, a hint of sadness lurking at the corners of her friendly eyes.

Illyath is a fallen angel who supplies adventurers with magic items and offers healing to the weak and wounded. She regularly relocates to areas where her services are most needed, setting up her shop in abandoned chapels or roadside shrines that brave heroes are fated to come through while on a quest to defeat a great evil.

Illyath the Fallen

When she still resided in Celestia, Illyath dutifully served her deity, the Lord of Light. Over the millennia, Illyath grew increasingly frustrated with the celestial laws that forbade her from interfering directly in the lives of mortals. One fateful day, she broke her oath and flew down to save an innocent family of farmers from a rampaging demon. Though she succeeded, her joy was short-lived. As punishment for breaking her oath, the Lord of Light clipped her angelic wings, stripped her of much of her celestial power, and condemned her to remain on the Material Plane, banished forever from Celestia.

Merchant Overview

Merchant	Illyath, a fallen angel with a soft voice and a kind heart
Inventory	A wide variety of magic items with a focus on healing and protection
Security	Illyath is a powerful being who can remove the lust for battle in most
Bargaining	Illyath's prices are fair and she is easily persuaded by a just cause
Biases	+ Good-aligned clerics and paladins – Liars, tieflings, and fiends

Sell Prices	Bargaining DC	Buy Prices
110%	**13**	40%

Regretful of her transgression and still hoping to regain her deity's favor, Illyath tries to abide by her celestial oaths, though she is no longer bound by them. Instead of fighting evil directly, she tries to help by supplying budding heroes with the wisdom and magical aid they need to do so in her stead.

Illyath appears as an ordinary – though strikingly beautiful – human woman in her early thirties. Only the black scars on her shoulder blades where her majestic wings used to be, and her otherworldly soothing presence, hint at her celestial origin.

Roleplaying Illyath

Still guided by the ideals of kindness that define her faith, Illyath is a graceful and welcoming host who speaks softly and solemnly. She treats everyone with respect and warmth, though a melancholy sadness hides behind her friendly smile.

Wealth doesn't interest Illyath, and her soft heart makes it hard for her to refrain from helping someone if it's a life-or-death situation, even if they can't pay for her services. Illyath donates most of the gold she earns to charitable causes, such as orphanages and temples.

If anyone asks Illyath about her origin or purpose, she answers with a sorrowful smile and states cryptically: "Had I not betrayed my oath, I would still be in my homeland far away from here. Yet, had I not done what I did, I would have betrayed myself. Whatever the case, it allowed us to meet today."

Bargaining

Illyath's prices are usually fair and she doesn't drive a hard bargain. If a character has a persuasive argument, such as claiming that an item would help them save lives or fight evil, Illyath is quick to drop her prices even further. Conversely, if Illyath senses that a character only wants an item for personal gain, she is hesitant to lower her asking price.

Biases

Illyath admires clerics, paladins, and other folk dedicated to a set of tenets and who worship deities of kindness, mercy, and love – and is inclined to give such characters a sizable discount on her wares.

In contrast, Illyath holds no love for liars (which her Divine Awareness will quickly root out) and characters with fiendish heritage, whom she will only deal with reluctantly – and at inflated prices!

Shop Security

Illyath's inventory is kept safe by the celestial herself, as well as the ever-vigilant Lord of Light.

Celestial Being

Because she is armed with truesight and the ability to see through lies, scoundrels will have a hard time stealing her wares without her noticing. Illyath is reluctant to hurt mortal beings and will go to great lengths to avoid combat. She is aided in her efforts by the permanent *sanctuary* spell that surrounds her, which makes it difficult for violent customers to strike at her.

Divine Retribution

Should Illyath be slain, a blinding ray of sunlight cast from the heavens above by the Lord of Light turns her body and her inventory to dust, leaving any would-be-robbers empty-handed.

ILLYATH THE FALLEN

Medium Celestial, Lawful Good

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Con +9, Wis +10, Cha +10
Skills Insight +10, Perception +10, Persuasion +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Special Equipment. Illyath carries a *sun blade*. This sword deals an additional 2d8 radiant damage when Illyath hits with it (included in the attack).

Banished. Illyath can't be affected by *banishment* or similar spells that would return her to her native plane.

Divine Awareness. Illyath knows if she hears a lie.

Legendary Resistance (2/Day). When Illyath fails a saving throw, she can choose to succeed instead.

Magic Resistance. Illyath has advantage on saving throws against spells and other magical effects.

Sanctuary. A creature who targets Illyath with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This feature doesn't protect Illyath from area effects.

Actions

Sun Blade +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) radiant damage.

Healing Touch (3/Day). Illyath touches a creature who magically regains 22 (5d8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Spellcasting. Illyath casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect evil and good*, *detect thoughts*
3/day each: *bless*, *dispel magic*, *dispel evil and good*
1/day each: *flame strike*, *greater restoration*

Legendary Actions

Illyath can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Illyath regains spent legendary actions at the start of her turn.

Attack. Illyath makes a melee weapon attack.
Teleport. Illyath magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.
Cast Spell (Costs 2 Actions). Illyath casts a spell.

Quest Hooks

Illyath is always looking for heroes who can help right the wrongs of the world in her stead, and rewards such heroes with large discounts on her inventory.

The Highest Bid

Illyath has learned that a dangerous magic item, a *bag of monsters*, has been put up for bid at Gnax's Auction House, and that Countess Marizyn, an evil goblin merchant, is looking to purchase it. Illyath wants the characters to go to the auction in her stead and acquire the item, so she can ensure it isn't used for evil. She will fund the expedition and reward the characters with 1,000 gp if they can bring back the *bag of monsters*.

See a full description of "The Highest Bid" on pg. 91, an adventure for characters of 5th-7th level.

> Beauty isn't an excuse for xenophobia, as far as I'm concerned. So just because I grew up in Hell, I'm suddenly "inherently evil" and "untrustworthy"? It took me ages to track down that sun blade. Bah!
>
> – Azân the Wanderer

Inventory

Illyath specializes in items with holy powers and abilities of mending, protection, and healing.

Blessings

Illyath can bless characters visiting her shop with the effects of *bless*, *heroism*, *death ward*, *heroes' feast*, or other protective spells of your choice, that last for 24 hours. Illyath may bestow such a blessing as a reward or in exchange for gold (100 gp per level of the spell) that she can donate to the sick and hungry.

Angel's Heart

Among Illyath's more powerful magic treasures is the *angel's heart*, a medallion that can be used to cast a plethora of holy spells and, albeit only once, summon an angel to aid whoever holds it. Illyath will only part with this item to a hero who has a big heart and a worthy quest.

ILLYATH'S SANCTUM'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Healing	Potion	Common	A red liquid in a corked flask	50 gp
Amulet of Freshness (U)	Wondrous Item	Common	A simple locket with a pleasant smell	100 gp
Potion of Heroism	Potion	Rare	A glimmering blue liquid in a vial	200 gp
Periapt of Health	Wondrous Item	Uncommon	A heart-shaped ruby on a silver chain	300 gp
Bead of Force	Wondrous Item	Rare	A small black sphere	500 gp
Spell Scroll of Revivify	Scroll	Uncommon	A parchment scroll with a diamond seal	500 gp
Periapt of Wound Closure (A)	Wondrous Item	Uncommon	A large ruby on a bronze chain	1,000 gp
Spell Scroll of Raise Dead	Scroll	Rare	A parchment scroll with a diamond seal	1,500 gp
Mace of Disruption (A)	Weapon (Mace)	Rare	A mace with a head carved like a sunrise	2,000 gp
Champion's Shield (A)(U)	Armor (Shield)	Rare	A shield embossed with a golden lion	2,500 gp
Gauntlets of Restoration (A)(U)	Wondrous Item	Rare	A set of sleek, metal gauntlets	2,500 gp
Plate of Necrotic Resistance (A)	Armor (Plate)	Rare	A plate armor with a faint green color	2,500 gp
Dancing Greatsword (A)	Weapon (Greatsword)	Very Rare	A greatsword with a winged guard	3,000 gp
Angel's Heart (A)(U)	Wondrous Item	Very Rare	A golden heart with an emerald	5,000 gp
Ring of Regeneration (A)	Ring	Very Rare	A bronze ring set with small emeralds	5,000 gp
Staff of Healing (A)	Staff	Rare	A white staff with glowing glyphs	5,000 gp
Amulet of Health (A)	Wondrous Item	Rare	A pendant showing hands holding a sun	6,000 gp
Winged Boots (A)	Wondrous Item	Uncommon	A pair of boots with tiny wings	6,000 gp
Spellguard Shield (A)	Armor (Shield)	Very Rare	An oval bronze shield set with gems	8,000 gp
Sun Blade (A)	Weapon (Longsword)	Rare	A beautifully crafted platinum sword hilt	10,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Luizhana's Emporium

Every inch of shelf space in the small shop seems crammed with obscure oddities, magical marvels, and exotic ingredients. The purple-skinned crone behind the desk sets her pale eyes upon you and croaks: "Yes? What do you want? Hey, hands where I can see them!" Her three-eyed lizard stares blankly at you and burps softly.

Luizhana's shop holds a variety of magical treasures and valuable objects gathered over a lifetime of adventuring. It's the sort of shop you find at the back of a narrow alley, inside a marketplace tent much too small to contain it, or even in a city on another plane of existence!

Luizhana, Queen in Purple

Luizhana was once known as the Queen in Purple, a name spoken with respect and awe across the planes of existence. Wielding the sorcerous powers inherited from her fiendish forebears, Luizhana was as powerful as she was uncompromising and unscrupulous.

Age catches up to – nearly – everyone, however, and though she was loath to admit it, age eventually caught her too. Two decades ago, at the ripe age of 70, Luizhana hung up her staff and opened up Luizhana's Emporium of Adventuring Goods, from which she sells the treasures she has accumulated throughout her career.

Merchant Overview

Merchant	Luizhana, retired adventurer with a sharp tongue
Inventory	All manner of items with a focus on equipment for spellcasters
Security	Burp, a three-eyed lizard with psionic powers, and the shop is kept in an extradimensional space when closed
Bargaining	Luizhana drives a tough bargain, responds well to compliments, and poorly to mockery
Biases	+ Young, female adventurers – Pious clerics and paladins

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	30%

Roleplaying Luizhana

While old and frailer than she used to be, Luizhana hasn't forgotten her spells, nor the respect casting them used to earn her. She brooks no nonsense and responds to insolence with sharp barbs of wit and ruthless insults. It takes much to truly anger the old tiefling – even dire threats provoke only a mocking cackle from the sorcerer – but anyone who crosses the line will swiftly find out that the Queen in Purple still reigns supreme in her little dominion.

For all her crankiness and imperiousness, Luizhana has a soft spot for adventurers. Those who are often met with scorn and derision, like Luizhana often was early in her career, may even experience a rare glimpse of kindness from the old sorcerer.

Bargaining

Though she greedily counts every copper that passes through her shop and drives a tough bargain, Luizhana has little actual need for money. She haggles for fun, not necessity, which also means she has no issue sticking to a price if a customer haggles poorly.

Luizhana usually responds to flattery by grumbling something akin to, "Save your sweet words for the wenches at the tavern, scoundrel." In truth, Luizhana always smiles inwardly at compliments on her looks or storied career – and flattery is usually the quickest way to earn her favor.

Conversely, Luizhana doesn't tolerate mockery in any form. If she senses that someone is trying to make a fool of her, they will find that her prices rise just as quickly as her anger.

Biases

A character that reminds Luizhana of herself in her early adventuring days – a young woman who was often underestimated – can bring out an entirely grandmotherly side of Luizhana. In addition to significant discounts, she may even slip such a character a minor magic item and gruffly mutter: "You give them hell, my girl, and don't ever let anyone tell you what you can and can't do, okay?"

Luizhana finds holier-than-thou attitudes insufferable and especially lawfully-aligned clerics and paladins will have to work harder to earn her respect – and to get a fair price!



LUIZHANA

Medium Humanoid (Tiefling), Neutral

Armor Class 13 (16 with *mage armor)*
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +7, Wis +8, Cha +10
Skills Arcana +7, Insight +8, Perception +8
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Draconic, Infernal
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Foresight. Luizhana can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and attack rolls against her have disadvantage.

Legendary Resistance (2/Day). When Luizhana fails a saving throw, she can choose to succeed instead.

Metamagic. When Luizhana casts a spell, she can choose one of the following effects:

- One target of the spell has disadvantage on its first saving throw against the spell's effect.
- If the spell has a casting time of 1 action, it instead has a casting time of 1 bonus action for this casting.

Actions

Hellfire Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 27 (4d10 + 5) fire damage.

Spellcasting. Luizhana's casts one of the following spells requiring no material components and using Charisma (spell save DC 18) as the spellcasting ability:

3/day each: *dispel magic*, *dimension door*, *fireball*, *invisibility*, *hold monster*, *mage armor**

1/day each: *feeblemind*, *fire storm*, *foresight**, *dominate person*, *mass suggestion*, *true seeing*

*Luizhana casts these spells on herself before combat.

Legendary Actions

Luizhana can take 2 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Luizhana regains spent legendary actions at the start of her turn.

Hellfire Blast. Luizhana uses Hellfire Blast.
Cast Spell (Costs 2 Actions). Luizhana casts a spell.

I quite like the old Queen in Purple. She can be a bit gruff, but there's a big, soft heart underneath all the bluster. Plus, she sells the best pipeweed this side of the River Styx!

– Azân the Wanderer

Shop Security

Luizhana's greatest defense against thieves and robbers are the powerful spells she wields. Protected at all times by spells of abjuration, it is hard to catch the Queen in Purple off-guard.

Three-Eyed Guardian

Anyone who attempts to steal from Luizhana must first get past the shop's guardian: Burp. The unflappable lizard-creature (a souvenir Luizhana picked up in a faraway land) has keen eyes and truesight, which means it misses very little.

When a thief is caught in the act, Burp croaks to stun the target and alert Luizhana. As long as characters don't respond with violence, Luizhana delivers a stern warning, but avoids a fight.

Extradimensional Shop

Luizhana's shop lies within an extradimensional space. When the shop is closed, the door to her shop leads to nothing but empty space, as Luizhana's Emporium rests safely elsewhere.

Quest Hooks

Luizhana has two quests to offer adventurers who are looking for alternate means of payment.

Hateful Hags

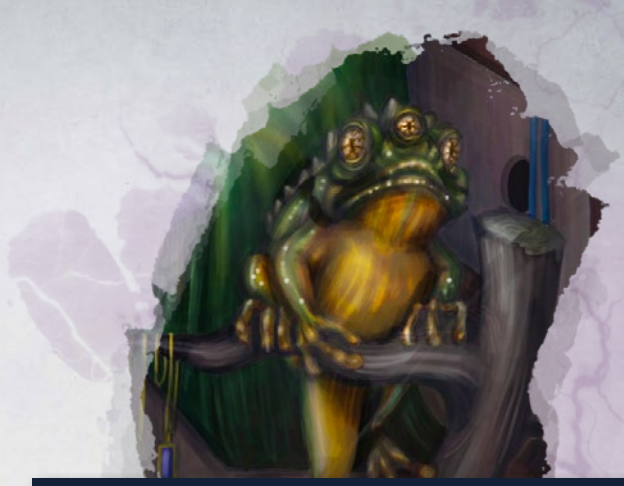
Luizhana has had many rivals over the years, but none fiercer than Ytharra the Decrepit, a hag of great renown and even greater evil. Their enmity started when Ytharra seduced – and slew – one of Luizhana's lovers, and culminated when Luizhana bested the hag in battle and cut off her hand.

Luizhana had mostly forgotten about Ytharra, but recently she's heard rumors of a coven of hags spreading disease in a nearby kingdom – one of whom fits Ytharra's description. Too old to take up the fight herself, she is willing pay 2,000 gp to an adventuring party who will do it for her.

Old Friends

Not long ago, Luizhana received word that a member of her old adventuring party, the Golden Troupe, was found dead in his bed, seemingly of natural causes. While Luizhana always found the pious paladin, Tymolk the True, to be an insufferable moralist, he was still a dear friend.

She suspects foul play and can offer the characters a reward of up to 1,000 gp to investigate and even lend them her *sands of reminiscence* to aid them in their efforts. As it turns out, Luizhana was right to be suspicious: Tymolk was poisoned by a cabal of Blackguards who have infiltrated his order!



BURP

Tiny Monstrosity, Unaligned

Armor Class 14
Hit Points 55 (10d4 + 30)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	16 (+3)	7 (-2)	20 (+5)	5 (-3)

Saving Throws Dex +7, Con +6, Wis +8
Skills Perception +11
Damage Resistances damage from spells
Condition Immunities blinded, charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages understands Common but doesn't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. Burp has advantage on saving throws against spells and other magical effects.

Psionic Shield. Any creature who targets Burp with an attack or a harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Actions

Grasping Tongue. Burp's tongue shoots out toward an object within 10 feet. An object that weighs less than 30 lbs. is pulled toward Burp and ends up in its space. If a creature is holding or wearing the object, that creature can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to keep hold of it.

Psionic Croak (Recharge 5–6). Each creature of Burp's choice within 30 feet must succeed on a DC 16 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned 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.

Teleport. Burp magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Reactions

Instinctive Teleport. When a creature makes an attack roll against Burp, Burp uses Teleport to blink away, causing the attack to miss.

Inventory

Luizhana's Emporium has a broad selection of merchandise, but specializes in equipment for spellcasters, including potions, rods, and wands. She also sells nonmagical pipeweed, which she gathers and dries herself or imports from faraway places.

Hag's Delight

This pipe was personally crafted by Luizhana from the hand of the renowned night hag Ytharra the Decrepit. Luizhana always keeps the pipe close if she needs to make customers forget about a deal gone wrong. She will part with it only to someone she takes a liking to – and for the right price!



LUIZHANA'S EMPORIUM'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Climbing	Potion	Common	A square vial filled with brownish liquid	25 gp
Potion of Healing	Potion	Common	A slender glass vial filled with red liquid	50 gp
Potion of Greater Healing	Potion	Uncommon	A heart-shaped glass vial with red liquid	100 gp
Potion of Fire Resistance	Potion	Uncommon	A slender vial filled with clear blue liquid	100 gp
Wand of the War Mage +1 (A)	Wand	Uncommon	A wand made of silver branches	400 gp
Circlet of Blasting	Wondrous Item	Uncommon	A silver circlet with a garnet at its center	500 gp
Eyes of Charming (A)	Wondrous Item	Uncommon	A pair of glasses with blue crystal lenses	500 gp
Wand of Magic Detection	Wand	Uncommon	A wand with rivulets of purple crystal	500 gp
Goggles of Night	Wondrous Item	Uncommon	A set of goggles with dark lenses	800 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with runes on its front	1,000 gp
Sands of Reminiscence (U)	Wondrous Item	Rare	A mithral and gem-encrusted hourglass	1,500 gp
Wand of Magic Missiles	Wand	Uncommon	A wooden wand with a crystal at its tip	1,500 gp
Watcher's Visage (A)(U)	Wondrous Item	Rare	A helmet with three eyes attached	1,500 gp
Basilisk's Blade (A)(U)	Weapon (Dagger)	Rare	A blade made from scales and feathers	2,000 gp
Hag's Delight (U)	Wondrous Item	Rare	A pipe shaped like a decrepit hand	2,500 gp
Dancing Scimitar (A)	Weapon (Scimitar)	Rare	A scimitar with a crossguard	3,000 gp
Gem of Seeing (A)	Wondrous Item	Rare	A circular topaz lens in an iron frame	3,000 gp
Transmuter's Robe (A)(U)	Wondrous Item	Rare	A luxurious green robe with gold seams	3,000 gp
Transmuter's Stone (A)(U)	Wondrous Item	Rare	A pale, glowing orb the size of a fist	3,000 gp
Mantle of Spell Resistance (A)	Wondrous Item	Rare	A short blue cape with sharp cuts and a pin made of bone	5,000 gp
Potion of the Phoenix (U)	Potion	Legendary	A flask decorated with a golden bird	5,000 gp
Survivor's Studded Leather (A)(U)	Armor (Studded Leather)	Very Rare	A worn and torn studded leather armor with eldritch symbols on it	5,000 gp
Wand of Binding (A)	Wand	Rare	A long ebony wand wrapped in chains	5,000 gp
Animated Shield (A)	Armor (Shield)	Very Rare	A shield with a purple gem at its center	6,000 gp
Staff of Fire (A)	Staff	Very Rare	An obsidian staff with runes on its shaft	8,000 gp
Wand of Polymorph (A)	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp
Staff of Frost (A)	Staff	Very Rare	A staff of pale-bluish wood	10,000 gp
Staff of Thunder and Lightning (A)	Staff	Very Rare	An adamantine staff engraved with images of clouds and lightning	12,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Melvin's Marvelous Menagerie

by Anne Gregersen

In a camp on the side of the road stands a clockwork-looking wagon painted in bright colors. Two untethered ponies are grazing nearby while an old halfling is tending to an injured sparrow's wing near the wagon's front. He smiles and beckons you closer, saying, "Oh, hello! Fancy finding fellow fauna fans in these far-out fields."

Melvin is an animal enthusiast and has a vast catalogue of critters available for sale. Most of his creatures have been picked up as injured animals found on the side of the road during his travels, while others are clockwork servants, constructs capable of assisting their owners with minor tasks.

Melvin Marvelmeadow

In his youth, Melvin showed a lot of promise regarding the arcane. He took to magic quickly and had a fascination with arcane construction, spurred on by his family granting him both emotional and financial support.

Half a century ago, his knack for magic and love for animals inspired him to open Melvin's Marvelous Meandering Menagerie; a traveling shop meant to provide adventurers everywhere with adorable critter companions and clockwork assistants to aid them in their travels.

Merchant Overview

Merchant	Melvin Marvelmeadow, animal lover who prefers speaking in alliterations
Inventory	Helpful critters, creatures, and clockwork cuties
Security	Animal-themed constructs protect the store and the animals in it
Bargaining	Melvin doesn't see the fun in bartering but will trade for crafting materials and rare metals
Biases	+ People with animal companions – Poachers and butchers

Sell Prices	Bargaining DC	Buy Prices
120%	**18**	20%

Roleplaying Melvin

Melvin is an eccentric character who likes nothing more than talking about animals and their well-being. He gets easily distracted if he thinks nearby critters are under duress and he always keeps a handful of mice, sparrows, and other small creatures in his robes. Should an animal be wounded or require his attention, he will tend to the animal before potential customers.

One of Melvin's defining characteristics is his love for alliterations which he shoehorns into every conversation, oblivious to the annoyance it causes.

Bargaining

Everything in Melvin's inventory has a set price, but he is willing to find other ways people can pay for his goods. He has little need for coin and more need for materials, equipment, and supplies for his animals. A customer offering raw resources, like fine metals, crafting materials, or something similar can pick something from his stores without handing over coin.

Melvin willingly gives deep discounts to customers who are friendly to animals and who his animals take a liking to. However, if his animals thoroughly dislike a potential customer Melvin may refuse to sell anything to them at all.

Biases

Customers with animal companions are sure to experience great service when trading with Melvin, especially if he is allowed to talk to the animal and give it a treat. An animal owner with a healthy pet is considered capable enough that Melvin may give them a critter companion for free if they are interested.

If he sees someone browsing his wares wielding a bow or wearing hunting attire, he asks them a few questions about their livelihood before he's willing to sell anything to them. Melvin has no issue with hunting in principle as it is a natural part of the cycle of life, but he despises people who hunt for profit rather than need. Poachers, skinners, and contracted hunters are not welcome in his store and he won't sell them any of his wares.



MELVIN MARVELMEADOW

Small Humanoid (Halfling), Neutral Good

Armor Class 16 (*+1 studded leather*)
Hit Points 65 (10d6 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	17 (+3)	20 (+5)	13 (+1)

Saving Throws Con +6, Wis +8
Skills Acrobatics +6, Animal Handling +8, Nature +6, Perception +11, Survival +8
Senses passive Perception 21
Languages Common, Elvish, Halfling
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Animal Lover. After spending 10 minutes coaxing and calming a beast, Melvin has advantage on Animal Handling checks against the beast in question.

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, ranged 120/360 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. Melvin casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *druidcraft*, *mending*, *produce flame* (as a 10th-level spellcaster)
3/day each: *animal messenger*, *animal friendship*, *create or destroy water*, *enhance ability*, *goodberry*, *healing word*, *speak with animals*
1/day each: *call lightning*, *conjure animals*

Bonus Actions

Misty Step. Melvin magically teleports 30 feet to an unoccupied space he can see.

Creature Command. Melvin can issue an order to a willing beast or construct within 60 feet of him that can see and hear him. The beast or construct can then use its reaction to fulfill the order. Melvin can issue the following orders:

- **Attack.** The creature makes one melee attack.
- **Dodge.** The creature takes the dodge action.
- **Move.** The creature moves up to its speed without provoking opportunity attacks.

Reactions

Animal Recall. If a beast is hit with a melee weapon attack and the beast can see and hear Melvin, Melvin can tell the beast to move out of the way of the attack. If the beast is willing, the triggering attack instead misses it.

Shop Security

Though he is a gifted animal rearer and caretaker, Melvin is not a capable fighter and won't willingly harm another living creature. The only exception to this is if someone threatens his animals, in which case he will defend them to the best of his ability.

Clockwork Clawcreatures

To defend himself, his store, and his animals, Melvin has constructed a series of automaton guardians that are attached to his wagon. After speaking the command word "animalis," a group of four **clockwork clawcreatures** detaches themselves from the wagon and rush to Melvin's aid. Their first priority is to defend Melvin and they will do so with no hesitation or worry about their own safety.

The clockwork clawcreatures are molded to appear like mechanized versions of common animals. The four clockwork clawcreatures take the appearance of a large dog, a pony, a bull, and a ram.

Quest Hooks

For customers lacking in coin, Melvin offers the following quest hooks that can give a deep discount on expensive items. He would go investigate himself, but fears leaving his animals all alone in the meantime.

Gathering Materials

Melvin has heard rumors about a dilapidated arcane laboratory nearby that once belonged to an eccentric inventor. For unknown reasons they had to abandon their laboratory, but forgot to deactivate the iron golem they had charged with protecting the grounds. The iron golem has ransacked the laboratory, leaving broken vials, tomes, and furniture all over the place. The iron golem's presence is affecting the wildlife in the area, as they refuse to go near the laboratory. If someone could shut down the golem, Melvin would be grateful and reward them with a 500 gp discount – or twice as much if they also bring the body of the golem back to him.

Blighted Forest

The nearby forest has been afflicted with some sort of blight that is forcing the local animals to leave the area. Melvin suspects foul energies are at work and would like nothing more than the health of the region to be restored. Melvin is right in his assumption, as a fledgling necromancer is drawing energy from the earth to raise undead servants for themselves from within the forest. Melvin will reward characters who investigate and stop the necromancer with a discount of up to 1,000 gp.

> Melvin is a real sweetheart and his inventory is as cute as can be. Now, you won't slay a dragon or conquer a kingdom with his wares, but a cuddly companion can do wonders – even for a hardhearted adventurer!
>
> – Azân the Wanderer

CLOCKWORK CLAWCREATURE

Large Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Str +6, Con +6
Skills Athletics +6, Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 13
Languages understands Common but doesn't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Arcane Enhancements. The clockwork clawcreature's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Immutable Form. The clockwork clawcreature is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork clawcreature has advantage on saving throws against spells and other magical effects.

Trampling Charge. If the clockwork clawcreature moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the clockwork clawcreature can make another Claw attack against it as a bonus action.

Actions

Multiattack. The clockwork clawcreature makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Inventory

Melvin's store focuses on specialized feed and equipment for animals, as well as companion critters.

Critter Companions

The animals for sale at Melvin's come with additional abilities compared to those found in the wild, assuming the animal trusts their owner enough to use them. The tiny speck of magical abilities in the critters Melvin has helped comes from the magic he used to restore them to health.

When the critter bonds to a character (which isn't always a given) it responds to verbal commands and acts on the character's initiative in combat. The critter can only follow simple commands such as "attack," "flee," or "go there," and takes the Dodge action and moves to avoid danger if given no other commands.

Some of Melvin's critters can cast spells. When the creature casts a spell in this way, the creature's spellcasting ability is Wisdom, it can cast the spell without verbal or material components, and it can cast the spell twice per long rest. If the spell is a divination spell, such as the spells *detect magic* and *identify*, it takes effect as if the critter's owner had cast it.

Safety Shell

Ensuring the safety of his critters is of utmost importance to Melvin. For this reason, each of the critters he gives away comes with an accompanying *safety shell* specially attuned to the creature in question. This ensures no harm shall befall the creature while in its owner's care. Each safety shell glows with its own unique pattern of swirling colors, usually hinting at the creature bonded with it.

MELVIN'S INVENTORY (CRITTERS)

Critter	Spell	CR	Value*
Cat	*sanctuary*	0	200 gp
Frog	*jump*	0	200 gp
Rat	*cure wounds*	0	200 gp
Bat	*detect magic*	0	300 gp
Owl	*identify*	0	300 gp
Raven	*longstrider*	0	300 gp
Giant Rat	—	1/8	500 gp
Mastiff	—	1/8	500 gp
Poisonous snake	—	1/8	500 gp

*Includes a *safety shell*

MELVIN'S MARVELOUS MENAGERIE'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Animal Friendship	Potion	Uncommon	A vial filled with muddy liquid	50 gp
Potion of Healing	Potion	Common	A red liquid in a corked flask	50 gp
Goodberry Hat (U)	Wondrous Item	Common	A green hat with a berry growing on it	100 gp
Safety Shell (U)	Wondrous Item	Uncommon	A glowing, fist-sized crystal orb	100 gp
Figurine of Wondrous Power, Silver Raven	Wondrous Item	Uncommon	A silver figurine of a raven	500 gp
Ring of Animal Influence	Ring	Rare	A bronze ring with images of animals	600 gp
Staff of the Python (A)	Staff	Uncommon	A staff carved like a hissing snake	1,000 gp
Wondrous Bestiary (A)(U)	Wondrous Item	Rare	A book with a glass sphere on the cover	1,000 gp
Figurine of Wondrous Power, Golden Lions	Wondrous Item	Rare	Two golden figurines of proud lions	1,500 gp
Figurine of Wondrous Power, Ivory Goats	Wondrous Item	Rare	Three ivory figurines of goats	2,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Safety Shells



Milando

"May I sit?" the dark elf asks in a jovial tone, before pulling out the chair, flipping it, and sitting down backwards on it in one smooth motion. Grinning from pointed ear to pointed ear, the drow tips his cap with a flourish. "Name's Milando, but I'm sure you already know that – there are few dark elves with a face as handsome and a reputation as widely known as mine, and certainly none in this wretched place." Without waiting for a response, he crosses his arms over the chair's back and whispers conspiratorially: "I've been told that you have gold to spend and it just so happens that I have a pouch that needs filling – so, what do you say you buy me a drink and we see if we can't satisfy everyone's needs?"

Milando isn't as much a shop as he's a supplier – a person uniquely skilled at acquiring and reselling valuable and powerful items. He has no store or office (or even a home of any sort, as far as anyone can tell). Always well-informed – sometimes eerily so – the resourceful bard often seeks out his customers directly, suddenly sitting down at their table in a tavern or putting his arm around their shoulders in the middle of a crowded street.

Milando the Magnificent

Like most dark elves, Milando's youth wasn't filled with laughter, music, and revelry. As a second-born son in a drow noble house, he was expected to dutifully obey the dark elf priestesses, fight their battles, and make sacrifices to the Spider Queen.

It just so happens that obedience, fighting, and making sacrifices are some of Milando's least favorite activities. Unable to conform to drow society – and following a debacle where he was caught slipping out of an acolyte's bedchambers late at night – Milando fled the dark elf city and made his way to the surface.

Merchant Overview

Merchant	Milando, a retired dark elf adventurer with a flippant attitude
Inventory	All kinds of magic items, including musical instruments
Security	Milando is quick to teleport away from danger and keeps his valuables hidden away in a guarded cave
Bargaining	Milando barters for fun and is mostly interested in large sums of gold or interesting and quirky items
Biases	+ Interesting and unique individuals – Boring and dour people

Sell Prices	Bargaining DC	Buy Prices
130%	**13**	30%

For many years, Milando made his living as an adventurer. With irresistible charm, nimble fingers, and a penchant for getting in trouble, Milando made a name for himself plucking strings and picking purses. Some know him as a skilled minstrel or even a hero, while others are more likely to curse him as a scoundrel and thief. Many more don't even know that they've met the charming dark elf, as Milando has a fondness for wearing magical disguises.

Milando now focuses on the acquisition and sale of magical items and can count everyone from fellow adventurers to monarchs and powerful liches as his customers.

Roleplaying Milando

At his core, Milando is a being of chaos. He abhors rules, responsibilities, and predictability. He knows not what the next day will bring – or even the next hour – but he knows that he wants it to be something exciting. While Milando takes no pleasure in harming others, he also has a casual disregard for the desires, plights, and even the lives of anyone but himself.

Milando speaks quickly and with a slight accent, usually wearing a wide smile and gesticulating wildly as he delivers practiced sales pitches, such as: "Ah, but it is you, my next customer! How pleased I am to meet you – allow me to introduce myself, the name's Milando, though you probably knew that already, ha? I couldn't help but hear that you're looking for something? Well, look no further..."

Bargaining

Milando is greedy and covets gold, but only because it helps him realize his true goal: avoiding boredom. As he doesn't carry most of his merchandise with him, customers often have to rely on Milando's descriptions when making a purchase.

The drow often exaggerates an object's usefulness or value ("Sure, I've got a belt – but oh, it's a powerful one, my friend, very powerful and very expensive!") not just to get a better bargain, but simply because *it's fun.*

While Milando enjoys haggling, he quickly tires of it. He will drop his prices for a character who makes a good effort, but if they insist on haggling over silver pieces, he's more likely to stand firm on his price ("Tsk tsk, this is tedious, my friend. You buy or you don't!")

Biases

Milando can't stand boring people. Whether that's a dour priest who doesn't laugh at his jokes or an orc who's too dumb to even insult, such folk rapidly make Milando lose interest in the trade and offer unrealistically high prices just to get things moving.

Conversely, people who pique his interest or make him laugh are likely to get a much better bargain. That could be a character of exceptional beauty (of any gender; Milando has no particular preferences), or someone who can return his quips and barbs in a verbal fencing match.

> Most merchants like stability, peace, and regularity. Not so with Milando – quite the opposite. He's the type of person who'd sell his soul to a devil just to get a guided tour of Hell!
>
> – Azân the Wanderer

MILANDO

Medium Humanoid (Elf), Chaotic Neutral

Armor Class 17 (studded leather)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	10 (+0)	22 (+6)

Saving Throws Dex +10, Con +7, Wis +5, Cha +11
Skills Arcana +6, Deception +11, Perception +5, Performance +11, Sleight of Hand +10, Stealth +10
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Undercommon
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Special Equipment. Milando carries a *sojourner's flute* and wields *tonguelasher.*

Fey Ancestry. Milando has advantage on saving throws against being charmed and magic can't put him to sleep.

Legendary Resistance (2/Day). If Milando fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Milando attacks once and casts *vicious mockery.*

Tonguelasher. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) psychic damage and the target has disadvantage on the next saving throw it makes before the end of Milando's next turn.

Spellcasting. Milando casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *darkness*, *minor illusion*, *vicious mockery* (as a 17th-level spellcaster)
3/day each: *dimension door*, *disguise self*, *fly*, *hold person*, *hypnotic pattern*, *invisibility*, *major image*
1/day each: *dominate monster*, *feeblemind*, *mislead*, *irresistible dance*, *teleport*, *true polymorph*

Reactions

Cutting Words. When a creature Milando can see within 60 feet makes an attack roll, ability check, or damage roll, it subtracts 1d12 from the roll.

Legendary Actions

Milando can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Milando regains spent legendary actions at the start of his turn.

Attack. Milando makes a melee weapon attack.
Cast Spell (Costs 2 Actions). Milando casts a spell.

Shop Security

While Milando has an uncanny ability to get himself in trouble ("Stealing-schmealing, I don't understand why people have to be so serious about these things"), he's also very much concerned about his own health and well-being. Milando always attempts to flee before a situation becomes truly dangerous. His favorite method of escape is to use his *sojourner's flute* to whisk him away to his safe house.

Safe House

Milando's safe house is a simple stone building in a secluded cave deep beneath the ground. The cave is known only to Milando – a secret he guards with his life. Milando keeps his many treasures in locked chests in this stone building. The treasures aren't just hidden, but also guarded, as Milando has brokered a deal with three **cloakers** that live in the caves. In return for the occasional "food delivery" by Milando, the cloakers keep Milando's treasures safe.

Quest Hooks

As resourceful and adventurous as Milando is, he often has tasks – usually dour, unpleasant ones – available for fresh-faced adventurers. At present, he has one particular quest he could use some help with.

The Bard's Delivery

Milando has captured a local bard who had been singing defamatory songs about him. The dark elf keeps the bard in a magical chest, which he wants the characters to transport to the "House of Silence," a sacred shrine a few days of travel away. By doing so, Milando not only intends to send a pointed message to his rival, but he also hopes that the journey will draw out unknown adversaries who have been stalking the dark elf's every move for the past few weeks.

See a full description of "The Bard's Delivery" on pg. 102, an adventure for 4th–8th level characters.

Inventory

Milando's inventory of magic items is diverse and even if he doesn't already own an item, he usually knows where to get it. Due to his profession ("a musician blessed by the gods with unparalleled talent") he has a particular interest in musical instruments.

MILANDO THE MAGNIFICENT'S INVENTORY

Item Name	Type	Rarity	Description	Value
Dancer's Boots (U)	Wondrous Item	Common	A pair of well-made leather boots	100 gp
Vial of Spiders (U)	Wondrous Item	Common	A glass vial filled with small spiders	100 gp
Potion of Gaseous Form	Potion	Rare	A circular vial with a gas-like gray liquid	200 gp
Grinsplitter Greataxe (U)	Weapon (Greataxe)	Uncommon	A greataxe with a smiling face painted on it	300 gp
Wand of the Director (U)	Wand	Uncommon	A wand with an orange gemstone tip	300 gp
Pipes of the Sewers (A)	Wondrous Item	Uncommon	Wooden pipes carved with images of rats	500 gp
Hat of Disguise (A)	Wondrous Item	Uncommon	A red cloth hat with a small ruby at its front	600 gp
Charmer's Tambourine (A)(U)	Wondrous Item	Uncommon	A wooden tambourine with metal jingles	800 gp
Pipes of Haunting	Wondrous Item	Uncommon	Pipes made of bones and bird skulls	800 gp
Wand of Wonder (A)	Wand	Rare	A bronze wand set with colorful gemstones	800 gp
Deathgrasp Glove (A)(U)	Wondrous Item	Uncommon	A glove fashioned from pieces of fabric	1,500 gp
Robe of Useful Items	Wondrous Item	Uncommon	A robe with a multitude of patches	1,500 gp
Bag of Tricks, Tan	Wondrous Item	Uncommon	An empty bag made of thick tan cloth	2,000 gp
Phasing Slippers (A)(U)	Wondrous Item	Rare	Sleek slippers shimmering with energy	2,000 gp
Dancing Rapier (A)	Weapon (Rapier)	Very rare	A thin rapier with a wing-shaped guard	3,000 gp
Wings of Flying (A)	Wondrous Item	Rare	A black cloak eerily resembling bat wings	4,000 gp
Spider's Kiss (A)(U)	Weapon (Longbow)	Very Rare	A bow made from spider legs and webbing	5,000 gp
Staff of Charming (A)	Staff	Rare	A white staff decorated with gold threads	6,000 gp
Tonguelasher (U)	Weapon (Rapier)	Very rare	A rapier with a steel snake around its hilt	8,000 gp
Sojourner's Flute (A)(U)	Wondrous Item	Very rare	A slender purple flute with a marble texture	10,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Saraab the Mirage

by Nanna Davidsen & Niels Lauridsen

The market stall sprawls with orange, brown, and yellow awnings, and lavish displays of carefully curated curios, unmarked barrels, and crates of supplies. Under the awnings, the air is thick with incense from several burners that produce a potpourri of individually pleasant scents, all with a faint undertone of nutmeg and spices. Standing before you is a middle-aged man with a white-streaked beard and intense, violet eyes: "Salutations, travelers! See something you like, you just let me know," he says in a deep, friendly voice. "Come to think of it, you look like you would be interested in..."

Saraab is a freed djinni merchant who travels the lands, swapping both stories and treasures with adventurers. Saraab carts his shop around in a meager two-horse carriage that seems much too small to hold it, and sets up shop wherever he pleases. While clearly not an ordinary man – his wily charm and purple eyes make that immediately apparent – Saraab never reveals what he really is and makes sure to always move on before people catch onto his true nature.

Saraab the Mirage

Saraab presents himself as a middle-aged man with sharp features kept obscured by a short, white-streaked beard. The djinni's brow is lined with furrows from many a grin and deep dimples show through his beard whenever he breaks into a wide smile – which he does at every opportunity.

Like most djinn, Saraab has known several masters over the centuries. His last was a queen of a faraway land, who – after the djinni had served her faithfully her whole life – set Saraab free to pursue his true calling as a traveling merchant. He often regales travelers with thousands of tales of kingdoms past, and he has the curios to prove them all true.

Merchant Overview

Merchant	Saraab, a freed djinni with a pleasant demeanor and mysterious air
Inventory	Specializes in magical trinkets
Security	Saraab's magical powers and enchanted winds that prevent theft
Bargaining	Saraab always tries to upsell his customers and expects to be treated with respect and courtesy
Biases	+ Young, naive adventurers – Masters who treat servants poorly

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	30%

Though he guards his true identity, Saraab cannot bring himself to hide his bright violet eyes. There is also an unmistakable magical flourish to all his actions, as he conjures fire and sparks from his fingertips and pulls trinkets seemingly out of thin air.

Roleplaying Saraab

Saraab's demeanor is warm and welcoming. He usually greets customers outside his shop, smiling widely and beckoning them in to peruse his wares. There's a mischievous glint in his purple eyes – but never malice – as he engages customers in friendly banter, hearing their stories and telling his own.

Saraab's good humor is nigh unbreakable, as he finds joy in nearly every spoken word – even insults and dire threats. Simply happy to be alive and free, the djinni responds to such behavior with nuggets of wisdom like, "The wisest is the one who can forgive," or "Ah, but lack of intelligence is the greatest poverty!"

If Saraab takes a liking to a specific character or even a whole band of adventurers, he may show up regularly – often in the oddest places – during their adventures, ready to offer sage advice and magic wares at bargain prices!

Bargaining

Saraab deals fairly and his prices are never too far above or below an item's value. He is a skilled haggler and is always trying to upsell his customers, offering incentives such as, "An enchanted sword you say? You'll need a scabbard as well – this one will always keep your sword sharp!" or "A magic scroll? Spells are best in pairs – why not grab another at half the price?"

Saraab believes that everyone is worthy of respect and courtesy and gives both freely. Those who treat him similarly will find him willing to offer discounts, while customers who treat the djinni or his wares with disrespect may find his prices steep indeed!

Biases

Saraab has a deep appreciation for the young and adventurous. A young, fresh-faced adventurer who has not yet succumbed to the cynicism often found in veterans is likely to be offered sizable discounts.

If there's one thing Saraab cannot endure, it is masters who treat their subjects poorly. Servitude isn't wrong in itself, but even the lowliest servant deserves kindness and compassion. The djinn expertly assesses the way the wizard treats their familiar or how the ranger handles their beast companion – and adjusts his prices accordingly.

Shop Security

Saraab's inventory is protected by his own magical powers, as well as enchanted winds that repel or restrain would-be thieves and robbers.

Djinni Unbound

While Saraab never looks for a fight, he is formidable enough to hold his own when one finds him. He usually initiates combat by conjuring an **air elemental** to protect him while he stays back, casting spells from afar. If things go awry, he uses *plane shift* to take himself to safety on the Elemental Plane of Air.

Friendly Winds

Saraab has befriended the winds within and around his shop. Ever-present and aware of even the slightest movements, the vigilant winds do their utmost to protect Saraab and his wares. The winds might snatch a stolen item from a thief's hands or form a *wind wall* around the shop to ward off robbers.

If Saraab is forced to flee or is destroyed, the enraged winds explode in fury, scattering everything – and everyone – inside the shop in all directions. If that happens, Saraab's many wares are either destroyed or thrown several miles away, leaving Saraab's assailants with little to show for their efforts.

SARAAB

Medium Elemental (Djinni), Chaotic Good

Armor Class 17 (natural armor)
Hit Points 157 (15d8 + 90)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +8, Cha +10
Skills Arcana +7, Deception +10, Insight +8, Perception +8
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 18
Languages Auran, Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Elemental Demise. If Saraab dies, his body disintegrates into a warm breeze, leaving behind only equipment he was wearing or carrying.

Legendary Resistances (3/Day). When Saraab fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Saraab makes three weapon attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (Saraab's choice).

Spellcasting. Saraab casts one of the following spells requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *thunderwave* (as a 3rd-level spell)
3/day each: *invisibility, lightning bolt, major image*
1/day each: *conjure elemental* (air elemental only), *chain lightning, gaseous form, plane shift*

Sweeping Wind. Saraab turns into a gust of magical wind and moves up to 90 feet in a straight line before becoming a djinni again. This movement ignores difficult terrain, doesn't provoke opportunity attacks, and Saraab can move through the spaces of other creatures. Each creature in a space Saraab moves through during this movement must make a DC 18 Strength saving throw. On a failure, the creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a success, the creature takes only half as much damage and isn't knocked prone.

Legendary Actions

Saraab can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Saraab regains spent legendary actions at the start of his turn.

Attack. Saraab makes a weapon attack.
Sweeping Wind (Costs 2 Actions). Saraab uses Sweeping Wind.
Cast Spell (Costs 3 Actions). Saraab casts a spell.

Quest Hooks

Saraab's tasks often entail freeing mistreated servants or slaves. At present, he also has one personal request.

Djinni's Lamp

Before he was freed, Saraab made his home in an ornate oil lamp. After his release, the lamp lost its magic, but it still holds great sentimental value to Saraab. The djinni never knew what became of the lamp, but he has recently heard of a young prince who has a lamp in his vast collection of art and magic items that matches the description exactly.

The young prince is Prince Xin and the lamp is indeed Saraab's. Characters who visit the gallery (see "Xin's Gallery" on pg. 84) can purchase the lamp for 500 gp or trade it for an item of similar value. They can also try to steal the lamp, though such an endeavor is made hard by the gallery's many protections.

Saraab rewards the characters with a 1,000 gp discount if they can bring back his lamp.

Inventory

Saraab specializes in magical trinkets, ranging from common magical manacles to obscure and inscrutable magical baubles.

Magical Incenses

Saraab is renowned far and wide for producing the most potent – and pleasant-smelling – magical incenses. These sticks of incense are sold individually, but Saraab always has a vast supply at hand.

Djinni's Bracers

Grateful for his freedom, Saraab has kept these bracers as a reminder of the servitude he used to endure. While they confer several benefits to anyone who wears them, they also curse their wearer to serve others. Saraab refuses to sell the bracers to anyone he likes, but he may suggest them to a customer who has offended him or to one he believes needs a lesson in humility.

SARAAB THE MIRAGE'S INVENTORY

Item Name	Type	Rarity	Description	Value
Orb of Spell Storing (U)	Wondrous Item	Common	A tiny, glowing purple orb	100 gp
Orb of Greater Spell Storing (U)	Wondrous Item	Uncommon	A tiny, glowing purple orb	300 gp
Potion of Speed	Potion	Very Rare	A glass vial filled with purple liquid	300 gp
Incense of Restoration (U)	Wondrous Item	Uncommon	A purple stick of incense	400 gp
Amulet of Proof Against Detection and Location (A)	Wondrous Item	Uncommon	An eye-shaped amber amulet in a silver frame engraved with runes	500 gp
Elemental Gem (Air)	Wondrous Item	Uncommon	A translucent shard of smoky quartz	500 gp
Ring of Mind Shielding (A)	Ring	Uncommon	A ring set with a brain-shaped stone	500 gp
Incense of Erudition (U)	Wondrous Item	Uncommon	A blue stick of incense	600 gp
Incense of Fortitude (U)	Wondrous Item	Uncommon	A green stick of incense	600 gp
Scabbard of Sharpening (U)	Wondrous Item	Uncommon	A sleek leather and steel scabbard	600 gp
Bag of Shared Holding (U)	Wondrous Item	Uncommon	A simple leather bag with a string	800 gp
Rod of Rimefrost (A)(U)	Rod	Rare	A rod made completely from ice	1,500 gp
Spell Scroll of Wind Walk	Scroll	Very Rare	A tightly-rolled parchment scroll	1,500 gp
Sultan's Khanjar (A)(U)	Weapon (Dagger)	Rare	An elegant curved blade with a gold hilt	1,500 gp
Thunderbolt Trident (A)	Weapon (Trident)	Rare	An adamantine trident set with gems	2,000 gp
Ring of Evasion (A)	Ring	Rare	A ring with a tiny hummingbird figurine	2,500 gp
Dancing Longsword (A)	Weapon (Longsword)	Very Rare	A longsword with a winged crossguard	3,000 gp
Dimensional Shackles	Wondrous Item	Rare	Golden shackles with glowing symbols	3,000 gp
Giant Slayer Scimitar	Weapon (Scimitar)	Rare	A scimitar forged from dark steel	3,000 gp
Djinni's Bracers (A)(U)	Wondrous Item	Very Rare	A pair of golden bracers	4,000 gp
Censer of Controlling Air Elementals	Wondrous Item	Rare	A beautifully decorated censer	5,000 gp
Scarab of Protection (A)	Wondrous Item	Legendary	A golden beetle-shaped medallion	6,000 gp
Tome of Understanding	Wondrous Item	Very Rare	A large tome in a dusty, red leather case	30,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Shariil the Silent

A wide assortment of weird trinkets and odd-looking weapons, are laid out on a blanket in the middle of a clearing. Near them, a female figure with pointed ears is gesturing excitedly to a large fox as if they're having a conversation. As you approach, the woman looks up at you, breaks into a smile, and gestures for you to come closer.

Shariil is a mute, elven ranger who has collected a large number of magic treasures through years of trading, gathering materials for enchanters, and helping adventurers as a wilderness guide. Shariil's shop is often found in the Feywild or in a dense forest where the border to the faerie plane is thinnest.

Shariil the Silent

Shariil is a wood elf with tan skin, braided dreadlocks, and deep green eyes. She wears beautiful leather armor and has a strange vine-pattern tattoo around her left arm.

Growing up in the Feywild, Shariil was beloved by her brethren for her angelic voice. Shariil sang songs so beautiful that they caught the ear of the archfey who ruled her corner of the Feywild. The archfey fell in love with Shariil, but Shariil had already given her heart to one of her peers, a young elf named Adras.

Merchant Overview

Merchant	Shariil, a mute elven ranger, and Adras, her loyal spirit fox companion
Inventory	Mostly nature-themed items and ranged weapons
Security	Shariil and her observant spirit fox companion named Adras
Bargaining	Shariil doesn't bargain hard but Adras ensures she's not taken advantage of
Biases	+ Bards and other musicians – Necromancers, characters who don't care for nature

Sell Prices	Bargaining DC	Buy Prices
120%	**13**	30%

Angered by Shariil's rejection, the prideful archfey stripped her of her voice, transformed Adras into a fox, and banished both of them from its faerie realm.

Over the years, what started out as an aimless journey through the wilderness turned into a wandering shop. Shariil is now known far and wide as Shariil the Silent, a ranger capable of guiding adventurers through ancient forests – and supplying them with both the knowledge and magic items they need to overcome the challenges ahead.

Roleplaying Shariil

Shariil is a curious and kind merchant who studies anyone she meets with acute interest, quickly noticing the magic items they wear with an excited nod of approval or questioning gestures.

Shariil understands a few languages, but since she has been stripped of her voice, she communicates with gestures to relay most information. If the characters are having trouble understanding the mute merchant, her fox companion Adras can also explain her intentions in a slow and surprisingly deep voice ("well, if you were paying attention, you'd have already realized that...")

Shariil does not care for superficial compliments or self-exalting stories, but she enjoys the company of genuine people who seem happy, crack jokes, and throw smiles. Since losing her voice, Shariil has a melancholic love for music to the extent that a well-performed song may leave her with tearful eyes and a sad yet heartfelt smile.

Bargaining

When selling an item, Shariil usually starts negotiations slightly above market value, but is quick to drop her prices if characters haggle well or seem to need the item but don't have the requisite funds.

If a character pushes Shariil's prices too far, Adras may come to her aid, remarking that "you must have feasted on mindmelt mushrooms – Shariil has already offered you a much better deal than you deserve!"

Biases

Necromancers and other characters who dabble in the unnatural, or who have little care for nature and the life that inhabits it, will have a much harder time getting a good deal from the elven merchant.

Though Shariil is no longer able to fill the forest with her own songs, she still has a love for music. As such, bards and other characters who carry instruments or have shown themselves as musicians are sure to get Shariil's most favorable prices.

> Shariil isn't much of a talker but that's not something I hold against her. Most people could learn something from her and speak a little less – such as that over-protective fox of hers, for example. One talking canine is more than enough for me, thank you very much.
>
> – Azân the Wanderer

SHARIIL

Medium Humanoid (Elf), Neutral Good

Armor Class 17 (studded leather)
Hit Points 127 (15d8 + 60)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +9, Wis +8, Cha +7
Skills Acrobatics +9, Insight +8, Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Common, Elvish, Sylvan but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Shariil wears *boots of speed* and a *glove of the woodland*, and carries a *thornbow*.

Fey Ancestry. Shariil has advantage on saving throws against being charmed and magic can't put her to sleep.

Legendary Resistance (2/Day). When Shariil fails a saving throw, she can choose to succeed instead.

Shared Pain (3/Day). When Shariil hits a creature with her *thornbow*, she can choose to deal an additional 9 (2d8) piercing damage to the target. If she does, she loses 4 (1d8) hit points.

Actions

Multiattack. Shariil makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Thornbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If Shariil rolls a 20 on the attack roll, a rain of thorns sprays from the arrow. The target of the attack and each creature within 5 feet of it must make a DC 15 Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much on a successful one.

Spellcasting. Shariil casts one of the following spells, requiring no components and using Wisdom as the spellcasting ability (spell save DC 16):

1/day each: *entangle*, *freedom of movement*, *plant growth*, *spike growth*, *tree stride*, *wall of thorns*

Bonus Actions

Boots of Speed (1/Day). For 10 minutes, Shariil's walking speed is doubled and opportunity attacks against her are made with disadvantage.

Legendary Actions

Shariil can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shariil regains spent legendary actions at the start of her turn.

Attack. Shariil makes a weapon attack.
Cast Spell (Costs 2 Actions). Shariil casts a spell.

Shop Security

Anyone trying to snatch a magic item from Shariil's shop will have to do so without alerting either the ranger or her fox Adras.

Swift of Foot

Shariil will go to great lengths to avoid harming anyone, even if they have attempted to steal from her. She'd rather admonish them silently, than resort to violence. If a confrontation seems unavoidable, Shariil shakes her head before activating her *boots of speed* and taking off in a dash. She, or Adras if he's closest, snatches up her inventory, most of which is kept in a *handy haversack*. Shariil casts spells such as *entangle* and *plant growth* to further slow down pursuers. If running isn't enough, she can also cast *tree stride* to help her escape.

Spirit Fox

Adras has the statistics of a **blink dog**, except his Wisdom is 16, his passive Perception is 17, and he can speak Common, Elvish, and Sylvan. The fox growls menacingly at anyone who threatens Shariil or tries to steal her wares. If Shariil is forced to flee, Adras covers her escape by grappling pursuers or obscuring her tracks. If slain, Adras magically returns to Shariil's side at the next dawn.

Ally of the Forest

Should harm befall Shariil, the covetous archfey that once cursed her is overcome with grief and anger, and may make it their mission to punish those who dared touch their beloved – and take back any stolen goods they made away with!

Quest Hooks

Adventurers looking to pay for Shariil's goods with services may be able to pick up tasks such as saving woodland critters, restoring nature in some way, or finding a rare plant.

Crazed Sprites

A group of sprites has recently – completely out of character – attacked a group of pixies to collect their magical pixie dust. Shariil can point the characters to the sprites' nearby camp. At the sprites' camp, the characters are met by a hail of rocks, followed by sprites scattering in all directions. If the characters capture a sprite, they can learn that their leader is being held captive by a hag, who is compelling the sprites to collect reagents for her vile concoctions.

Shariil offers the characters a 500 gp discount if they can help put an end to the sprites' violence.

Inventory

Shariil's magical wares mainly consist of wondrous items tied to the wilderness and various weapons used by rangers and other marksmen.

Glove of the Woodland

Shariil's *glove of the woodland* is one of her most prized possessions. Even so, she knows she can convince the fey who crafted it for her to make another, so she may be willing to part with it to someone who truly appreciates nature – and will fight to protect it!

SHARIIL THE SILENT'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Healing	Potion	Common	A vial of rosy liquid flecked with gold	50 gp
Death Petal Rose (A)(U)	Wondrous Item	Common	A blue rose with three golden leaves	100 gp
Goodberry Hat (U)	Wondrous Item	Common	A green hat with a berry growing on it	100 gp
Arrow of Seeking (U)	Weapon (Arrow)	Rare	A weirdly flexible wooden arrow	300 gp
Arrow of Fiend Slaying	Weapon (Arrow)	Very Rare	A barbed arrow made from white wood	300 gp
Efficient Quiver	Wondrous Item	Uncommon	A quiver with three compartments	400 gp
Boots of Elvenkind	Wondrous Item	Uncommon	Green boots decorated with leaf symbols	500 gp
Bracers of Archery (A)	Wondrous Item	Uncommon	Leather bracers stitched with gold thread	500 gp
Handy Haversack	Wondrous Item	Rare	A backpack with two side pouches	500 gp
Thornbow (A)(U)	Weapon (Longbow)	Uncommon	A yew longbow strung with unicorn's hair	1,000 gp
Ring of Tranquility (A)(U)	Ring	Rare	A ring fashioned from twigs	2,000 gp
Boots of Speed (A)	Wondrous Item	Rare	Slim leather boots with white stripes	3,000 gp
Glove of the Woodland (A)(U)	Wondrous Item	Very Rare	A leather glove wrapped in green vines	5,000 gp
Oathbow (A)	Weapon (Longbow)	Very Rare	A longbow engraved with Elvish runes	5,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Awkward Ettercap

By Dave Hamrick

This ramshackle stall smells of wet socks and banana peels. Spiderwebs seem to cover its interior. Among the sticky threads hangs a bizarre collection of knickknacks, trinkets, and items that nearly qualify as garbage. A green-haired spider-humanoid with an awkward gait and eager eyes stands behind the counter, waving at you with his claw.

Having retired from a life of bizarre adventures – some of which were largely involuntary – Timothy the Awkward Ettercap is ready to settle down and sell his collection of exotic wares. Most of these strange items he's gathered from his spider friends' webs. While most write Timothy off as nothing more than a goofy kid with a lousy inventory, savvy buyers sometimes discover rare and unusual items in this stall.

Timothy the Awkward Ettercap

As his epithet would suggest, Timothy is an awkward ettercap. One of a few thousand spiderlings born to a monstrous spider and a human janitor, Timothy spent the first two years of his life defending an old crypt with his siblings. Later, he went to space. Then, for a while, he lived in a lich's bathtub. These days, he just goes wherever the road takes him.

Roleplaying Timothy

Timothy is a neutral good ettercap who can speak Common. Always eager to please, Timothy offers help whenever and wherever he can. Remarkably clumsy for a spider-person, Timothy often causes more trouble than he cures. Regardless, those who know Timothy know he's got a big heart and would do anything for his friends.

Merchant Overview

Merchant	Timothy, an awkward ettercap
Inventory	Trinkets, common magic items, and, occasionally, a rare and powerful relic
Security	Not much – but Timothy's many friends and allies will come to his aid
Bargaining	Timothy bargains poorly, is inconsistent with prices, and covets odd trinkets and baubles
Biases	+ Bards and other musicians – Rude and impatient customers

Sell Prices	Bargaining DC	Buy Prices
Special	10	Special

Bargaining

When it comes to sales, Timothy's a pretty lousy merchant. He oscillates between pricing items too high— "the price of this orc tooth is 100 gp!"—or too low— "yes, that 'Snicker-Snack' sword is only 2 gp." Timothy prefers trading to coins. If a character offers a unique trinket or one-of-a-kind bauble, Timothy will quickly trade whatever he has to get his claws on it.

Biases

Timothy has no real biases, but he doesn't particularly care for rude or impatient customers. As an accomplished flautist, Timothy enjoys the company of bards, especially if they're willing to "jam out with him." Sometimes, he might even offer a trinket or two for a good jam session with a wandering bard.

Shop Security

Despite Timothy's awkward appearance, he's a halfway decent combatant. Timothy possesses all the same combat skills that an **ettercap** does. Plus, the other merchants who work near his stall swiftly come to his aid whenever he's in trouble. Furthermore, Timothy's bizarre adventures have put him into the good graces of many powerful beings. Liches, dragons, and even aberrant creatures from nightmare realms consider Timothy their ally. Hurt Timothy, and they will come looking for you.

Quest Hooks

Trinkets and baubles aren't the only things Timothy has to offer. He occasionally needs help from adventurers and might even be willing to trade a useful item or two in exchange for their help. Below are a few quest hooks Timothy could give the characters.

"Uh, oh! My siblings got away!"

Unbeknownst to Timothy's neighboring merchants, Timothy planted a huge egg sack filled with spiderlings inside his stall. The eggs then hatched, releasing thousands of tiny spiders into the marketplace. Timothy wants the characters to collect as many of his brothers and sisters as they can. He recognizes that not all will survive—"most will probably eat each other," he shrugs—but hopes the characters save at least a few hundred.

"Uh oh! I opened up a gate to hell!"

Timothy recently purchased a six-fingered goblin mummy hand. While placing the hand onto his shelf—that is, the spider-web at the back of his stall—one of the fingers broke. This ended up tearing a hole in reality, through which dozens of undead **shadows** escaped. Now the shadows are taking over the city. Timothy believes that they're from hell, but they're actually from a realm of shadow. The characters must stop the shadows and find a way to seal the portal before more creatures break through to the other side.

"Uh oh! I turned people into capybaras!"

Recently, Timothy came into possession of a magic flute. Not realizing it was magical, Timothy used it in a jam session with a rockin' orc banjo player. Any humanoid within 60 feet of the flute who hears it permanently polymorphs into a capybara, a large, semiaquatic rodent (use the **giant rat** stat block) as per the *true polymorph* spell. The characters must find a way to reverse the magic. Furthermore, they must get Timothy to stop playing the flute.

Inventory

Timothy's inventory is nothing if not inconsistent. When the characters greet Timothy, assume that he carries most – if not all – of the trinkets detailed in the fifth edition handbook for players in addition to the common magic items listed in his inventory table.

There's also a chance that Timothy possesses 1d4 more magic objects hidden among his other baubles. You can roll on the table below to determine the nature of any additional items Timothy is selling.

TIMOTHY'S RANDOM MAGIC ITEMS

d100	Rarity	Examples
01–50	Uncommon	*Goggles of Night* (800 gp) *Hat of Disguise* (600 gp) *Immovable Rod* (2,500 gp)
51–80	Rare	*Gem of Seeing* (3,000 gp) *Folding Boat* (5,000 gp) *Elven Chain* (5,000 gp)
81–98	Very Rare	*Animated Shield* (6,000 gp) *Carpet of Flying* (12,000 gp) *Rod of Absorption* (8,000 gp)
99–00	Legendary	*Holy Avenger* (75,000 gp) *Ring of Three Wishes* with one wish left (50,000 gp)

THE AWKWARD ETTERCAP'S INVENTORY

Item Name	Type	Rarity	Description	Value
Liar's Stone (A) (U)	Wondrous Item	Common	A necklace with a small black stone	50 gp
Temperate Blanket (U)	Wondrous Item	Common	A scaly blanket with white fur on one side	75 gp
Goblet of Confidence (U)	Wondrous Item	Common	A gold goblet with circular symbols	100 gp
Map of Many Places (U)	Wondrous Item	Common	A blank sheet of grungy parchment	100 gp
Vial of Spiders (U)	Wondrous Item	Common	A glass vial filled with small spiders	100 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Black Tusk

A two-masted schooner with a gigantic pair of wooden tusks attached at the bow comes into view. The shouting crewmen on its deck fall suddenly silent as a large, green-skinned figure standing at the ship's wheel bellows in a hoarse voice: "Avast, lads! Steady the ship and stow yer scimitars. We've got company!" The half-orc waves at you: "Looking to make a trade? Come aboard and see what old Drubal has for you!"

Captain Drubal Menkrow's treasury has been collected by him and the crew of the Black Tusk over decades of honest trade (and a bit of plundering and piracy, but who's keeping track?). If not encountered on the open sea, The Black Tusk can be found moored in a harbor in the shady part of town where dodgy deals are plenty and guards are sparse. Drubal might even approach interesting characters passing by on the dock or send his crew to fetch a group of adventurers rumored to carry a sack of gold he'd like to see spent aboard his ship.

Drubal Menkrow

Drubal's childhood as an orphan half-orc on the streets of a coastal city was a sordid struggle for survival. Thus, when he got the chance to strike out to sea as a young boy, it was hardly a choice at all.

As months turned to years, Drubal's cunning and relentlessness brought him from scrubbing decks to being the first mate on a renowned pirate ship. Not long after, a tragic "accident" cost his old mentor his life and secured Drubal the captain's mantle.

Merchant Overview

Merchant	Drubal, a seafaring half-orc merchant and retired pirate captain
Inventory	All kinds of magic wonders with a focus on nautical equipment
Security	Drubal and his loyal crew
Bargaining	Drubal's prices start high and he haggles persistently for every copper
Biases	+ Seafarers, half-elves, half-orcs – Nobles and dandies

Sell Prices	Bargaining DC	Buy Prices
150%	**15**	40%

In those days, looting, pillaging, gold, and the memory of murder were drowned with sweet rum, but as Drubal's treasury and renown grew larger, so did the list of Drubal's problems. With rival pirates and local authorities breathing down his neck, Drubal staged his own death at sea.

With a few loyal crew members and the treasure collected through years of piracy, Drubal set out on a new path as a seafaring merchant – a respectable profession where he could continue converting his cunning into coin with much less bloodshed.

Roleplaying Drubal

Drubal is a hustler at heart, and he doesn't try to hide it. Though his days as an unscrupulous pirate are (mostly) long behind him, the aging half-orc is still an awe-inspiring figure – and is a well-respected and highly capable sea captain.

Gold weighs heavier than friendship on Drubal's scale, with only a handful of people as the potential exceptions. "Gold can buy friends, but friends sure don't buy ye no gold," as he would put it. Drubal is, however, a fair employer and keeps his crew happy by keeping their purses full.

While Drubal personally couldn't care less about an insult aimed at him, he knows that appearances are important. If offended in front of others, Drubal may feel he has to strike back swiftly and harshly, unless a trade involving a big bag of gold on Drubal's desk prevents him from doing so.

Drubal won't hesitate to break the law to reach his goals but prefers not to get his own hands dirty – it has taken decades for the old captain to make them appear clean.

Bargaining

Drubal drives a tough bargain with most people and usually starts negotiations by half again the market value for an item he's selling. He respects a persistent haggler and can be persuaded to drop his prices significantly if met with a skilled bargainer.

Biases

Drubal wasn't born rich and despises those who have no respect for gold because they never had to work for it. A character who tosses around coins with little care, invokes their noble heritage as a bargaining chip, or acts too snooty or delicate – for example, by constantly complaining about the smell of fish in the harbor compared to the castle they are from – is likely to annoy Drubal greatly. In such cases, he will demand an exaggerated price for any item in his shop ("If ye treat yer gold with that little care ye don't deserve it at all, I reckon!")

Conversely, seafarers and bi-racial characters – half-orcs, half-elves, and so on – stand a good chance of getting a discount from the old half-orc.

There's no such thing as a free ride with The Black Tusk. You pay in gold or you pay in blood – old Drubal may have mellowed in retirement, but he's still as tough as they come!

– Azân the Wanderer

DRUBAL MENKROW

Medium Humanoid (Half-Orc), Chaotic Neutral

Armor Class 16 *(elven chain)*
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Con +8, Wis +5
Skills Athletics +8, Deception +5, Insight +5, Perception +5, Survival +5
Senses darkvision 60 ft, passive Perception 15
Languages Common, Orc, Thieves' cant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Drubal wears *elven chain*, a *ring of free action*, and a *mantle of spell resistance*.

Alert. Drubal can't be surprised while he is conscious.

Legendary Resistance (2/Day). If Drubal fails a saving throw, he can choose to succeed instead.

Mantle of Spell Resistance. Drubal has advantage on saving throws against spells.

Relentless Endurance (1/Day). When Drubal is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Ring of Free Action. Difficult terrain doesn't cost Drubal extra movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Telepathic Bond. As long as Drubal's companion Aragosta is alive Drubal shares a *telepathic bond* with his six most trusted crew members.

Actions

Multiattack. Drubal makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Headbutt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or be blinded until the end of Drubal's next turn.

Legendary Actions

Drubal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drubal regains spent legendary actions at the start of his turn.

Attack. Drubal makes a melee attack.

Barking Command (Costs 2 Actions). A friendly creature within 30 feet of Drubal can use its reaction to move up to its speed and make a weapon attack with advantage.

Shop Security

Drubal's inventory is kept hidden and protected by the pirate captain and his crew.

Protected Chest

While Drubal carries some of his merchandise on his person, most is stowed away in the safety of a large chest hidden in his cabin. The chest is protected by a *glyph of warding* that releases a 5th-level *thunderwave* spell (spell save DC 17) – emitting a thunderous boom audible out to 300 feet – if opened with anything other than a key Drubal carries in a hidden inner pocket.

Pirate's Crew

The Black Tusk's crew consists of **Drubal,** five loyal lieutenants (**bandit captains**) and his first mate, the one-eyed human **mage** Babruzo Silvertongue. As long as Drubal's lobster companion Aragosta is alive, these crew members are only a mere thought away from their captain. Aragosta uses the **crab** statblock, except that it has an Intelligence score of 10, can communicate telepathically, and can create a *telepathic bond* between up to seven other creatures once per day that lasts for 24 hours.

Pragmatic Survivor

If all else fails, Drubal won't hesitate to abandon his ship and flee to save himself, only to come back when the characters least expect it, accompanied by a bigger crew and with a score to settle.

Quest Hooks

While Drubal is always on the lookout for new treasure – and willing adventurers who can help him claim them – there's presently one particular task he could use some help with.

A Noble Rescue

Not long ago, a local noble was kidnapped by a pirate crew led by the brutal black dragonborn Dayani Saevus. The pirate captain is demanding an exorbitant ransom of 50,000 gp to release the prisoner. Rumor has it that the infamous dragonborn's ship, the *Wave Reaper,* has recently set sail to the pirate island Travas. While Drubal is barred from setting foot on the island due to "an old misunderstanding" with one of the Nine Captains – the ruling body of the island – he can provide the characters with a 2,000 gp discount if they can rescue the noble and secure Drubal some much-needed goodwill with the local authorities.

Inventory

Drubal has collected his magical treasures through a lifetime at sea as a pirate captain and since as a successful merchant with a vast business. He has a broad selection of magic items but specializes in wondrous items useful for navigating the ocean.

THE BLACK TUSK'S INVENTORY

Item Name	Type	Rarity	Description	Value
Liar's Stone (A)(U)	Wondrous Item	Common	A necklace with a small black stone	50 gp
Hat of Naivety (U)	Wondrous Item	Common	A brown flat-brimmed cap	100 gp
Feather Token (Anchor)	Wondrous Item	Rare	A feather attached to a miniature anchor	200 gp
Trident of Fish Command (A)	Weapon (Trident)	Uncommon	A trident made from seashells and corals	400 gp
Ring of Swimming	Ring	Uncommon	A ring shaped like a fish biting its tail	500 gp
Observer's Spyglass (U)	Wondrous Item	Uncommon	A sleek, golden spyglass	600 gp
Ring of Water Walking	Ring	Uncommon	A platinum band set with blue emeralds	600 gp
Baneful Club (A)(U)	Weapon (Club)	Uncommon	A club with dark metal studs	600 gp
Jug of Endless Wind (U)	Wondrous Item	Uncommon	A metal jug with a faint wind around it	800 gp
Cloak of the Manta Ray	Wondrous Item	Uncommon	A sleek black and gold cloak	1,000 gp
Dagger of Venom	Weapon (Dagger)	Rare	A jagged blade coated in green liquid	1,000 gp
Envisioner's Compass (U)	Wondrous Item	Rare	A compass carved with runes	1,500 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	A worn and scuffed leather armor	1,500 gp
Immovable Rod	Wondrous Item	Uncommon	A flat iron rod with a button on one end	2,500 gp
Ring of Free Action (A)	Ring	Rare	A gold ring with a red stone	2,500 gp
Dancing Scimitar (A)	Weapon (Scimitar)	Very Rare	A sleek and well-made scimitar	3,000 gp
Folding Boat	Wondrous Item	Rare	A wooden box with a handle	5,000 gp
Mantle of Spell Resistance (A)	Wondrous Item	Rare	A mantle adorned with arcane symbols	5,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Bone Merchant

by Mike "Sly Flourish" Shea

In the depths of chambers long forgotten, a skeletal merchant in cracked leather opens his coat and, with a rattling wave of his bony hand, displays a plethora of wares, all of which seem to fill the needs of adventurers lost in the unhallowed halls. What brings this strange merchant into these forgotten chambers? What terrible price does the bone merchant seek?

The bone merchant shows up in the most unlikely of places. Perhaps the heroes venture into the depths of an ancient crypt untouched for centuries, only to find the bone merchant in a timeless chamber, offering the exact vials of antidote the heroes require to cure their recent wounds. Whether delving into lost tombs, monstrous dens, sundered citadels, or towers of long-dead wizards, the bone merchant always seems to be there just when most needed and with the very goods the adventurers need to carry on.

Some heroes find ancient coins that can magically summon the bone merchant. Such coins work only once and thus must be used carefully, at a point of greatest need. These coins often sell for great sums by the shadiest of mortal vendors – or, if the bone merchant senses that the characters may make suitable recurring customers, are given as parting gifts by the bone merchant itself.

Merchant Overview

Merchant	The bone merchant, a skeleton who offers aid at great cost
Inventory	Anything the characters need, with a focus on restorative items and items with curses or drawbacks
Security	Invisible stalkers or horned devils
Bargaining	The bone merchant accepts only payments that weakens its customers or are precious to them
Biases	+ Cleric, paladins, good-aligned characters – None

Sell Prices	Bargaining DC	Buy Prices
130%	**10**	Special

Bound Soul of Greedy Betrayal

Some believe the bone merchant to be the remnant of a once-greedy merchant who broke a pact with an archdevil. The devil got his due, stealing the merchant's soul for his own plaything while sending the merchant's decayed body into the deepest tombs of the world to sell wares to doomed adventurers. Others believe the bone merchant to be an agent of chaos, a being who delights in giving adventurers the barest glimpse of hope so they will tread even further into darkness. Others still believe the bone merchant to be a spy of a greater evil who watches through the merchant's empty eyes and follows those who purchase their wares.

Roleplaying the bone merchant

In transactions, the bone merchant does not speak, instead sending wordless messages telepathically to potential customers. These messages answer questions with imagery and feelings rather than direct answers. Though they do not hear the words of the merchant, the adventurers become clearly aware of what the merchant offers and the price it seeks.

Bargaining

The bone merchant has little use for coin, instead desiring that which weakens the adventurers, either physically or mentally, or by robbing them of their most important resources.

The type of payment the bone merchant demands can vary greatly. The bone merchant may ask for spilled blood from its customers that results in loss of Hit Dice, or it may seek a reduction in a character's ability score. Sometimes the merchant even asks for pleasant or treasured memories from its customers. If they agree, the bone merchant holds up its skeletal hand and draws the memory from the mind of its customer – from whom it is forever lost.

> The bone merchant is one merchant you hope you never need, but when you do, you will be happy it's there. Strange as it sounds, that old bag of bones may literally save your life one day. Even so, precious few close a deal with the bone merchant feeling like they got the better of it. And those who do, just haven't realized exactly how steep a price they paid.
>
> – Azân the Wanderer

Whatever shape the offering takes, the bone merchant will only accept payment that truly weakens its customers or is of great value to them. The merchant will demand Strength from the barbarian, Wisdom from the druid, steal the cleric's ability to use their Channel Divinity feature, and tear pages from the wizard's spellbook. Should the adventurers be hungry, the bone merchant asks for their remaining food. Should they be careful explorers, the bone merchant claims all their rope.

You can use the following guidelines for assigning a gold value to these offerings:

- **Value Offering (varies).** The character gives up an object, magic item, or even a memory that is of great practical or sentimental value to them.
- **Blood Offering (50 gp/die).** The character spends Hit Dice and loses hit points equal to the result.
- **Spell Offering (50 gp/slot level).** The character loses a spell slot.
- **Ability Offering (75 gp/point).** One of the character's ability scores is reduced by 1 or more.
- **Feature Offering (200 gp/feature).** The character loses the ability to use a Feat or Class Feature.
- **Stamina Offering (300 gp/exhaustion level).** The character suffers 1 or more levels of exhaustion.
- **Hope Offering (500 gp).** The character loses all hope and will to live, gaining disadvantage on Constitution, Wisdom, and death saving throws.
- **Soul Offering (1,000 gp/character level).** The character surrenders their soul. If they die, the bone merchant claims their soul and they can't be resurrected by any means short of a *wish* spell.

An offering that weakens the characters ends when the character finishes a long rest outside the lair in which they met the merchant. If an item of great value was purchased, it may require a casting of spells like *greater restoration* or even *wish* to end the character's affliction, at the GM's discretion. Offerings of valuables or souls are never returned.

Biases

The bone merchant holds few particular biases, beyond deliberately seeking out customers who are desperate for aid. After all, customers who are not in a dire situation of need are unlikely to be willing to pay the bone merchant's steep prices – and thus are hardly worth the time.

The bone merchant does take a particular pleasure in dealing with "holier" characters, such as goodly clerics and paladins, and may even offer them discounts to entice them. Few things are more satisfying to the bone merchant than seeing the resigned grimace on a venerable paladin's face as they are forced to offer up a quart of blood or weaken the bond with their deity to save a fallen comrade.

Shop Security

Though it appears always in solitude in the loneliest places of the depths of the earth, the bone merchant is never unprotected.

Peddler of Death

As an undead creature, the bone merchant is nigh impossible to destroy. If reduced to 0 hit points, the bone merchant dissolves into a cloud of ash – along with any item in its inventory that hasn't been fairly bargained for – and reforms eight days later in the depths of Hell, ready to resume its eternal duties.

Invisible Guardians

Characters who barter with the bone merchant glimpse huge, hulking forms just at the edges of their vision. Turning to face them reveals nothing but air. In truth, four **invisible stalkers** in the form of hideous clawed and tentacled monsters protect the merchant.

Through the necromantic energies that sustain it, the bone merchant can apply any harm done to it to one of these invisible guardians instead, and thus the merchant can't be hurt as long as one of them still stands.

In particularly dangerous locations, the bone merchant might instead be protected by several permanently invisible **horned devils**.

Quest Hook

The bone merchant has only one quest it may seek help with: to be free from its eternal servitude.

Break the Bargain

The bone merchant secretly seeks its freedom from the fiendish contract it made with the archdevil Mephistopheles. It will offer a handsome reward to anyone who can help end its sentence of eternal solicitation in the deepest reaches of the world. To achieve this, the characters must travel to the Eighth Layer of Hell where the bone merchant's contract is kept in a secret vault.

There is a catch; to break the contract, another soul must take the bone merchant's place, whether it be a fallen ally or a hated enemy. The characters may fight their way through scores of devils and devious traps only to realize this when Mephistopheles himself appears before them. The archdevil is not unreasonable – he will forgive their transgressions and even let them break the contract, so long as they return within eight days with a suitable soul that can take the bone merchant's place. If they fail to do so, one of their own souls will have to do.

Should they succeed, the bone merchant's soul is released from its bargain, leaving behind a single magic item with a value of up to 5,000 gp.

BONE MERCHANT

Medium Undead, Neutral

Armor Class 13
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	10 (+0)

Saving Throws Con +5, Int +7, Wis +6
Skills Arcana +7, Insight +6, Perception +6
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses truesight 60 ft., passive Perception 16
Languages telepathy 60 ft., understands all languages but doesn't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Eternal Damnation. When the bone merchant drops to 0 hit points, it dissolves into a cloud of ash along with anything it is wearing or carrying. The bone merchant is destroyed until eight days have passed, when it reappears at full health in the Eighth Layer of Hell.

Legendary Resistance (2/Day). If the bone merchant fails a saving throw, it can choose to succeed instead.

Transfer Harm. Whenever the bone merchant takes damage or would suffer a harmful effect, it can choose that a willing creature within 60 feet of it takes that damage or suffers that harmful effect instead.

Actions

Enervating Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion.

Spellcasting. The bone merchant casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *chill touch* (as an 11th-level spellcaster), *blindness/deafness*, *invisibility*
3/day each: *bestow curse*, *blight*, *plane shift*, *teleport*
1/day each: *finger of death*, *soul cage*

Inventory

The bone merchant always possesses the wares most needed by the characters at that moment. Should a friend become petrified by the withering gaze of a medusa or fall to the screaming wail of a banshee, the bone merchant has what is needed to restore them. In lairs containing monsters that are resistant or immune to non-magical weapons, it offers strange and ancient weapons of magic. Scrolls, potions, spells, and equipment of all sorts lie within the folds of its cracked leather coat.

Sometimes the bone merchant sells permanent magic items for far less than one might expect. It is clear that these items contain some other effect, perhaps the scrying eyes of an archdevil or a malevolent intelligence seeking its freedom, but even with such deterrents, these items call out to desperate (or greedy) adventurers.

Bone Merchant's Coin

The bone merchant carries several coins that can be used to summon it in a time of dire need. If it realizes that a customer's future is fraught with peril, the bone merchant may give them such a coin as a parting gift, so that they can call upon it when they are willing to pay the steep prices it demands for its services.

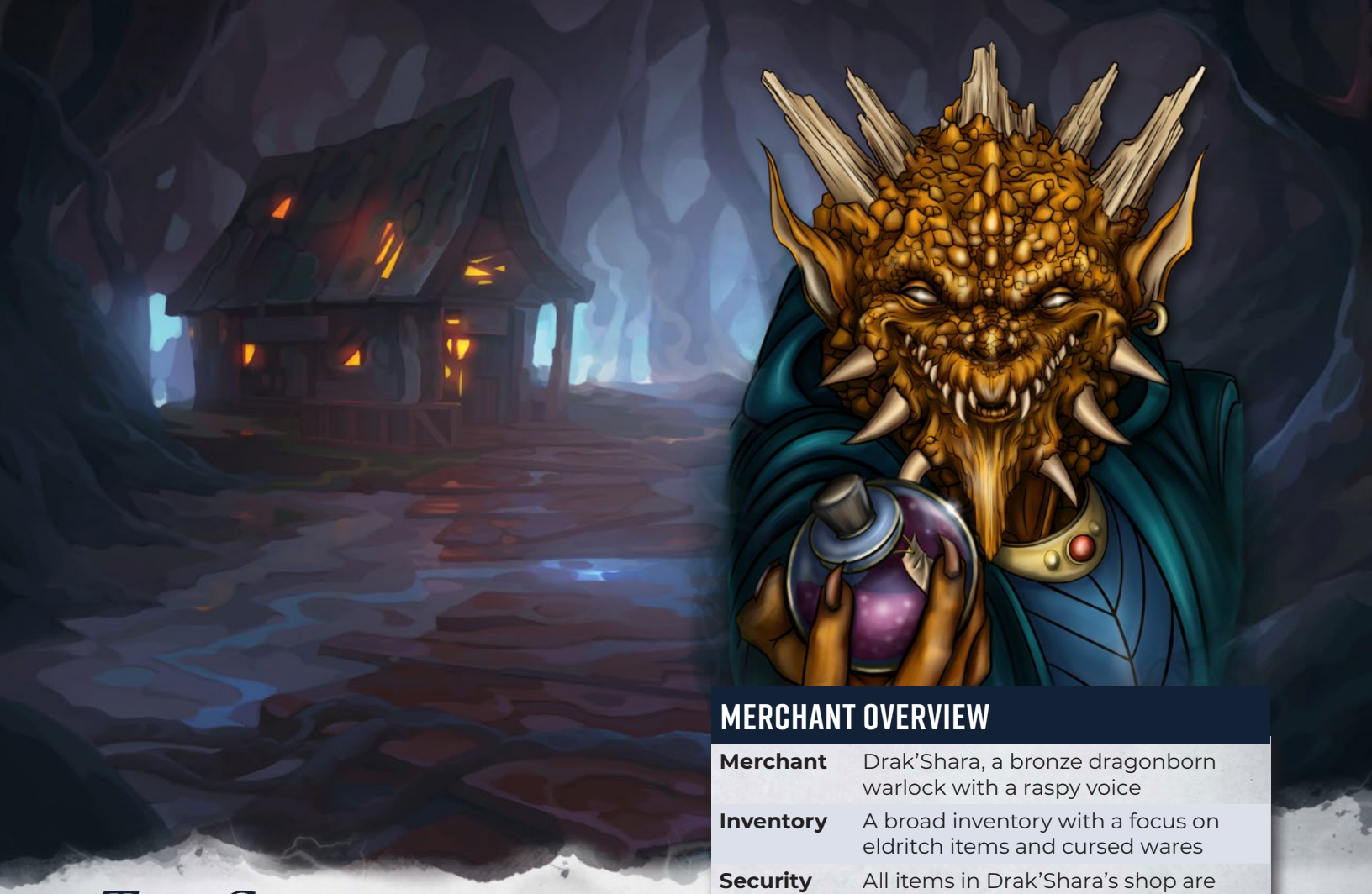


Bone Merchant's Coin

THE BONE MERCHANT'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Healing	Potion	Common	A red liquid in a corked flask	50 gp
Potion of Water Breathing	Potion	Uncommon	A round flask with clear blue liquid	50 gp
Potion of Greater Healing	Potion	Uncommon	A heart-shaped vial with red liquid	100 gp
Potion of Greater Renewal (U)	Potion	Uncommon	A flask filled with yellow liquid	100 gp
Potion of Resistance (Any)	Potion	Uncommon	A gray, shimmering liquid	100 gp
Spell Scroll of Lesser Restoration	Scroll	Uncommon	A tightly rolled parchment scroll	100 gp
Bone Merchant's Coin (U)	Wondrous Item	Uncommon	A silver coin with a skull on it	300 gp
Berserker Axe (A)	Weapon (Greataxe)	Rare	A large, double-sided greataxe	400 gp
Restorative Ointment (4 doses)	Wondrous Item	Uncommon	A clay pot with glyphs on the lid	400 gp
Chime of Opening	Wondrous Item	Rare	A 1-foot hollow metal tube	500 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A solid bronze and silver necklace	500 gp
Nemesis Handaxe (A)(U)	Weapon (Handaxe)	Uncommon	An axe etched with green glyphs	500 gp
Spell Scroll of Revivify	Scroll	Uncommon	A scroll with a diamond seal	500 gp
Goggles of Night	Wondrous Item	Uncommon	A set of goggles with dark lenses	800 gp
Shield of Missile Attraction (A)	Shield	Rare	A web-patterned steel shield	800 gp
Spell Scroll of Greater Restoration	Scroll	Rare	A scroll with a diamond seal	1,100 gp
Spell Scroll of Raise Dead	Scroll	Rare	A scroll with a diamond seal	1,500 gp
Robe of Useful Items	Wondrous Item	Uncommon	A robe covered in various patches	1,500 gp
Caged Star (A)(U)	Weapon (Flail)	Rare	A flail with a golden, glowing star	2,000 gp
Raven's Feathers (A)(U)	Wondrous Item	Rare	Bracers with skulls and feathers	2,000 gp
Spell Scroll of Regenerate	Scroll	Very Rare	A tightly rolled parchment scroll	2,500 gp
Ghost Shroud (A)(U)	Wondrous Item	Rare	An almost translucent blue cloak	3,000 gp
Demon Armor (A)	Armor (Plate)	Very Rare	A plate armor with Abyssal glyphs	4,000 gp
Flask of Cloning (U)	Wondrous Item	Very Rare	A large flask filled with dark liquid	5,000 gp
Ring of the Blood Pact (A)(U)	Ring	Rare	A gold ring with tiny, bloody letters	5,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Collector

As you enter the dimly lit shop you're met with the musty smell of mold and decay. A strange, ominous magic lingers around the weapons, armor, wands, and other oddities displayed on the many shelves and racks. A bronze-colored dragonborn places a purple potion on a shelf as he turns to look at you with clouded eyes. "Adventurers, I presume. How can I help you?" he rasps, a toothy smile creasing his draconic features.

Urzt Drak'Shara is a powerful warlock and retired adventurer who runs a magic shop while trying to collect souls to fulfill a pact with his patron. Known as the Collector, Drak'Shara has managed to gather a considerable number of magical and exotic wares – many of which bear insidious curses – through decades of favorable trades. Drak'Shara's shop can be found in the dubious quarters of any larger city or in a dark forest on the outskirts of town.

Drak'Shara the Collector

Like many dragonborn, Drak'Shara was born with a dragon's innate talent for magic. As a sorcerer of no small power, Drak'Shara spent most his life adventuring for good, gold, and glory alongside a small band of dear companions. That all changed one faithful day, when Drak'Shara and his friends found themselves facing down a powerful devil.

Merchant Overview

Merchant	Drak'Shara, a bronze dragonborn warlock with a raspy voice
Inventory	A broad inventory with a focus on eldritch items and cursed wares
Security	All items in Drak'Shara's shop are cursed to punish thieves
Bargaining	Drak'Shara is eager to secure customers' souls in barter
Biases	+ Adventurers fighting for a cause – Those not willing to make sacrifices

Sell Prices	Bargaining DC	Buy Prices
150%	**15**	30%

Vastly underestimating their foe, Drak'Shara and his companions were easily defeated. One by one, the devil snuffed the life from Drak'Shara's friends. When his turn came, however, the devil did not kill him, but instead offered the sorcerer a dark bargain: become his warlock, and for the price of one thousand souls, willingly bequeathed and signed for in blood, Drak'Shara's friends would be returned to life. If the dragonborn accepted, he would be allowed to go, free to do as he please for all eternity – as long as he swore to gather souls for the devil.

It wasn't a hard choice to make.

Drak'Shara gathered the treasures he and his friends had collected throughout their years of adventuring, and set out to procure a thousand souls. Trading magic items to brave adventurers in need of protection, the dragonborn warlock works to honor the principles that used to guide him and his friends – while still fulfilling his end of the devilish bargain.

Roleplaying Drak'Shara

When the memories of his old companions were still fresh, Drak'Shara upheld ideals of kindness and self-sacrifice, but his perception of good and evil has blurred out into a single scale of gray over the years. Despite the pain he inflicts upon others, Drak'Shara believes that his quest to gather souls is righteous because it will help him bring back his dear friends.

Since Drak'Shara has long since accepted death, it takes a lot to rattle the old dragonborn. He treats everyone with the same irreverence. None are spared from his biting sarcasm, his mocking cackle, and his well-meant – but still patronizing – lectures about the sacrifices it requires to be a true adventurer.

That is also what Drak'Shara most respects: adventurers who are willing to sacrifice everything to further their cause – no matter how wicked that cause is. Drak'Shara always makes a point of asking the purpose behind a customer's visit and what their goals are – and what they will do to achieve them!

Bargaining

Drak'Shara is greedy and cunning by nature and possesses an almost boundless patience. The dragonborn always aims to wring as much gold out of his customers as possible and getting him to sell at below market value will require a skilled haggler.

Drak'Shara also carries a black tome given to him by his devil patron. The tome holds the names of the people who have signed their souls over to Drak'Shara. The warlock eagerly offers a discount of up to 1,000 gp per character level to a character who volunteers to write their name in the tome.

A character who writes their name in the book offers their soul to Drak'Shara's patron in their afterlife. When they die, their soul is claimed by Drak'Shara's fiendish patron and condemned to spend eternity fighting demons in the depths of Hell. They can't be resurrected except with a *wish* spell. Though Drak'Shara doesn't volunteer the exact nature of the bargain, he willingly (and truthfully) provides this information to anyone who thinks to ask.

Biases

Characters pursuing a specific goal – such as a wizard obsessed with reinventing a long lost spell or a paladin relentlessly committed to the tenets of their chosen deity – are likely to earn both the dragonborn's respect and better prices on his merchandise.

Conversely, Drak'Shara dislikes characters who aren't guided by a greater cause. While Drak'Shara will respect a bard – no matter how talentless – who is working hard to become the greatest poet of all times, he has only contempt for a great poet who squanders their potential by just "having fun."

DRAK'SHARA

Medium Humanoid (Dragonborn), Neutral Evil

Armor Class 16 (breastplate)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	16 (+3)	12 (+1)	22 (+6)

Saving Throws Con +9, Int +8, Wis +6, Cha +11
Skills Deception +11, Insight +6, Perception +6
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 16
Languages Abyssal, Common, Draconic, Infernal
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Special Equipment. Drak'Shara wears a *robe of scintillating colors* and an *ioun stone of awareness.*

Ioun Stone of Awareness. Drak'Shara can't be surprised.

Legendary Resistance (2/Day). If Drak'Shara fails a saving throw, he can choose to succeed instead.

Actions

Robe of Scintillating Colors (3/Day). Drak'Shara's robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet until the end of his next turn. Creatures that can see him have disadvantage on attack rolls against him, and any creature in the bright light that can see him when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

Spellcasting. Drak'Shara casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *eldritch blast* (as a 17th-level spellcaster)
3/day each: *armor of Agathys* (as a 5th-level spell), *dispel magic*, *fireball* (as a 5th-level spell)
1/day each: *feeblemind*, *plane shift*, *true polymorph*

Bonus Actions

Misty Step (3/Day). Drak'shara casts the spell *misty step.*

Legendary Actions

Drak'Shara can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drak'Shara regains spent legendary actions at the start of his turn.

Eldritch Blast. Drak'Shara casts *eldritch blast.*
Robe of Scintillating Colors. Drak'Shara uses his robe.
Cast Spell (Costs 2 Actions). Drak'Shara casts a spell.

Shop Security

Drak'Shara's collection is protected by the warlock's fearsome spells and infernal curses.

The Fiend's Servant

Though he prefers to avoid combat, Drak'Shara is no stranger to battle. If forced into a corner, Drak'Shara uses *true polymorph* to swiftly remove an aggressive character from the equation by turning them into an object – and warns their comrades that their friend will only be made whole if they back down.

Drak'Shara can escape using *planeshift*, trusting that the curse upon his inventory will prevent his foes from getting far with it. Even if he dies, the nature of Drak'Shara's dark bargain makes it so that he is soon returned to the Material Plane; there will be no rest for Drak'Shara until he has paid his debt in full.

Cursed Inventory

Drak'Shara's inventory bears a curse that can only be removed by the dragonborn, which he does when a price for an item is agreed upon and paid. Anyone who steals an item is cursed until the item is paid for or the curse is lifted with a *wish* spell. While cursed, dreadful visions of their impending demise prevent the thief from gaining the benefit of a long rest. So far, all items stolen from the shop have been returned to the dragonborn – paid in full and with interest.

Quest Hooks

Drak'Shara offers coin for the completion of any task that will fill his black book with names and procure souls to fulfill his dark bargain.

A Soul Owed

Nearly a century ago, the halfling thief Isben signed his soul over to Drak'Shara in return for a *ring of evasion*. Drak'Shara can't understand why the soul hasn't been delivered yet – surely the careless rogue should be dead by now – and offers the characters a discount of up to 2,000 gp if they can figure it out.

Drak'Shara's only clue is that Isben also owed a large sum of gold to The Hidden Eye, a thieves' guild run by the elf Eyas Ninelives. If the characters inquire with the guild, they can learn that Eyas caught and imprisoned Isben in a *mirror of life trapping* when the halfling defaulted on his debts. Ninelives will only release Isben if his debt of 10,000 gp is paid – forcing the characters to either gather the funds or stage a heist to free the unlucky thief.

Inventory

Drak'Shara's collection of magical treasures ranges from weapons and armor to wondrous items. He specializes in cursed items and other sinister objects that come with an additional cost to their owner.

THE COLLECTOR'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Mind Reading	Potion	Rare	A glass flask filled with blue liquid	100 gp
Animator's Quill (A)(U)	Wondrous Item	Uncommon	A purple quill with a brass nib	300 gp
Berserker Axe (A)	Weapon (Battleaxe)	Rare	A large, double-edged battleaxe	400 gp
Amulet of Proof Against Detection and Location (A)	Wondrous Item	Uncommon	An eye-shaped amber amulet in a silver frame engraved with runes	500 gp
Circlet of Blasting	Wondrous Item	Uncommon	A golden circlet set with a ruby	500 gp
Eyes of Charming (A)	Wondrous Item	Uncommon	A pair of glasses with blue lenses	500 gp
Scimitar of Life Stealing (A)	Weapon (Scimitar)	Rare	A pattern-welded scimitar	600 gp
Shield of Missile Attraction (A)	Shield	Rare	A shield shaped like a spider's web	800 gp
Ioun Stone of Awareness (A)	Wondrous Item	Rare	A rhomboid dark blue stone	1,000 gp
Staff of Withering (A)	Staff	Rare	A staff with a hand-shaped tip	1,500 gp
Wand of Fear (A)	Wand	Rare	A wand with a tiny skull at its tip	2,000 gp
Demon Armor (A)	Armor (Plate)	Very Rare	Full plate with spiked gauntlets	4,000 gp
Ring of the Blood Pact (A)(U)	Ring	Rare	A gold ring with tiny, bloody letters	5,000 gp
Robe of Scintillating Colors (A)	Wondrous Item	Very Rare	A robe with shifting hues	8,000 gp
Crystal Ball of True Seeing (A)	Wondrous Item	Legendary	A hand-sized crystal ball	10,000 gp
Dragon's Scepter (Young Red Dragon) (A)(U)	Rod	Very Rare	A staff connected to a sphere with a miniature red dragon inside	10,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Countess

As the doors to the ramshackle saloon swing open you're immediately overwhelmed by the heavy scent of perfume and the noise of raucous laughter. A score of drunken patrons and scantily clad humanoids fill the gaudily decorated room. On a balcony overlooking the brightly colored chaos stands a green-skinned goblin dressed in silk and finery, her expression a mixture of wry amusement and cold disdain.

The Countess Tavern is known far and wide for both its rowdy clientele and its colorful owner. The tavern is a melting pot of everything any self-respecting adventurer enjoys: food, drink, pleasant company, and perhaps even a good fight! Those who know what to look for – or who catch the eye of the tavern's owner, the unscrupulous goblin matriarch Marizyn – may also get an opportunity to peruse The Countess' impressive inventory of poisons and magic items.

From an opulently decorated office on the second floor, Marizyn sells a wide variety of insidious poisons and magical items. Sitting behind a large oak desk, Marizyn pulls the items from the gullet of a mimic disguised as a steel safe. Each item is the rarest, most powerful, and most valuable item that has ever existed – or so Marizyn claims, anyway...

Merchant Overview

Merchant	Marizyn, a goblin rogue spellcaster, who fancies herself a noblewoman. Yip, a floating, overprotective skull.
Inventory	Mostly poisons, weapons, and other tools for rogues and assassins
Security	Marizyn, her undead companion, six veterans, and a mimic safe
Bargaining	Marizyn's prices start high but she is eager to make a sale
Biases	+ Nobles, attractive people – Goblinoids, poor, uncivilized people

Sell Prices	Bargaining DC	Buy Prices
150%	**13**	40%

Marizyn, Countess of Crime

Raised in a tribe of simple goblins, Marizyn stood out from a young age. Her ambitions overshadowed those of her peers – theirs rarely stretched beyond the cave's entrance – and her taste for luxury didn't mesh well with the life of a cave-dwelling goblin.

Thus, Marizyn struck out from her tribe while she was still a child to seek a better life in civilized society. "A better life," however, is rarely given freely and especially not to goblins. Living on the streets in a big city, Marizyn had to beg and steal to survive.

One day, when a haughty wizard kicked the pitiful goblin out of his way, Marizyn decided that she'd had enough. She stalked the wizard, slipped up behind him in a dark alley, slit his throat, and made away with his spellbook and magic trinkets.

After that, Marizyn began making a name for herself as a back-alley assassin – and even learned a few spells to aid her efforts. Over the years, her reputation and fortunes grew, until she eventually bought The Countess and rebranded herself as a wealthy tavern-owner and purveyor of fenced goods, illicit substances, and magical equipment for scoundrels and assassins.

Roleplaying Marizyn

Marizyn was born with a burning desire to be admired and respected. She emulates and copies the nobility – from her expensive dresses and jewelry to how she speaks and carries herself. Marizyn has even bought a title ("You'll address me as Countess Marizyn, wretch!") and a small castle, although she's yet to formally move in. In spite of all her posturing, Marizyn remains a street thug at heart. When the situation warrants it, she can curse like a drunken sailor and scowl as fiercely as any back-alley robber.

Marizyn is covetous and ruthless in equal measures. When she discovered that her half-elf lover, Yiphael, had been unfaithful, she had him killed and turned into an undead, floating skull. Yip – as she calls him – now floats at her side, staring daggers at strangers. If tensions rise, the skull yips: "Want me to burn them, pumpkin?" to which Marizyn usually replies: "Not yet, my love – but I like where your head's at!"

> There are few beings more black-hearted than Countess Marizyn – and that comes from someone who's lived in Hell. She may appear naive when she tries to rub shoulders with the nobles, but don't be fooled, Marizyn is as ruthless as she is cunning. Don't underestimate her and, whatever you do, don't cross her. Just bow, smile, and back away.
>
> – Azân the Wanderer

MARIZYN

Small Humanoid (Goblin), Chaotic Evil

Armor Class 18 (*glamoured studded leather*)
Hit Points 93 (17d6 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	18 (+4)	16 (+3)	12 (+1)

Saving Throws Dex +9, Con +6, Wis +7
Skills Arcana +8, Deception +5, Insight +7, Perception +7, Sleight of Hand +13, Stealth +13
Senses darkvision 60 ft., passive Perception 17
Languages Common, Goblin, Orc, Thieves' cant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Special Equipment. Marizyn wears *glamoured studded leather*, a *mage's diadem*, and a *ring of spell turning*.

Legendary Resistance (2/Day). When Marizyn fails a saving throw, she can choose to succeed instead.

Mage's Diadem. When Marizyn casts a spell, she gains temporary hit points equal to the level of the spell (minimum of 1 hit point). In addition, the first time Marizyn is reduced to 30 hit points or fewer, she is immediately teleported to a safe location 500 ft. away with the spell *dimension door*.

Ring of Spell Turning. Marizyn has advantage on saving throws against any spell that targets only her. In addition, if she rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on her and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Actions

Multiattack. Marizyn attacks once and casts a spell.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. Marizyn casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *mage hand*
3/day each: *charm person*, *confusion*, *invisibility*, *mirror image*
1/day each: *dimension door*, *dominate person*, *greater invisibility*, *hold person* (as a 5th-level spell)

Reactions

Uncanny Dodge. Marizyn halves the damage that she takes from an attack that hits her. She must be able to see the attacker.

Bargaining

Keeping up the appearance of a noblewoman is expensive, so Marizyn is always looking to acquire extra funds. She will initiate negotiations with a high asking price, hoping that her customer won't know any better. If customers haggle, however, she's quick to bring down her prices to secure a sale.

Marizyn is accustomed to dealing with a rough crowd, so even dire threats and insults won't distract her from making a profit. In fact, she respects displays of strength and ruthlessness more than teary-eyed sob-stories and appeals to her conscience.

Biases

Marizyn actively tries to distance herself from the creatures many would lump her in with. She's loathe to deal with goblinoids and other "hideous, filthy cretins, ech!" Even characters that are just less attractive or seem poor, will find Marizyn's prices higher than usual.

Conversely, Marizyn responds favorably to wealthy, powerful, and attractive people. Charismatic characters immediately draw her attention – and her best prices – and if a character convincingly appears as a true noble, they will find Marizyn to be almost pleasant. Desperate to make a good impression on such a character, Marizyn is likely to offer discounts or even give them a lesser magic item for free, exclaiming that "this is naught but a useful bauble, my dear – don't worry, I'll have my servants fetch me a new one on the morrow!"

Shop Security

The goblin matriarch is a powerful spellcaster, but prefers to stay well clear of danger. If forced to fight, she does so with deadly intent but flees as soon as it's clear that there's no path to victory.

Bethel the Mimic

Most of Marizyn's wares are kept tucked away inside Bethel, a domesticated **mimic** that's taken the form of a steel safe. If Bethel is reduced to 0 hit points or becomes incapacitated, it reflexively bites down on the items, triggering a magical explosion that destroys most of the merchandise within. Bethel sits in a room on the upper floor of The Countess, which is protected by the spells (spell save DC 17) *alarm*, *private sanctum*, and a *glyph of warding* holding a *hypnotic pattern* spell.

Henchmen

Yip, her former lover turned deeply devoted undead bodyguard, is always close and ready to turn its fiery eyes on the party. Finally, the entirety of The Countess, and Marizyn's treasure room specifically, is perforated with small holes through which a half-dozen **veterans** train heavy crossbows on customers.

Yip

Tiny Undead, Chaotic Evil

Armor Class 15
Hit Points 71 (13d4 + 39)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	16 (+3)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +8, Con +6
Skills Insight +4, Perception +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. Yip has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Yip uses Firejump Bolt twice.

Firejump Bolt. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 21 (6d6) fire damage and Yip can have the flame leap to a different creature it can see within 10 ft. of the target. The second creature must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) fire damage.

Spellcasting. Yip casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *mage hand*
1/day each: *heat metal* (as a 3rd-level spell), *fireball*, *wall of fire*

Bonus Actions

Distract. Yip moves into the space of a creature within 5 ft. of it. Until the start of Yip's next turn, all attacks against that creature has advantage and the creature has disadvantage on all attack rolls it makes.

Quest Hooks

Marizyn's tasks are usually dark, devious, and decidedly illegal, such as smuggling illicit substances or killing someone who has slighted her.

The Countess' Castle

Marizyn has recently purchased the deed to a small castle (every self-respecting noble should own at least one). Unfortunately, the rumors that the castle is haunted have proven true and the thugs she sent to clear it out haven't returned. Marizyn hopes the characters can succeed where her minions failed.

See the full description of "The Countess' Castle" on pg. 111, an adventure for 6th-10th-level characters.

Inventory

Marizyn sells the sort of goods most merchants frown upon, from items that are obviously stolen or made for evil purposes to poisons and other illicit substances.

Argh'yak Bow

When Marizyn left her tribe, she angered the tribe's witch, Argh'yak, who banished the rebellious youth. Several years later, when Argh'yak heard how well Marizyn had done for herself, the old witch sought her out to demand a tribute of gold for her old tribe. Marizyn repaid the witch's arrogance by killing her and imprisoning her soul within a grotesque shortbow fashioned from her earthly remains.



THE COUNTESS' INVENTORY

Item Name	Type	Rarity	Description	Value
Assassin's Blood	Poison (Ingested)	—	A stoppered flask filled with dark liquid	150 gp
Truth Serum	Poison (Ingested)	—	A thin vial of clear liquid	150 gp
Mage's Blood (U)	Potion	Uncommon	A triangular flask filled with blue liquid	200 gp
Silence Serum (U)	Potion	Rare	A thin vial of blue liquid	300 gp
Chime of Opening	Wondrous Item	Rare	A 1-foot hollow metal tube	500 gp
Boots of Elvenkind	Wondrous Item	Uncommon	A sleek pair of green leather boots	500 gp
Medallion of Thoughts (A)	Wondrous Item	Uncommon	A golden chain attached to a bronze skull	500 gp
Ring of Mind Shielding (A)	Ring	Uncommon	A ring set with a blue, brain-shaped stone	500 gp
Rope of Reaching (U)	Wondrous Item	Uncommon	A 2-foot piece of unremarkable rope	1,000 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	A well-made studded leather armor with a faintly shifting appearance	1,500 gp
Midnight Tears	Poison (Ingested)	—	A tiny capsule filled with clear liquid	1,500 gp
Bag of Tricks, Grey	Wondrous Item	Uncommon	A grey cloth bag with images of animals	2,000 gp
Basilisk's Blade (A)(U)	Weapon (Dagger)	Rare	A blade made from scales and feathers	2,000 gp
Ring of Protection (A)	Ring	Rare	A silver ring with a shield-shaped head	2,000 gp
Argh'yak Bow (A)(U)	Weapon (Shortbow)	Rare	A bow made from bones and rotten skin	3,000 gp
Assassin's Blade (A)(U)	Weapon (Shortsword)	Very Rare	A blade wrapped in necromantic energy	5,000 gp
Mage's Diadem (A)(U)	Wondrous Item	Very Rare	A golden diadem with a crimson garnet	6,000 gp
Ring of Spell Turning (A)	Ring	Legendary	A gold ring with a tiny mirror on top	6,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Dragon Cartel

By Simon Freiesleben

The sewer tunnel opens up into a dimly lit room filled with heaps of scrap metal and piles of useless knickknacks and shiny trinkets. A host of kobolds are busy pulling apart old sets of armor or heating up the smelter and forge in the rear of the room. In the midst of all this sits an unusually well-dressed kobold on a makeshift throne, tall stacks of coin piled in front of him. "Well, well, so what can Sniv do for you fellows?" the kobold says, his wicked smile showing rows of sharpened teeth.

Deep beneath the city streets and hidden well within a labyrinthine sewer system, Sniv – a kobold sorcerer of draconic descent – plots and schemes, trying to conjure up new imaginative ways to expand his ever-growing hoard of treasure.

Sniv runs the Dragon Cartel, an enigmatic blend of a thieves' guild and black market, that fronts as a law abiding sewer maintenance firm employed by the city authorities. The Dragon Cartel can be found in any city large enough to have sewers running underneath it.

Sniv the Garbage Lord

Oozing confidence and cold cunning, the kobold Sniv struts around arrogantly in stylish attire fit for wealthy nobles. He wears gaudy jewelry that shows off his status and the "master" craftsmanship of his kobold smiths. Sniv is the indisputable leader of the Dragon Cartel, a firm ostensibly occupied with waste disposal and sewer maintenance.

The Dragon Cartel has operated for generations, and while there have always been opportunities for the cartel to earn a little extra gold by picking up the odd side gig, Sniv has taken this practice to new extremes. You need to permanently dispose of a body? Want a secret passage dug or need a place to hide out after an elaborate heist? Looking to get your hands on something special – and probably illegal - that the regular markets can't supply? Say no more, Sniv has you covered – if you can cover Sniv's price, of course!

Merchant Overview

Merchant	Sniv, a greedy and cunning kobold sorcerer with a nasal voice
Inventory	Magic items scraped together from discarded junk, including magic jewelry of often dubious quality
Security	Sniv and his band of 200 kobolds
Bargaining	Sniv likes to haggle but is often unsure about what items are worth
Biases	+ Anyone with draconic connections – Gnomes and dragonborns

Sell Prices	Bargaining DC	Buy Prices
150%	**10**	30%

Roleplaying Sniv

Sniv believes himself to be a special breed of kobold blessed with draconic skills by an unknown deity of unfathomable strength. He has an overinflated ego, loves to boast about his achievements and status, and has a tendency to overestimate his own powers.

The kobold's complete lack of humility is clear by the way he dresses, the way he sneeringly addresses those he deems lesser than him in his nasal voice, and his fondness of referring to himself in the third person. As a result, Sniv responds well to most compliments – and extremely poorly to even the slightest insults.

While Sniv is written as male, kobolds can change gender depending on the needs of their clan. As such, Sniv may present as female, at the GM's discretion.

Bargaining

Sniv often starts negotiations by demanding an exorbitantly high price for an item, but quickly decreases his prices if met with persistent haggling.

Sniv has a poor grasp of the actual value of the magic items he trades with. Having fallen victim to his own poor judgment on several occasions, Sniv has become skeptical to the point of paranoia and will often narrow his eyes and sneer that "Sniv sees through yer lies – ha, yes! Ya need better lies to cheat a dragon!" even if he has no reason to believe he is being deceived.

Biases

Sniv absolutely hates gnomes. His sense of self-preservation prevents him from showing outright hostility towards gnomish adventurers, but he will look for any way possible to screw them over, such as raising his prices or selling them cursed items.

Sniv absolutely adores dragons and has a habit of overvaluing dragon-related trinkets items. He also offer discounts to characters with even the smallest connection to anything draconic – except dragonborns, who are almost as bad as gnomes!

Shop Security

Sniv's treasures are protected by himself, his clan of 200 **kobolds** (at least two dozen of which are present during business deals), and an elaborate system of tunnels dotted with traps and hidden doorways.

Draconic Sorcerer

Sniv is an accomplished sorcerer with a love for all spells that make things go "boom-boom," which also functions as a deterrent for most would-be thieves. Sniv can also use his *dragonskull helmet* to turn into a **young red dragon** if things are dire enough – or if he wants to impress snooty customers! In a fight, Sniv will always try to flee before throwing away his life.

Sewer Protections

Every entrance to Sniv's sewer lair can be sealed off with iron gates by pulling a lever on Sniv's makeshift throne. If the situation is really dire, a second lever on Sniv's throne can open up a secret tunnel to another sewer level, granting him a quick means of escape. Sniv also has several traps – ranging from toxic gases to spiked pits – hidden throughout his lair, which he activates during a fight using his Lair Actions.

SNIV

Small Humanoid (Kobold), Neutral Evil

Armor Class 16 (natural armor)
Hit Points 90 (12d6 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Dex +6, Con +7, Wis +4, Cha +7
Skills Acrobatics +6, Deception +7, Perception +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Thieves' cant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Special Equipment. Sniv wears a *ring of legendary resistance* and a *dragonskull helmet*, and carries *pipes of the sewers*.

Metamagic. When Sniv casts a spell, he can choose one of the following effects:

- One target of the spell has disadvantage on its first saving throw against the spell's effect.
- If the spell has a casting of 1 action, it instead has a casting time of 1 bonus action for this casting.

Ring of Legendary Resistance (1/Day). If Sniv fails a saving throw, he can choose to succeed instead.

Actions

Dragonskull Helmet (1/Day). Sniv transforms into a **young red dragon**. The transformation functions as the *polymorph* spell and lasts for 1 minute or until his concentration ends (as if concentrating on a spell).

Pipes of the Sewers (1/Day). Sniv calls forth 3 **swarms of rats** in unoccupied spaces within 30 feet. The swarms obey Sniv's commands and act at the end of his turn.

Spellcasting. Sniv casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *fire bolt* (as a 12th-level spellcaster), *minor illusion*
3/day each: *fireball*, *invisibility*, *major image*, *mirror image*
1/day each: *cone of cold*, *dominate person*, *wall of fire*

Lair Actions

On initiative count 20 (losing initiative ties), Sniv takes a lair action to cause one of the following effects:

- A poisonous gas trap is triggered at a point within 120 feet. The trap has the effects of a *stinking cloud* spell that lasts until this lair action is used again.
- A spiked pit is triggered at a point area within 120 feet. Any creature in a 10-foot radius of that point must succeed on a DC 15 Dexterity saving throw or fall into a 20-foot-deep pit filled with spikes, taking 7 (2d6) bludgeoning damage and 7 (2d6) piercing damage and landing prone. Climbing out of the pit requires a successful DC 15 Strength (Athletics) check.
- A blade swings down from the ceiling within 120 feet. All creatures in a 30-foot line that is 5 foot wide must make a DC 15 Dexterity saving throw, taking 27 (5d10) slashing damage on a failure, and half as much on a success.

An unscrupulous megalomaniac, Sniv sure isn't the dragon he pretends to be, but he can be just as dangerous! With hundreds of kobolds at his disposal, there isn't much Sniv can't or won't do – but be aware, just like the items he sells, striking a deal with the "garbage lord" tends to backfire!

– Azân the Wanderer

Quest Hooks

Sniv's tasks range from sabotaging competitors to fetching rare, draconic artifacts – or anything else involving dragons.

Bring me the Bone!

Sniv is annoyed at a group of pesky adventurers who have taken to calling themselves "The Dragon Cartel." How dare they steal the name of his company?! He has heard that they are led by a dragonborn warlock named Sjach and that they are on a quest to destroy some kind of demonic femur. Whatever the deal is with the bone, Sniv now wants it out of spite. There is an extra reward for anyone who can bring him the head of the fat little deep gnome wizard Devlin from the adventuring group. No, he hasn't done anything specifically to annoy Sniv – but he is a gnome!

Inventory

Sniv specializes in recycling and repurposing all kinds of junk, including magical trinkets. Most of them have only minor enchantments, but there are a few hidden gems among his wares. But beware! Some of them might be cursed or have "interesting" side effects.

Dragonskull Helmet

This magic helm came into Sniv's position when the Dragon Cartel's previous chieftain "tragically" fell into a shaft – luckily, according to Sniv, while he wasn't wearing his precious helmet. That very day, Sniv took up the mantle as the new leader of the Dragon Cartel, and he has been wearing this helmet ever since. Sniv reveres the helm and values it higher than anything else in his treasury. Using the helmet, Sniv can transform into a dragon once per day – a trick that plays a vital role in maintaining the illusion that the Dragon Cartel clan is actually led by a red dragon. Sniv will only part with the helm to someone with strong draconic connections and deep pockets.

Explosive Inventions

At the GM's discretion, any item sold by Sniv may be an unstable invention. When a character uses such an item, they must roll a d20. On a 1, the item explodes and each creature within 10 feet must make a DC 15 Dexterity saving throw, taking 5d10 force damage on a failure, or half as much on a success. Sniv usually sells unstable items at half their regular price.

THE DRAGON CARTEL'S INVENTORY

Item Name	Type	Rarity	Description	Value
Oil of Slipperiness	Potion	Uncommon	A vial of thick black unguent	200 gp
Javelin of Lightning	Weapon (Javelin)	Uncommon	A javelin shaped like a thunderbolt	500 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A brass necklace with dyed bones	500 gp
Pipes of the Sewers (A)	Wondrous Item	Uncommon	Grime-covered pipes with glyphs	500 gp
Slippers of Spider Climbing (A)	Wondrous Item	Uncommon	Black slippers made from spider silk	500 gp
Wand of Enemy Detection (A)	Wand	Rare	A gnarled wooden stick with glyphs	500 gp
Ring of Animal Influence	Ring	Rare	A bronze ring with images of animals	600 gp
Rope of Entanglement	Wondrous Item	Rare	A 30-foot-long turquoise rope	600 gp
Heartlock Armor	Armor (Studded Leather)	Uncommon	A studded leather armor with a lock in its chest	1,000 gp
Decanter of Endless Water	Wondrous Item	Uncommon	A stoppered metal container	1,000 gp
Necklace of Fireballs (7 beads)	Wondrous Item	Rare	Seven red beads on a gold chain	1,400 gp
Stone of Good Luck	Wondrous Item	Uncommon	A large, polished green agate	1,500 gp
Mace of Terror (A)	Weapon (Mace)	Rare	A mace with skull-shaped flanges	2,000 gp
Wand of Fireballs (A)	Wand	Rare	A wand with a yellow gem at its tip	5,000 gp
Ring of Legendary Resistance (A)(U)	Ring	Very Rare	A bone ring with golden glyphs	6,000 gp
Dragonskull Helmet, Red (A)(U)	Wondrous Item	Very Rare	A helm carved from a dragon's skull	8,000 gp
Bag of Devouring	Wondrous Item	Very Rare	A leather bag with a painted face on it	10,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Gliding Giant

A huge sled pulled by a woolly mammoth appears out of the heavy snowfall. Dozens of grappling hooks, ropes, tools, weapons, and pieces of armor are crammed together on the sled. Standing next to the mammoth, a giant, blue-skinned figure with white hair and cloudy blue eyes first stares and then waves at you. "I thought I saw something," the figure bellows. "Lucky you found me – my joints tell me a storm is coming!"

Magnus' shop holds several magic items picked up over years of traveling the frontier, trading with merchants and adventurers. His giant sled is the sort of shop you can find camped at the foot of a mountain range, stumble upon in a blizzard, or even spot from miles away as the sled is slowly pulled across the tundra by the mammoth Tartan.

Magnus the Bushcrafter

Growing up with his frost giant brethren on the snowy mountain peaks, Magnus' youth was a simple life of hunting the tundra's wild game. But as the years passed and his body grew, so did Magnus' curiosity about the world. When the dwarven ranger Branak came by his tribe looking for a local guide, Magnus eagerly volunteered – and when the dwarf started sharing his knowledge of wilderness survival, it felt natural for Magnus to stick around.

Merchant Overview

Merchant	Magnus, a frost giant ranger, with a passion for survival equipment
Inventory	Equipment for surviving harsh environments
Security	Himself, his mammoth, and his owl
Bargaining	Magnus has fair prices and is reluctant to lower them further
Biases	+ Dwarves and survival specialists – Self-important and whiny people

Sell Prices	Bargaining DC	Buy Prices
110%	**18**	20%

Years later, when a rusty grappling hook caused the death of his old mentor during a mountain climb, the giant inherited the old ranger's impressive collection of survival gear. From that day, Magnus decided that he would dedicate himself to helping others overcome the hazards of the wilderness by supplying them with the right equipment. In the years since, Magnus' mammoth sled has grown into a regular magic shop.

Roleplaying Magnus

Magnus is more survivalist than merchant. Nothing excites the giant more than a conversation about the clever application of a specific type of survival gear or sharing stories of overcoming harsh environments and dangerous situations in the wild.

Magnus regards himself as a knowledgeable and spiritually enlightened person. He takes great pride in his survival skills and will share tips and tricks for navigating the tundra to any who will listen.

He reveres statements made by his dwarven mentor such as "you can never have enough rope" or "might as well be dead already if you own fewer than three grappling hooks" as sacred doctrine. Magnus often recites these teachings while staring out at the horizon and nodding to himself with a knowing expression on his face, as if he's sharing something deep and profound.

Bargaining

Magnus is a fair and honest merchant. Even though he could set exorbitantly high prices, given the lack of alternatives in the deserted areas in which his shop is usually found, he only asks a little more than the market value. He even offers great discounts to travelers who seem to be truly in need of his aid – especially if they share his excitement about the item at hand.

The giant has a passion for survival gear and treats his merchandise as a prized collection. Thus, even though Magnus has picked up his bargaining skills from a thrifty ranger and counts his coins like a dwarf on a budget, he is willing to pay whatever he has to in order to obtain even a mundane piece of survival gear that he doesn't already own.

Biases

Status means nothing to Magnus, and a character dressed in fine silk and jewelry trying to claim a discount through their heritage or political position in society is likely to drive up Magnus' prices.

Magnus has a soft spot for dwarves and will laugh heartily if a dwarf drives a hard bargain, saying that the dwarf "reminds me of an old friend" before offering a discount in recognition of their efforts.

Nothing is more likely to secure a good price in Magnus' shop than sharing his passion and excitement for survival gear. While Magnus disapproves of flattery and compliments about his appearance, praise about the quality and utility of his merchandise always hits home. A character who shows genuine excitement about wilderness survival – and who can appreciate the quality of Magnus' wares – is likely to get the best possible price, or even a free item if they don't have the gold.

MAGNUS THE BUSHCRAFTER

Huge Giant, Chaotic Good

Armor Class 16 (patchwork armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Con +9, Wis +7, Cha +6
Skills Animal Handling +7, Athletics +11, Insight +7, Perception +7, Survival +11
Damage Immunities cold
Senses passive Perception 17
Languages Common, Dwarvish, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Special Equipment. Magnus wears *boots of the winterlands* and a *cape of the mountebank*, and carries a *maiming maul* and *brass horn of Valhalla*.

Boots of the Winterlands. Magnus ignores difficult terrain created by ice or snow.

Legendary Resistance (2/Day). If Magnus fails a saving throw, he can choose to succeed instead.

Actions

Maiming Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If Magnus rolls a 20 on the attack roll, the target's movement speed is halved, and it has disadvantage on Strength and Dexterity ability checks and saving throws until it finishes a short rest or receives magical healing.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Horn of Valhalla (1/Week). Magnus summons 10 (3d4 + 3) warrior spirits from Valhalla within 60 feet of him; they are friendly to him and follow his commands. They use the statistics of a **berserker** and return to Valhalla after 1 hour or when they drop to 0 hit points.

Spellcasting. Magnus casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

3/day each: *animal friendship*, *cure wounds*, *fog cloud*, *longstrider*
1/day each: *lesser restoration*, *pass without trace*, *spike growth*

Legendary Actions

Magnus can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Magnus regains spent legendary actions at the start of his turn.

Attack. Magnus makes a weapon attack.
Cast Spell (Costs 2 Actions). Magnus casts a spell.

Shop Security

Magnus' merchandise is either on his person or tucked into different storage rooms on his giant ice sled.

Frost Giant & Friends

A frost giant is a fearsome foe in itself and **Magnus**, though slow to anger, is even more fearsome than most. Should he find himself outmatched, however, Magnus isn't too prideful to flee in order to protect himself, his beasts, and his magical wares. At a whistle from Magnus, the **mammoth** Tartan dashes away with the sled and all the items on it, while the winter owl Pippy (an **owl** with an Intelligence of 8) makes pursuit difficult by using its innate magic to cast a *fog cloud* spell.

If all else fails, Magnus uses his *cape of the mountebank* to cast *dimension door* to take himself, Tartan, and the sled with his inventory to safety.

Quest Hooks

Magnus' quests typically involve rescuing someone or fetching something in the vast wilderness. At present, he has two specific tasks he could use assistance with.



Trekker's Helmet

Birds of Prey

The winter owl Pippy hasn't been Magnus' companion for very long. A week ago, poachers from a local village attacked her colony and only Pippy managed to escape. Winter owls are magical birds native to the region that have been driven nearly to extinction as their feathers are sought after by the local human society as charms of luck. Magnus wants to save the birds, but is afraid it will end in a fight if he seeks out the poachers himself. Magnus offers the characters a 500 gp discount if they can save the birds.

Thieves in a Cave

A band of goblins recently convinced Magnus to shelter them during a blizzard. The rascals repaid the giant's kindness by stealing his food and a bunch of other stuff from his wagon – including Magnus' *strongspirit mug* – before fleeing into a cave too small for the giant to enter. Magnus uses the *strongspirit mug* to produce a dwarven mead (of which the giant is admittedly a little too fond). He offers the characters a 200 gp discount if they retrieve his mug.

Inventory

Magnus' giant sled contains all the mundane survival gear that can be found in the player's guide to fifth edition, as well as a selection of magical survival gear.

Trekker's Helmet

This magic helmet was gifted to Magnus by his old mentor Branak when he was still in training. Though Magnus rarely makes use of the helm's magic, it holds sentimental value for him – and he is unlikely to part with it to anyone but a true survivalist.

THE GLIDING GIANT'S INVENTORY

Item Name	Type	Rarity	Description	Value
Bag of Cooling (U)	Wondrous Item	Common	A bag with a snow crystal buckle	50 gp
Temperate Blanket (U)	Wondrous Item	Common	A scaly blanket with white fur on one side	75 gp
Map of Many Places (U)	Wondrous Item	Common	A blank sheet of grungy parchment	100 gp
Strongspirit Mug (U)	Wondrous Item	Common	A wooden mug with a golden rim	100 gp
Maiming Maul (U)	Weapon (Maul)	Uncommon	A bluish steel maul engraved with runes	200 gp
Gloves of Swimming and Climbing (A)	Wondrous Item	Uncommon	A pair of gloves with its fingers linked by a scaly material	300 gp
Rope of Climbing	Wondrous Item	Uncommon	A 60-feet long silk rope	300 gp
Trekker's Helmet (A)(U)	Wondrous Item	Uncommon	A helmet with claws attached at its comb	400 gp
Cloak of Elvenkind (A)	Wondrous Item	Uncommon	A cloak with a hood that shifts colors	800 gp
Boots of the Winterlands (A)	Wondrous Item	Uncommon	A pair of furred boots with spikes	1,000 gp
Cape of the Mountebank	Wondrous item	Rare	Red cape with beautiful golden symbols	3,000 gp
Iceshard Whip (U)	Weapon (Whip)	Very Rare	A whip made from ice and snow	5,000 gp
Arctic Ring (A)(U)	Wondrous Item	Very Rare	A ring made wholly from ice	8,000 gp
Horn of Valhalla, Brass	Wondrous Item	Rare	A brass horn engraved with runes	15,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Timeless Tower

As you approach the isolated spire, a deep silence surrounds you. Curiously, a bird in the distance seems to have slowed to a halt in midair, somehow remaining airborne although its wings no longer move. The silence is broken by a soft hiss as a square opening forms in the tower's base. Through it, you see large room lined with neatly organized shelves packed with books, trinkets, and exotic objects. "You're right on time, friends. You are going to enter, so you might as well do it now. Don't be shy," says a tall, slender, blue-skinned figure standing solemnly in the middle of the room.

The Timeless Tower is an unmatched curiosity sought after by everyone from ambitious adventurers to powerful archfey. Ezkellion – an eternal being who resembles an aged elf wizard – can move his tower through both time and space at will. Over millennia spanning both the past, present, and future, Ezkellion has gathered a vast repository of long-lost artifacts, tomes, scrolls, and other magical treasures, which he sells to adventurers fated to perform great deeds.

The Timeless Tower can be placed anywhere in the world and at any time. It may even appear out of thin air in the adventurers' path, its mysterious exterior beckoning them inside.

Merchant Overview

Merchant	Ezkellion, an immortal wizard in a time-traveling tower
Inventory	Powerful magic items including rare time-altering objects
Security	Ezkellion's powerful magic and control over time's flow
Bargaining	Ezkellion claims to know which items the characters need and he usually has a price in mind
Biases	Special (see "Biases")

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	30%

Ezkellion the Eternal

None know who – or what – Ezkellion truly is. Though he resembles an elf with his slender build and pointed ears, Ezkellion has existed far longer than even the fair folk. Some believe him to be a demigod of some sort, while others claim that he is a member of a long-extinct race of creators. Whatever the truth is, Ezkellion isn't sharing, if even he remembers.

Though Ezkellion's tower moves freely through time and space, unbound by the conventional restrictions of physics, Ezkellion himself is far from free. Due to the intricacies of his timeless existence, time itself could be unraveled if he ever left his magical tower. Thus, even though Ezkellion has a vast knowledge of the future, he is powerless to affect it – directly.

Aware of the many calamities that *could* befall the Multiverse, Ezkellion has made it his purpose to seek out the right adventurers at the right time and give them the aid they need to sculpt the future.

Roleplaying Ezkellion

Ezkellion talks slowly and calmly, often pausing to consider his words before speaking in lengthy and complex sentences. Since time holds little sway over him, Ezkellion is never in a hurry. Though he guards the secrets of both past and future with unbreakable resolve ("Speaking of such things won't change the past, but it may change the future – and rarely for the better"), Ezkellion often hints subtly at the vastness of his knowledge ("Indeed, friend, it is a magnificent weapon – as the Dark Lord shall learn, in due time.")

Because Ezkellion is constantly traveling through time, customers' first encounter with him isn't always his first encounter with them. The mysterious wizard may greet first-time customers as "my old friends!" and offer cryptic remarks such as "it is a wonder to see you so young and hale, friend – such a remarkable contrast to when last we met."

Ezkellion is remarkably patient and unflappable and shows no hint of alarm even when he, or the world, stands before great peril. He cannot be provoked into attacking his customers, but an adventurer who dismisses Ezkellion's important omens or treats him with naked disrespect may find that time slows to a crawl as Ezkellion warns them in a deep voice: "Think carefully before you tread down this path, young hero, because you will not like where it takes you!"

Bargaining

Ezkellion often has a specific item and price in mind from the first time he lays eyes on a customer, and usually shares this knowledge freely ("You will need this armor before long, adventurer, so don't be too quick in rejecting my price!")

Even though he has little interest in wealth, Ezkellion usually offers his wares at a 30 percent markup. Whether it is because he knows that too much coin will corrupt an adventurer or that if the coin isn't spent with him it will cause harm when spent elsewhere, Ezkellion has his reasons for wanting the adventurers' gold. Ezkellion often also asks for other magic items in trade, either because the item will cause harm if the adventurer keeps it – or because it needs to be sold to someone else, in order to save the world in the distant past or future.

Biases

Ezkellion doesn't have any general biases, but instead has very specific biases toward customers based on his own experience with them in the past or future. He will know if the barbarian is a noble and dutiful companion who will do great deeds of good in the future. Likewise, he's also perfectly aware that the wizard's hunger for power may drive them down a dark and dangerous path, and will only offer his wares to them at a considerable mark-up.

TIME TRAVEL

Using his magical tower, Ezkellion can travel through time seemingly at will and he also sells magical items that can facilitate time travel. This may inspire questions about how time travel works. Below is a overview of how time travel could work in your game.

Stream of Time. Time is singular and flows forward in a continual stream. Anyone who perceives the future through divination or by physically traveling forward in time doesn't see what *will* happen, but sees what *may* happen if nothing is changed. As soon as a character acts on this knowledge, the potential future changes, which is also why premonitions and predictions are never certain. Even so, the future usually adapts to changes as if it wants to follow a specific path to a specific outcome. Thus, going back in time to kill the villain before they got their powers may prevent that villain from fulfilling their evil destiny – but another villain is likely to act in their place, so only the specifics of the future is changed.

No Duplicates. One overarching rule applies to time travel: multiple duplicates of the same creature or object can't exist at the same point in time on the same plane of existence. This means that:

- Creatures and objects can usually only jump back in time to a point in time where they didn't exist – i.e., a character can travel thousands of years back to a time before they existed, but can't jump back to speak with their former self.
- If a creature were to travel back in time to a point where it already existed, it does so by reverting time for itself. This means that a character who travels years back in time to when they were young **physically becomes their younger self,** appearing exactly where they were and as they were at that point in time, though they retain any objects, experience, and knowledge they had acquired in their future life.
- A creature that travels forward in time exits the stream of time and thus can only experience the future as it would be if it and all objects that traveled with it had ceased to exist when it traveled forward in time. Thus, a character can't experience their own future or meet their future self.

This rule makes it so that a creature can never meet or communicate directly with itself across time, and that time travel can't be used to duplicate objects or creatures. There are some loopholes clever characters can exploit, however, such as hiding an object in the past so their future selves can find it, and so on.

The Timeless Tower. Ezkellion's crystalline spire and everything within it exists outside the stream of time, which enables Ezkellion to travel freely to almost any point in time. There's one important catch, however: the tower can't return to the same point in time twice, as that would cause the tower itself to cease to exist. Thus, Ezkellion always keeps his visits short as to not take up too much of his own limited time.

Shop Security

The Timeless Tower's inventory is protected by Ezkellion's vast repertoire of magic as well as the wizard's control of time, making theft and robbery nearly impossible.

Ezkellion

Though he is loath to engage in combat, Ezkellion is a powerful spellcaster who can more than hold his own. Ezkellion usually initiates combat with a *time stop* spell so he can cast powerful buffs upon himself and use *delayed blast fireball* and *forcecage* on enemies. Most of the time it doesn't come to that, however, as Ezkellion will use his time-altering powers to end any confrontation before it becomes too dangerous.

Time Control

While inside his crystalline spire, Ezkellion can bend time itself to his will to rewind or halt time for everyone and everything within the tower.

If Ezkellion notices a character attempting to steal something, Ezkellion may have time halt for that character, only "unfreezing" them after their companions have concluded their business. If characters attack Ezkellion, he may engage them in combat – likely making short work of them – before rewinding time to just before they attacked, admonishing them not to test his patience again. If put in a dangerous situation, Ezkellion can even rewind time to before customers entered his magical spire – leaving them standing just outside its blank walls and with no way to enter.

> Though undoubtedly wise, there is something incredibly frustrating about someone who claims to know your life better than yourself. What the hell is "A bit more caution about who you sell your wares to – thousands of lives depend upon it" supposed to mean, anyway? That's rich coming from someone who will let any band of bumbling adventurers go back in time to rescue kittens and slay dragons!
>
> – Azân the Wanderer

EZKELLION

Medium Humanoid, Neutral

Armor Class 17 (with *mage armor*)
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	23 (+6)	20 (+5)	14 (+2)

Saving Throws Dex +11, Con +11, Wis +12
Skills Arcana +13, Insight +12, Perception +12
Senses truesight 120 ft, passive Perception 22
Languages all
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Special Equipment. Ezkellion carries a *chronomancer's staff*.

Legendary Resistance (3/Day). If Ezkellion fails a saving throw, he can choose to succeed instead.

Chronomancer's Staff. Ezkellion can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against him.

Actions

Temporary Stasis. A creature within 60 feet that Ezkellion can see must succeed on a DC 21 Constitution saving throw or be incapacitated and have a speed of 0 until the end of Ezkellion's next turn or until it takes damage.

Time Scramble. A creature within 60 feet that Ezkellion can see must succeed on a DC 21 Intelligence saving throw or take 14 (4d6) psychic damage and until the end of Ezkellion's next turn, it has disadvantage on saving throws, and attack rolls against it are made with advantage.

Spellcasting. Ezkellion casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 21):

At will: *dispel magic*, *mage armor*
3/day each: *delayed blast fireball*, *dominate monster*, *forcecage*, *globe of invulnerability*, *mind blank*
1/day each: *imprisonment*, *power word kill*, *time stop*

Legendary Actions

Ezkellion can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ezkellion regains spent legendary actions at the start of his turn.

Revert Time. After a creature's turn, Ezkellion reverts time for himself to just before that creature's turn started. He magically appears in the spot he was in when the creature's turn started, regains any hit points he lost during the creature's turn, and any conditions or effects that began on him since the start of that creature's turn no longer affect him.

Cast spell (Costs 2 Actions). Ezkellion casts a spell.

Quest Hooks

With an almost omniscient knowledge of the past and future, Ezkellion can function as quest-giver for any adventure, offering magic items as rewards. Ezkellion also has a particular task suited for the characters.

Console the Child

Aythail, the Black Arrow, wasn't always an evil elven assassin who kills humans for sport – like most, she was once an innocent child, full of potential. Ezkellion doesn't know what happened to that child, but he knows where and when it happened. He can take the characters there if they agree to find Aythail – recognizable by an arrow-shaped birthmark on her cheek – and stop her from becoming the Black Arrow.

Arriving several hundred years in the past, the characters have only to walk a few miles before they arrive at an elven village overrun by cruel knights intent on slaughter. Fighting their way through the carnage, they can find the bloodied Aythail crying next to the corpses of her family. If the characters can prevent Aythail's trauma from becoming an unquenchable thirst for vengeance, either with comforting words or ruthless violence, Ezkellion rewards them with a discount of up to 2,000 gp.

Inventory

Ezkellion has one of the most impressive inventories of any merchant of magic, ranging from the most common magic objects to priceless artifacts.

Chronomancer's Staff

One of Ezkellion's most prized artifacts is the *chronomancer's staff*. Crafted by the timeless wizard with great care, this staff carries a sliver of Ezkellion's temporal powers. Though Ezkellion often carries the staff, he has little actual use for it. If he decides that the staff's powers are necessary to prevent a disaster, he may be willing to sell or trade it to a suitable wielder (Ezkellion has all of eternity to make himself a new one, after all).

Scroll of Time Travel

Ezkellion possesses several *scrolls of time travel*, which he sells only to particularly capable – and responsible – customers in situations of particularly dire need. Aided by a *scroll of time travel*, determined heroes can undo even the worst catastrophes and turn bitter defeats into victories.

THE TIMELESS TOWER'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Mind Reading	Potion	Rare	A glass flask filled with blue liquid	100 gp
Potion of Expertise (U)	Potion	Rare	A square vial of pink liquid	200 gp
Chime of Opening	Wondrous Item	Rare	A 1-foot-long hollow metal tube	500 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A brass necklace with dyed bones	500 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Ioun Stone of Intellect (A)	Wondrous Item	Very Rare	A marbled scarlet and blue sphere	1,500 gp
Cloak of Protection (A)	Wondrous Item	Uncommon	A blue cloak with a shield-shaped brooch	2,000 gp
Dreamwalker's Amulet (A)(U)	Wondrous Item	Rare	A circular amulet with hanging feathers	3,000 gp
Potion of the Phoenix (U)	Potion	Legendary	A glass vial decorated with a golden bird	5,000 gp
Wand of Binding (A)	Wand	Rare	A long ebony wand wrapped in chains	5,000 gp
Crystal Ball (A)	Wondrous Item	Very Rare	A 6-inch diameter milky-white orb	6,000 gp
Staff of Charming (A)	Staff	Rare	A pristine white staff inlaid with gold	6,000 gp
Ring of Spell Storing (A)	Ring	Rare	A wide ring with glyphs etched into it	8,000 gp
Temporal Amulet (A)(U)	Wondrous Item	Very Rare	A golden crescent moon on a silver chain	8,000 gp
Wand of Polymorph (A)	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp
Rod of Alertness (A)	Rod	Very Rare	An iron rod with a flanged head	10,000 gp
Scroll of Time Travel (U)	Scroll	Legendary	A parchment piece with arcane symbols	10,000 gp
Rod of Security	Rod	Very Rare	A silver rod with a crown-shaped handle	20,000 gp
Amulet of the Planes (A)	Wondrous Item	Very Rare	An obsidian amulet engraved with glyphs	30,000 gp
Tome of Clear Thought	Wondrous Item	Very Rare	A tome in a silver case set with sapphires	30,000 gp
Tome of Understanding	Wondrous Item	Very Rare	A large tome in a dusty, red leather case	30,000 gp
Chronomancer's Staff (A)(U)	Staff	Legendary	A staff with a hand grasping an hourglass	50,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Vil's Magical Shop

by Rick Barry

This abandoned and decrepit building doesn't look like much from the outside – its only interesting feature is the pristinely preserved and ornately decorated door that sits at its center. As the door swings soundlessly open on oiled hinges, you enter a large, square room filled with the wondrous smell of incense mixing with the scents of alchemical reagents. Semi-translucent objects of various shapes and sizes sit on long shelves or seem to move around the shop as if carried by an invisible hand.

Vil's Magical Shop can be found anywhere there's a good bargain to be made. Usually presented as an abandoned building or the ruins of a roadside shrine, this extradimensional shop springs up anywhere its magical door is placed.

The shop is run by the changeling Vil, who has collected a wide variety of exotic and useful items from every corner of the multiverse. It rarely stays in one place for long, moving to new, unexpected locations at the whims of Vil's ever-shifting fancies.

Vil the Changeling

As a changeling, the shop's proprietor, Vil, is almost never found in their true form – that of a short, slender, dark-eyed humanoid with mid-length silver hair and bluish skin. Instead, Vil prefers to assume the appearance of whichever type of humanoid seems to fit best in the region – if the shop is found in a dwarven stronghold, Vil appears as a dwarf, while they would be an elf in an elven realm, and so on.

Merchant Overview

Merchant	Vil, an adventurous changeling wizard who can change appearance
Inventory	A variety of powerful magic items
Security	Vil is a capable spellcaster, the shop is in an extradimensional dimension, and the inventory is illusory
Bargaining	Vil is a competent haggler who is susceptible to flattery
Biases	+ None – Any who can see through disguises

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	30%

Vil became a trader of magic items for three main reasons: greed, a desire to travel and see new places, and to acquire new, interesting magical items. While Vil has settled comfortably into life as a traveling merchant, the changeling is no stranger to battle, as evidenced by a deep cut in their left ear and a scar that runs across their right eye (visible only in their true form, of course). The changeling no longer goes on adventures but sates their wanderlust by constantly moving the shop to new and exciting places.

Roleplaying Vil

At their core, Vil is haughty, distrustful, and unsentimental – traits bred by their ever-changing nature and cultivated through a lifetime of perilous adventuring. While wearing one of their endless magical disguises, however, Vil molds their personality just as much as their physical appearance, in an attempt to blend in and put customers at ease.

However, Vil's perception of other humanoids as wholly two-dimensional often causes them to seem almost as caricatures of the type of humanoid they have changed into. As a dwarf, Vil boasts the archetypal dwarven features – a squat frame, an impressive beard, and a boisterous, heavily-accented voice – and will be as prideful and quick-to-anger as Vil believes all dwarves are. If wearing an elven guise, Vil is usually slender, eerily beautiful, and acts with a mixture of arrogance and self-importance.

Vil's dedication to the art of deception is such that if they perceive that customers are uncomfortable dealing with their current form, Vil will slip into the shop's backroom, quickly change their shape to a more suitable one, slip on a new outfit, and reappear moments later as the shop's "co-owner."

Bargaining

Vil generally haggles dispassionately (although they may appear quite passionate, depending on their current disguise) and won't be insulted by outrageous offers. Even so, characters who are rude or ignorant may cause Vil's prices to rise, while compliments and flirtation – Vil sees these as affirmations of the quality of the disguise – earn their favor.

If a character becomes suspicious of Vil and sees through the disguise – which requires a successful DC 20 Wisdom (Insight) or Intelligence (Investigation) check – Vil immediately takes a strong disliking to that character and may even refuse to deal with them.

Biases

Vil is generally welcoming to all and any races and backgrounds, only occasionally expressing the biases they believe their chosen form would have ("No dwarf will allow a goblin to enter their shop!")

Vil is wary of customers who may see through their disguises, such as perceptive rangers or wizards with a sharp eye for enchantments. Vil avoids such characters, offering them high prices and terse responses in the hope that they will leave quickly.

VIL

Medium Humanoid, Neutral

Armor Class 13 (16 with *mage armor*)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Con +9, Int +11, Wis +9
Skills Arcana +11, Deception +10, Insight +9, Perception +9
Damage Resistances damage from spells; bludgeoning, piercing and slashing damage from nonmagical weapons (from *stoneskin*)
Damage Immunities psychic damage (from *mind blank*)
Condition Immunities charmed (from *mind blank*)
Senses passive Perception 19
Languages Common, Draconic, Dwarvish, Elvish, Undercommon
Challenge 13 (10,000 XP) **Proficiency Bonus** +6

Special Equipment. Vil carries an *ioun stone of mastery* and wears a *robe of stars*.

Ioun Stone of Mastery. Vil's proficiency bonus is increased by 1 (included in their stat block).

Legendary Resistance (2/Day). When Vil fails on a saving throw, they can choose to succeed instead.

Actions

Multiattack. Vil uses *Robe of Stars* and casts a spell.

Astral Jaunt. Vil uses their *robe of stars* to enter the Astral Plane along with everything they are wearing or carrying. They remain there until they use an action to return to the plane they were on, appearing in the last space they occupied or the nearest unoccupied space.

Robe of Stars (6/Day). Vil tears off a star from their *robe of stars* to create seven glowing darts of magical force. Each dart hits a creature within 120 feet of Vil, dealing 3 (1d4 + 1) force damage.

Shapeshift. Vil polymorphs into a Small or Medium humanoid they have seen, or back into their true form. Their statistics, other than their size, are the same in each form. Any equipment they are wearing or carrying isn't transformed. Vil reverts to their true form if they die.

Spellcasting. Vil casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *chill touch* (as a 17th-level spellcaster), *mage hand*, *minor illusion*
3/day each: *detect thoughts*, *dispel magic*, *mage armor**, *polymorph*
1/day each: *chain lightning*, *mass suggestion*, *mind blank**, *plane shift*, *stoneskin**, *teleport*, *time stop*
*Vil casts these spells on themselves before combat.

Shop Security

Vil's Magical Shop's best protection is the elusiveness of the shop itself, its proprietor, and its merchandise.

Burglary and Robbery

Burglary is avoided simply by virtue of the shop only existing in an extradimensional plane only accessible when its magical door is installed. Ruffians and other threatening customers are dealt with personally by Vil, who may use spells like *mass suggestion* to quickly diffuse tensions or, if warranted, use *teleport* or *plane shift* to make a quick escape along with the magical book that holds the shop's inventory (see below).

Illusory Inventory

Finally, the shop's magical merchandise appears only as semi-translucent apparitions. While these objects can be held, worn, and carried, they exist only as dummies and possess no other magical qualities.

The true magic items are instead kept as illustrations in a magical book behind the shop's counter. When a deal is struck, Vil literally pulls the item from the book's pages by uttering an inaudible command word. A thief who gets their hands on the book will be sorry to discover that only Vil can perform this trick – and that if the changeling dies or otherwise unattunes from the tome, its contents are scattered across the Astral Plane.

Quest Hooks

Vil can offer tasks as varied as the disguises they wear – some are noble and heroic, others dark and sinister.

Teacher's Pet

Vil's former teacher, the venerable archmage Akache, died a while back, and the changeling, who believes themselves to be the teacher's favorite student, is certain that Akache would have wanted Vil to have her old spellbook. Vil realizes, however, that without express permission from the archmage, any such attempts would be met with resistance.

The College Arcana, where the spellbook is located, is well-protected against Vil's spells and magical deception. Vil hopes that a more diverse group of adventurers might have better luck retrieving the archmage's spellbook from Akache's office (kept vacant because none have dared test the strong spells of protection laid upon it). Vil offers a discount of up to 1,000 gp if the characters can retrieve the spellbook.

Inventory

Vil's inventory is filled with the many magic items they have acquired through years of adventure, among them many powerful items that it would be hard to acquire elsewhere.

VIL'S MAGIC SHOP'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Growth	Potion	Uncommon	A glass flask filled with a greenish liquid	100 gp
Potion of Flying	Potion	Very Rare	A slender vial filled with blue liquid	200 gp
Spell Scroll of Fireball	Scroll	Uncommon	A tightly rolled parchment scroll	200 gp
Spell Scroll of Polymorph	Scroll	Rare	A tightly rolled parchment scroll	500 gp
Longsword of Life Stealing (A)	Weapon (Longsword)	Rare	A slender longsword with a black blade	600 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Deck of Illusions	Wondrous Item	Uncommon	A deck of cards with shifting backgrounds	1,000 gp
Shapeshifter's Sickle (A)(U)	Weapon (Sickle)	Rare	A simple sickle with a curved blade	1,500 gp
Wand of Quickness (A)(U)	Wand	Rare	A slender wand with an amethyst tip	1,500 gp
Figurine of Wondrous Power, Bronze Griffon	Wondrous Item	Rare	A bronze figurine of a griffon	2,500 gp
Ring of Evasion (A)	Ring	Rare	A ring with a tiny hummingbird figurine	2,500 gp
Rod of Mimicry (A)(U)	Rod	Rare	A glistening green and blue 2-foot rod	2,500 gp
Spell Scroll of Teleport	Scroll	Very Rare	A tightly rolled parchment scroll	2,500 gp
Staff of Charming (A)	Staff	Rare	A pristine white staff inlaid with gold	6,000 gp
Ring of Spell Storing (A)	Ring	Rare	A wide ring with glyphs etched into it	8,000 gp
Rod of Alertness (A)	Rod	Very Rare	A steel rod with a carved eye at its tip	10,000 gp
Scroll of Shapechange	Scroll	Legendary	A tightly rolled parchment scroll	10,000 gp
Robe of Stars	Wondrous Item	Very Rare	A dark robe embroidered with small stars	20,000 gp
Ioun Stone of Mastery (A)	Wondrous Item	Legendary	A pale green prism the size of a thumb	30,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



Xin's Gallery

Escorted by two unarmed bodyguards, you enter a richly decorated hall with paintings covering most of the walls; numerous sculptures, busts, and statues form a pathway to a garden of exotic plants. A fashionable young man, a golden goblet in one hand and a strange-looking ferret with a long tail in the other, rises from a chair at a large table in the center of the garden. "Welcome to my gallery, dear friends," he says with an arrogant smirk. "I am Prince Sorabia Xiniusa, the owner of this humble menagerie of magical marvels. Come, walk with me and get the full tour of my collection." The man waves a dismissive hand at the bodyguards before turning his back to you and strolling through the verdant garden.

Xin's Gallery is a well-known venue among collectors of magic items and fine art. Artists and craftsmen alike seek out Xin's Gallery to sell their finest wares, and adventurers come searching for powerful magic items – or a prince with pockets deep enough to buy the treasures they have found.

Xin's Gallery can be found in the finer trading district or even royal quarters of a larger city or in a sprawling country estate some miles outside town.

Prince Sorabia Xiniusa

Prince Sorabia Xiniusa, or just Xin, is the youngest son of the ruler of a faraway kingdom. Xin has a deep appreciation for all the finer things in life, from the most luxurious clothes to the rarest and most powerful magical objects.

MERCHANT OVERVIEW

Merchant	Xin, a connoisseur and collector of fine arts and magic items
Inventory	Mainly wondrous items that he knows the story behind
Security	Elite guards, magic items, and a powerful family
Bargaining	Xin is a fair merchant willing to pay steep prices for unique items
Biases	+ Clerics, monks, sages – Nobles

Sell Prices	Bargaining DC	Buy Prices
140%	**13**	40%

Since Xin was far down in the line of succession, in his youth he neither had nor took much responsibility. Eventually tiring of being scolded by his family for his uselessness, he decided to leave his homeland for good and try his luck elsewhere.

Helped by a substantial allowance from the Emperor ("My father realizes that if any of his sons, even his youngest, lived in squalor, it would reflect poorly upon his glory"), Xin has spent several years building a name for himself as one of the most prominent collectors of fine art and magic wonders.

Roleplaying Xin

Xin wears luxurious clothing and displays all the mannerisms one would expect from a spoiled prince. In truth, Xin is much wiser and more cunning than he seems at first glance, but chooses to affect the guise of a careless dandy to make others underestimate him.

Besides the occasional scornful smirk or derisive comment, Xin is a smiling and welcoming host who shares his passion for exotic and rare items with any who enter his gallery. Almost every item in Xin's collection has a story and Xin eagerly shares meticulous details about his merchandise. Who made it, to what end has it been used, and how did it come into Xin's possession are all part of the presentation as Xin sashays customers through his "gallery of magnificent marvels."

Always at Xin's side is his pet and companion Tillik, a subspecies of ferret from Xin's homeland. It uses the **weasel** stat block, except that it has an Intelligence score of 10 and can cast *detect magic* at will. While showing customers around, Xin likes to release Tillik and let it approach customers, sniffing its way to items of interest. When Tillik finds an item on a character that it likes – usually the most rare or valuable – it chirps and waves its tail, piquing Xin's curiosity and prompting him to ask about the item.

Bargaining

Despite Xin's ostentatious facade, the prince is a skilled merchant. When selling an item, Xin calmly starts by asking for well above the item's fair market value, but isn't difficult to convince to reduce the price of his wares if a character haggles well.

Xin is also a prolific buyer, who is always ready to pay well for an item that isn't already in his collection – or even more, if faced with a particularly rare or interesting magic item.

Customers who share Xin's passion for art and magic – and have stories of their own to tell – will find it much easier to deal with the wealthy noble.

Biases

Though he presents as a flippant and arrogant young man, Xin is a staunch conservative and traditionalist. He treats the wise and elderly – especially clerics and monks – with great respect and will usually offer them significant discounts.

Having grown up in a royal court, Xin has a deep disdain for nobles and their petty squabbles. Any character flaunting their noble heritage or generational wealth is likely to be met with patronizing smiles – and much steeper prices.

> Don't let Xin's act fool you, the Prince is a cunning merchant, a capable swordsman, and knows more about art and magic than most scholars. The latter of which he will happily demonstrate – at great length – to anyone who inquires about his impressive collection!
>
> – Azân the Wanderer

Sorabia Xiniusa

Medium Humanoid (Human), Lawful Neutral

Armor Class 18 (*unarmored defense*)
Hit Points 90 (12d8 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Arcana +5, Deception +7, Insight +7, Perception +7, Persuasion +7, Stealth +7
Senses passive Perception 17
Languages Celestial, Common, Dwarvish, Elvish
Challenge 6 (1,800 XP) **Proficiency Bonus** +3

Special Equipment. Xin wears a *ring of invisibility* and carries a *katana of the deathtouched*.

Death Ward (1/Day). When Xin is reduced to 0 hit points, he instead drops to 1 hit point.

Legendary Resistance (2/Day). If Xin fails a saving throw, he can choose to succeed instead.

Unarmored Defense. While Xin is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Actions

Multiattack. Xin makes two weapon attacks.

Katana of the Deathtouched +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing or slashing damage.

Ring of Invisibility. Xin turns invisible. He remains invisible until he attacks or casts a spell, or uses a bonus action to become visible.

Bonus Actions

Command. A friendly creature within 30 feet of Xin can make a weapon attack as a reaction.

Reactions

Deathtouched. When Xin reduces a creature to 0 hit points, he gains 12 temporary hit points.

Parry. Xin adds 5 to his AC against one melee attack that would hit him made by an attacker he can see.

Shop Security

Xin has no interest in fighting anyone and would rather let thieves go – without whatever they tried to steal, of course – than initiate combat. If there's no way around it, Xin has taken numerous steps to protect himself and his wares.

Loyal Guardians

Carefully watching every customer walking around Xin's gallery and adjoining gardens are six **elite warrior monks**. They are sworn to protect Xin and stay close to the merchant and his merchandise at all hours.

Animated Paintings

Xin has no desire to waste his life in a useless fight and will flee using his *ring of invisibility* if a situation becomes too dangerous. After assessing the situation, Xin may also speak a command word to activate one or both of his *animated painting*s, summoning forth a **griffon** or a **young gold dragon,** which are friendly toward the prince and act on his turn.

Deceiving Death

As a last resort, Xin's *katana of the deathtouched* grants him the effects of a *death ward* spell, allowing him to drop to 1 hit point instead of 0 hit point on a lethal hit. If the *death ward* is ever activated, Xin tries to feign his own death, hoping that no one notices that he is actually still alive by succeeding a DC 17 Wisdom (Medicine) or Intelligence (Investigation) check while examining his prone body as an action.

Royal Vengeance

Thieves who manage to steal from Xin's Gallery will find little peace as they are harried by knights and mercenaries seeking to restore the royal court's honor and return the stolen treasures. The young prince coordinates these efforts and may show up personally to reclaim his stolen wares. Even if Xin was slain, the characters may yet face him again as his father, the Emperor, will employ high priests to cast a *true resurrection* spell to bring back Xin and restore the royal bloodline, if at all possible.

Quest Hooks

While Xin is always on the lookout for new artwork and interesting items, there is currently one thing he deeply wishes to acquire.

A Warrior's Tattoo

Ever since Xin heard of the great tattoo artist and ex-gladiator Hestannia (see "Hestannia's Studio" on pg. 32), he has been wanting to obtain a tattoo from her. The stubborn Hestannia has so far refused to tattoo such a cocky, spoiled brat as Xin.

The young prince, however, hasn't given up. He's heard that Hestannia sells the equipment required to create magic tattoos. Xin is willing to pay 500 gp plus Hestannia's price for the items to anyone who is willing to seek out the minotaur and buy them on his behalf. Ideally, it should be an adventurer with "mighty muscles and a tiny brain to fit, as that's about the only thing that brutish bully of a minotaur appreciates." Xin also emphasizes that the characters may under no circumstances tell Hestannia that he sent them!

ELITE WARRIOR MONK

Medium Humanoid (Human), Lawful Neutral

Armor Class 18 (*unarmored defense*)
Hit Points 97 (15d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+2)	18 (+4)	10 (+0)

Saving Throws Dex +7, Con +5, Wis +7
Skills Acrobatics +7, Perception +10
Senses passive Perception 20
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Ki Penetration. The monk ignores all bonuses to AC granted by spells and equipment.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes two attacks.

Force Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage, and if the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Stunning Strike (recharge 5–6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the monk's next turn.

Inventory

Besides his passion for art such as paintings, sculptures, and carvings, Xin has a wide array of different magical wonders. As a collector, Xin is happy to trade more common (but no less powerful) magic items for exotic items that he doesn't own yet.

Animated Paintings

Xin owns two *animated paintings* (done by the masterful magical painter Ebenôr Goldenstroke) that come to life when a command word is said. One painting shows a griffon and the other a gold dragon. Xin is incredibly fond of these paintings, so it will take a lot of persuasion and a truly remarkable offer of equally or even more impressive magic items to make him consider selling them.



Katana of the Deathtouched

Xin's Gallery's Inventory

Item Name	Type	Rarity	Description	Value
Goblet of Confidence (U)	Wondrous Item	Uncommon	A gold goblet with circular symbols	100 gp
Feather Token, Bird	Wondrous Item	Rare	A feather on a tiny figurine of a bird	200 gp
Universal Solvent	Wondrous Item	Legendary	A vial with a milky-white substance	200 gp
Wind Fan	Wondrous Item	Uncommon	A fan with images depicting clouds	200 gp
Beauty's Bane (U)	Wondrous Item	Uncommon	A hand-sized oval-shaped mirror	500 gp
Helm of Comprehending Languages	Wondrous Item	Uncommon	A solid iron helm with eye-shaped emerald lenses set in its visor	500 gp
Wand of Magic Detection	Wand	Uncommon	A wand affixed to a glass canister	500 gp
Goggles of Night	Wondrous Item	Uncommon	Goggles with dark crystal lenses	800 gp
Periapt of Wound Closure (A)	Wondrous Item	Uncommon	A large ruby on a bronze chain	1,000 gp
Stone of Good Luck (A)	Wondrous Item	Uncommon	A large, polished green agate	1,500 gp
Dragon Scale Mail, Red (A)	Armor (Scale Mail)	Very Rare	A scale mail made of crimson scales	2,000 gp
Figurine of Wondrous Power, Ivory Goats	Wondrous Item	Rare	Three ivory figurines of goats	2,000 gp
Raven's Feathers (A)(U)	Wondrous Item	Rare	Bracers with bird skulls and feathers	2,000 gp
Ring of Protection (A)	Ring	Rare	A silver ring depicting a shield	2,000 gp
Wand of the War Mage +2 (A)	Wand	Rare	A wand with a pink stone at its tip	2,000 gp
Figurine of Wondrous Power, Marble Elephant	Wondrous Item	Rare	A 4-inch marble statue of an elephant	2,500 gp
Animated Painting, Griffon (U)	Wondrous Item	Rare	A painting of a griffon	2,000 gp
Gem of Seeing (A)	Wondrous Item	Rare	A single crystal lens on a chain	3,000 gp
Katana of the Deathtouched (A)(U)	Weapon (Longsword)	Very Rare	A single-edged pattern-welded blade engraved with runes	5,000 gp
Luck Blade (0 wishes) (A)	Weapon (Shortsword)	Legendary	A beautiful shortsword with three large cracked diamonds in its hilt	5,000 gp
Ring of Regeneration (A)	Ring	Very Rare	A bronze ring engraved with runes	5,000 gp
Ring of Shooting Stars (A)	Ring	Very Rare	An obsidian ring with a blue stone	5,000 gp
Amulet of Health (A)	Wondrous Item	Rare	A sun-shaped pendant made of gold	6,000 gp
Ring of Invisibility (A)	Ring	Legendary	A plain silver ring	8,000 gp
Carpet of Flying (4 ft. × 6 ft.)	Wondrous Item	Very Rare	A 4 ft. × 6 ft. blue and red carpet	12,000 gp
Animated Painting, Young Gold Dragon (U)	Wondrous Item	Legendary	A painting of a young gold dragon resting on a hoard of treasures	20,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)



The Auction House

The auctioneer lifts their wooden gavel expectantly, pointing out at the crowd. "Do I hear 600 gold pieces? Remember, this sword was wielded by the great hero Ser An– great, we got 600 gold pieces from the horned fellow at the ba– 700 gold pieces, thank you very much, my lady, do I hear 800 gold pieces?" The auctioneer's incessant stream of words continues unabated, words rattling off at an astounding pace, while participants shout out their bids and glare menacingly at each other.

There are few better places to make a good deal on a magic item than at an auction. Found in luxurious mansions in larger cities, in countryside estates, or in more exotic locations such as abandoned castles or refurbished temples, magic auction houses are popular with everyone from daring adventurers to wealthy nobles and discerning merchants of magic.

Running an Auction

Most auctions are invite-only and only the most distinguished and wealthy individuals are allowed entry. Characters may receive an invitation to an auction if they have accomplished a particularly noteworthy deed, if they are rumored to have come into possession of great wealth, or through their connections with influential NPCs. They may also be asked to go in a wealthy patron's place, to bid on a specific item on their behalf.

Buying at an Auction

If the characters participate in an auction, they will typically arrive at the auction house at a specified time, alongside the auction's other participants. Here, they are given an overview of the items up for bid – either a pamphlet with details of each item or a visual inspection of the wares – before being asked to put an amount of gold in escrow. This is the gold they can use to bid on the items that are up for auction.

When the auction begins, each round of bidding typically unfolds as follows:

- The magic item up for bid is put on display and its qualities described. The auctioneer provides a starting bid, which is usually 50% of the item's value.
- The participants then make their bids, each of which must always be higher than the last bid.
- The auctioneer keeps track of the bids while urging other participants to make higher bids. They also keep a tally of the gold each participant has placed in escrow, so nobody bids more than they're able to.
- When no participants come forth to make a new bid, the last bidder is declared the winner, and the auction moves on to the next item up for bid.

When the last item has been sold, participants can reclaim any gold they have remaining in escrow, as well as any items they purchased at the auction.

Silent Bidding

Some auctions employ silent bidding or give out tokens that participants can use to initiate special rounds of silent bidding. When bidding silently, each participant writes down their bid (or otherwise notes it without revealing it to anyone else) without knowing what the other participants are bidding. The participant who made the highest bid when the bids are revealed is the winner.

To make the winning bid in a round of silent bidding, the character(s) must try to guess their rivals' bids and bid slightly more than that. You can follow the steps below to handle a round of silent bidding:

- Note what you think the NPC participants' bids would be and have bidding players also note down their characters' bids.
- Bidding player characters can then make a Wisdom (Insight) check against the other participants' passive Charisma (Deception) checks.
- If the check succeeds, tell the player roughly what the other participant is considering bidding.
- The bidding characters must then make Charisma (Deception) checks against the other participants' passive Wisdom (Insight) checks.
- If the check fails, the player must tell you a number that is within 20 percent of the bid they have made.
- Using the information gleaned through this process, both the player characters and NPC participants can adjust their bids before the final bids are revealed.

Selling at an Auction

If the characters know of an auction house, they can petition to have one or more magic items put up for auction. The auction house may also reach out to the characters if they are rumored to be in possession of a particularly valuable item. During a private meeting at the auction house, the characters are told the terms for selling an item, which are usually something like:

- First, the item is carefully examined and assessed using spells such as *identify* and *legend lore*.
- If the item is accepted after having been examined, the characters hand it over to the auction house.
- The characters are invited to the auction where the item is up for bid but can't bid on their own item.
- The item will be put up for bid with a starting price equal to 50% of the item's value.
- If the item is sold, the characters and the auction house split the item's selling price.

The characters may be able to keep more of the proceeds for themselves if the item is particularly valuable, or if they haggle well. You can use the bargaining rules (see "Bargaining Rules" on pg. 7) to facilitate this negotiation, except that the characters are allowed only two successes or failures before the bargain ends.

Silent Bid Tokens

If an auction house uses Silent Bid Tokens, one such token is given to each participant or group of participants when they arrive at the auction. A participant can use this token to contest an open bid when only one other bidder remains. The two participants (the one who made the last bid for the item and the one who used their token) enter into a final round of silent bidding, as described under "Silent Bidding." The silent bids must be higher than the highest bid made during the open bidding. Whoever makes the highest silent bid wins the round.

Auctioneer

The auctioneer is typically a cunning – and sometimes powerful – creature with a flair for drama, a persuasive charisma, and a deep knowledge of magic items. You can use most of this book's merchants as auctioneers, or roll a d4 on the table below.

d4	Auctioneer
1	Melizzik, a white dragonborn **mage** who holds auctions in a glacial cavern to sell off its dragon patron's many treasures
2	Humph and Bogey, a bickering **ettin** who holds auctions in an abandoned stronghold to sell magic items
3	Abismil, a noble's **ghost** who holds auctions in a splendid manor to sell off its magical treasures and fund its resurrection
4	Gamyla, a **succubus** who holds auctions in a small corner of Hell to sell a plethora of "gifts" given to it by former lovers

Participants

An exclusive auction will typically have 5–10 wealthy participants. Any of the merchants in this book, or other NPCs of your choosing can serve as participants. You can roll a d10 on the Auction Participants table on the next page to determine participants at random.

Security Measures

All auction houses take basic precautions, such as only extending invitations to trustworthy individuals and keeping valuables under lock and key. In addition, an auction house may also take the following precautions.

Escrow

The auction house will usually ask all participants to put gold in escrow, so they can't run away from the bids they make at the auction (often using *bags of shared holding* to hold the funds during the auction). The auction house may waive this measure for trusted or well-known participants.

Guards

Auction houses almost always employ guards to protect both the inventory and the participants. Typically, most of the guards are stationed near the items that are up for bid. You can roll a d6 on the table below to determine an auction house's guards.

d6	Guards
1	Four **veterans** and a **mage**
2	Eight **bugbears** and three **ogres**
3	Eight **guards** and four **knights**
4	12 **hobgoblins** and 12 **goblins**
5	Four **minotaurs** and a **medusa**
6	An **adult silver dragon**

Magical Defenses

Auction houses often employ several magical defenses to keep both their inventories safe and the auctions running smoothly. You can roll a d4 on the table below to determine an auction house's magical defenses.

d4	Magical Defenses
1	The items up for bid are illusions. The real items are kept in an extradimensional space
2	The items up for bid are protected by *forcecage* spells
3	The items up for bid are kept in a vault protected by guards and spells such as *private sanctum* and *glyphs of warding*
4	All participants are subjected to *geas* and *zone of truth* spells to ensure their honesty

Step-by-Step Auction

Below are quick guidelines for running an auction. You can also find a complete description of an auction house and a sample auction scenario in the adventure "The Highest Bid" on pg. 91.

- **Participants.** Pick 2d4 participants and decide how much each puts in escrow (you can roll these at random using the table below or create your own)
- **Items.** Choose 2d4 + 2 magic items that are up for auction and note their names, descriptions, value, and starting price (half of the item's value).
- **Arrival.** The characters are greeted by the auctioneer and may have to place gold in escrow.
- **Auction.** Before the auction begins, describe the other participants and list the items up for auction. The auctioneer then starts the auction by presenting the first item (usually the item of lowest value).
- **Bidding.** During each round of bidding, ask the players if their characters wish to bid for the item. If they don't, quickly decide which other participant wins the bid and move on to the next round. If they do participate in the bidding round, choose two NPCs who are interested in the item and roll 3d6 for each. The result × 10 is how large a percentage of the item's value the participant is comfortable paying (i.e., a roll of 15 means they will bid up to 150% of the item's value). Then resolve the bidding as detailed under "Buying at an Auction."
- **Conclusion.** When all items have been sold, the participants are allowed to retrieve whatever funds they have remaining in escrow, as well as any items they bought at the auction.

AUCTION PARTICIPANTS

d10	Name	Description	Special Interests	Escrow
1	Azân	A large, masked figure with dark skin and a weird dog at his side	Any items that facilitate magical travel and exotic creatures	4d6 × 1,000 gp
2	Luizhana	An elderly, purple-skinned tiefling with a bored expression on her face	Items suitable for sorcerers and other spellcasters	2d6 × 1,000 gp
3	Illyath	An alabaster-skinned human with white hair and a gentle expression	Items that can heal and mend as well as clearly evil items	2d6 × 1,000 gp
4	Marizyn	A goblin wearing a fine silk dress and gaudy jewelry	Items that can be used to sneak, steal, or kill	2d6 × 1,000 gp
5	Brumir Bronzeforge	A rotund dwarf with an impressive beard and expensive rings	Impressive metalwork and anything with gems on it	6d6 × 1,000 gp
6	Drubal	A bearded half-orc with a pet lobster and wearing a sailor's outfit	Anything nautical and objects that can be used for navigation	2d6 × 1,000 gp
7	Ernart Dippletopp	A diminutive gnome with a curious expression and a friendly laugh	Exotic and complex items, including items used for crafting	2d6 × 1,000 gp
8	Prince Xin	An arrogant-looking human wearing a fancy outfit, with a ferret on his arm	Only the most expensive and luxurious items	8d6 × 1,000 gp
9	Milando	A slender dark elf with a smug smile and an air of supreme confidence	Instruments and items that can be used for self-preservation	4d6 × 1,000 gp
10	Elpha	A young woman who bids when the cat on her lap meows	Spellcasters' items, as well as items that can dispel enchantments	4d6 × 1,000 gp

CHAPTER 3: Magical Adventures

Not all magic items are bought with coin. Some are bought with blood, tears, and sweat, found as loot at the end of the dungeon or given as rewards for a task well done. This chapter features four adventures, each of which are tied to one or more of the merchants of magic presented in *Wanderer's Guide to Merchants & Magic.*

The Highest Bid sends a party of 5th-7th-level adventurers to secure a dangerous magic item at an infamous auction lest it falls into the wrong hands.

The Bard's Delivery puts a party of 4th–8th-level adventurers on a perilous path littered with betrayals as they are sent to deliver a mysterious package.

The Countess' Castle pits a party of 6th-10th-level adventurers against an accursed dragon as they are tasked with clearing out a haunted castle.

The Wizard's Tower tasks a party of 5th-9th-level adventurers with infiltrating a wizard's tower to undo an aberrant transformation.

The Highest Bid

This adventure for a party of 5th-7th-level characters has the adventurers visiting Gnax's Auction House to pick up a valuable magic item for an interested buyer. In the scenario below, the celestial merchant Illyath wants the characters to prevent the evil Countess Marizyn from securing a *bag of monsters* at the auction. You can replace Illyath and/or Countess Marizyn with other NPCs, and the *bag of monsters* with another magic item without making significant changes to how the adventure runs.

Adventure Background

Mr. Gnax, the owner of Gnax's Auction House, recently came into possession of a *bag of monsters*, a powerful and dangerous magic item that can be used to summon murderous monsters.

While the unscrupulous Mr. Gnax has no qualms about putting the *bag of monsters* up for bid at the auction, the celestial merchant Illyath wants to prevent the *bag of monsters* from ending up in the wrong hands. She has received an invitation to the auction, but also learned that Countess Marizyn, an evil goblin merchant, is looking to acquire the item.

Illyath wants to ensure that Marizyn doesn't get the bag, but a sacred oath prevents her from acting dishonorably or fighting evil directly – and this mission could very well force her to do both. Thus, Illyath is looking for resourceful heroes to go to the auction in her stead.

Adventure Summary

The adventure likely unfolds as follows:

- **Before the Auction.** After receiving the quest from Illyath, the characters can attempt to gather information about Gnax's Auction House and plan how they will acquire the *bag of monsters*.
- **The Auction.** The characters participate in the auction, where they can try to outbid Countess Marizyn's representatives, the elemental twins Ariessa and Ignatius, or steal the *bag of monsters* from under the nose of the auction house's many guardians.
- **Ambush.** After the auction, the characters are either ambushed by Ariessa and Ignatius (if the characters secured the *bag of monsters*) or, if they failed to claim the bag at the auction, can set up an ambush of their own to make one last attempt at preventing the *bag of monsters* from ending up with Countess Marizyn.

Adventure Hook

This adventure assumes that the characters have already met Illyath (see "Illyath's Sanctum" on pg. 35), or that she seeks them out specifically for the task. When she does, read or paraphrase the following:

> "I have a favor to ask of you, if you are willing," the woman says, her brows furrowed. "I have been invited to an auction where magic objects are sold. Among these is a powerful item I would hate to see end up in the wrong hands. Unfortunately, I am not the only one who has taken notice. The evil Countess Marizyn has sent agents to acquire the item, and I fear what happens if she succeeds!"
>
> "So, what I'm asking is: would you take the invitation and go in my stead to ensure that this does not happen? I would do it myself, but I'm bound by an oath that prevents me from doing so," she says earnestly. "I'll provide you with gold enough to pay its fair price, but if you have to use subterfuge or force to claim it, so be it. You can keep any gold you have left, as long as you return with the item."

If the party agrees, Illyath gives them her invitation and 7,500 gp, which she hopes is enough to buy the item. If they spend it all, she can offer a discount of up to 1,000 gp on an item in her inventory as reward. She also gives the characters a *spell scroll of sending* they can use to contact her when they have the bag.

Illyath, who has participated in an auction once before (her oath only prevents her from participating now, as that would mean directly fighting evil), can also provide the following information:

- The auction is run by Mr. Gnax, a goblin warlock, who employs several armored ogres and a medusa.
- All magic items and gold put up by bidders are kept in a vault inside the auction house, protected by several guards and magical forcefields.
- Upon arrival, participants are required to place their gold in escrow in the vault, where they also get to see the items that are up for auction.
- There's usually an intermission during the auction, where participants can mingle with each other or put more gold into escrow in the vault.
- When the auction is over, participants are brought down to the vault where they get the items they have purchased as well as any gold they didn't use.
- Marizyn is likely to send agents in her place as she detests Mr. Gnax, the goblin that runs the auction house. Illyath doesn't know who she will send.

Illyath urges the characters to gather information about Mr. Gnax and the auction house when they arrive in town, suggesting that they stake out the place and/or ask around town for more information.

Gnax's Auction House

Gnax's Auction House is a renowned, yet exclusive and secretive operation, run by the industrious goblin Mr. Gnax. The auction house, a one-story manor with a splendid garden, can be located in the wealthy district of a larger city, usually surrounded by other manors of similar size. The auction house is home to **Mr. Gnax**, a medusa named **Tirithiel**, and four **guardian ogres**.

General Features

Gnax's Auction House has the following features.

Ceilings. The ceilings are twelve feet high to better accommodate the hulking ogres.

Doors. Doors inside the auction house are locked during the night. A locked door requires a successful DC 15 Dexterity check using thieves' tools to open. The Auction House's residents each carry a key that opens any lock in the house with the exception of the door to Mr. Gnax's Office (area A6) and the cage in the kitchen (area A8). Mr. Gnax has a separate key for these locks, which also remain locked during an auction.

Illumination. Chambers in the auction house are brightly lit by either sunlight or torches during the day. At night, the house is cast in darkness.

Windows. The glass windows are each outfitted with an *alarm* spell that silently alerts Mr. Gnax if a window is broken or forced open.

MR. GNAX

The rotund, middle-aged goblin in charge of Gnax's Auction House possesses ruthless cunning and slick charm in equal measure. Not much is known about Mr. Gnax's past – and the goblin isn't keen to share. The reality is that Mr. Gnax was an errand boy for a small-scale auction house before he, through mysterious circumstances, inherited the operation when the owner died from "natural causes" (because a dagger to the spleen will, quite naturally, kill you).

Mr. Gnax desires only two things: wealth and respect. Running the auction house – and taking on the role of commanding auctioneer – provides both.

Mr. Gnax can be charming if he wishes to be, showering auction participants with compliments and flattery. It is quite clear to any who spend even just a few moments with him, however, that Mr. Gnax considers every interaction a transaction. As soon as someone isn't useful to him – such as if their purses are empty – he spares them no thought at all.

Areas in the Auction House

Below are descriptions of areas in the auction house.

A1. Garden

> A 10-foot fence surrounds this beautiful garden filled with verdant grass, trees, and bushes. A statue of a mounted knight sits at the center of the garden opposite a stone fountain.

The metal gate to the garden is unlocked while the auction is in progress. At other hours, it is locked.

Guardian Ogres. Two **guardian ogres** stand guard in the garden during the night. If intruders are spotted, they ring a brass bell to alert the auction house's other inhabitants who arrive two rounds later.

A2. Auction Room

> This rectangular room features three rows of wide benches in its center, and a raised dais with a wooden auction block at the far end of the room. Tapestries and paintings of landscapes and exotic creatures decorate the walls.

This room is where auctions are held. The benches can accommodate up to two dozen participants, but are rarely more than half-filled. The doors leading in and out of this room are closed but not locked while an auction is behind held within.

Guardian Ogres. While an auction is in progress, two **guardian ogres** flank Mr. Gnax on the dais. After each round of bidding, one of the ogres takes the item that has been auctioned off back to the vault (area A5) and retrieves the next item up for bid.

A3. Hallway

> Torch sconces line the walls of this broad hallway and expensive carpets cover the floor. Several doors lead from the hallway into adjourning rooms.

This hallway stretches around the garden, granting access to nearly all rooms in the auction house. The hallway is bisected halfway through by a set of large wooden doors, which are locked at night.

Guardian Ogre. A **guardian ogre** guards the door to the vault (area A5) when an auction is in progress.

A4. Restroom

> This restroom features a bathtub, a wooden toilet, a bucket for washing, and a towel hanging on a peg.

The restroom is used by Mr. Gnax and participants in the auction. The ogres are not permitted to use it – and would find it rather cramped, anyway.

There are few people I actively dislike, but Mr. Gnax is one of them. I don't think a single honest word has ever come out of that one's mouth. That said, I have made some excellent purchases at his auctions.

– Azân the Wanderer

GUARDIAN OGRE

Large Giant, Chaotic Neutral

Armor Class 18 (plate)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

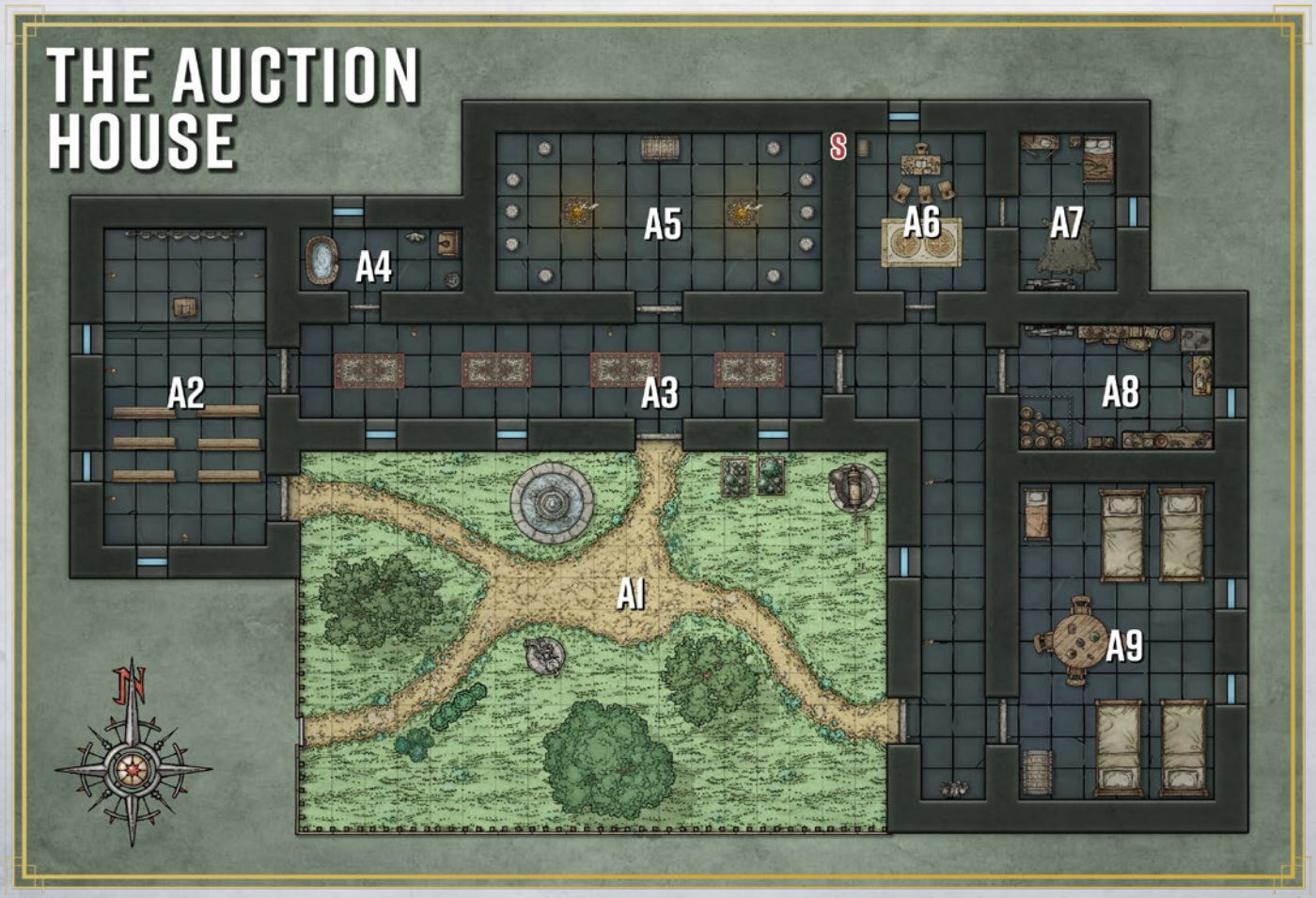
STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Throw. The ogre tries to grapple a Medium or smaller creature within 5 feet of it. If the ogre succeeds, it can throw the target up to 30 feet horizontally in a direction of the ogre's choice. The target and any Medium or smaller creature it hits when thrown this way must make a DC 13 Dexterity saving throw. On a failure, the creature takes 3 (1d6) bludgeoning damage for every 10 feet the target was thrown and lands prone. On a success, the creature takes only half as much damage and doesn't fall prone.



GUARDIAN OGRES

The **guardian ogres** employed by Mr. Gnax are more servile than regular ogres, but not much smarter. They challenge characters who try to get past them but are easily deceived or distracted. If presented with alcohol while Mr. Gnax isn't near, they drink without hesitation. An ogre that drinks a barrel of ale becomes poisoned for 8 hours and falls asleep after 30 minutes.

A5. Vault

> Marble pedestals line the walls of this large chamber. A sturdy chest sits at the northern end of the chamber.

Mr. Gnax keeps items up for auction in this room. The door to this room is locked at night and protected by an *alarm* spell that silently alerts Mr. Gnax if opened. During an auction, the door is kept unlocked to allow for the easy retrieval of items from the vault.

Medusa Guardian. The medusa **Tirithiel** remains in the vault during auctions to guard the inventory.

Pedestals. The pedestals in this room are magical. A strong spell of abjuration creates a forcefield of arcane energy that protects any item that is placed upon them. These forcefields can be conjured by speaking the word *arschk* (Goblin for "locked") and dispelled with the word *yng'reth* (Goblin for "open") while within 5 feet of a pedestal. A character who examines a pedestal and succeeds on a DC 15 Intelligence (Arcana) check realizes that the forcefields can also be suppressed for 1 minute with a *dispel magic* spell. Destroying the pedestal (AC 10; 30 hit points; damage threshold 10; immunity to piercing, poison, and psychic damage) also dispels the forcefield.

Secret Door. A faint seam in the northeastern corner – requiring a thorough search and a successful DC 15 Intelligence (Investigation) check to notice – is in fact the edge of a secret door to Mr. Gnax's Office (area A6). When the seam has been found, the door can be opened simply by pushing on it.

A6. Mr. Gnax's Office

> An oak desk scattered with papers sits at the back of this room across from three wooden chairs. A small chest is tucked against the northeast wall.

Mr. Gnax spends most of his time in this room meeting potential sellers and doing accounting.

Desk. The desk holds receipts for magic items, letters from sellers and buyers, and invitation drafts.

Chest. The chest is trapped. If a creature fully opens the chest's lid without first disarming the trap – a small wire that needs to be carefully unhooked with a successful DC 15 Dexterity (Sleight of Hand) check – five poisoned bolts shoot out from under the lid. Make five attack rolls (+7 to hit) against up to five creatures within 10 feet of the chest. On a hit, a creature takes 2 (1d4) piercing damage and must make a DC 15 Constitution saving throw. On a failure, a creature takes 14 (4d6) poison damage and is poisoned for 1 hour. On a success, a creature takes only half as much damage and isn't poisoned. A character who carefully opens the lid can notice the wire under the lid with a successful DC 15 Intelligence (Investigation) check.

Secret Door. A faint seam in the northwest corner – requiring a thorough search and a successful DC 15 Intelligence (Investigation) check to notice – is in fact the edge of a secret door to the vault (area A5). When the seam has been found, the door can be opened simply by pushing on it.

Treasure. The chest holds three pouches with 2,000 gp in each, two diamonds (1,000 gp each), a *spell scroll of greater restoration*, and two *potions of greater healing*.

A7. Mr. Gnax's Bedroom

> A bed, wardrobe, and small night table are set against the northern wall of this room. By the southern wall, a bearskin rug is spread in front of a fireplace.

Mr. Gnax sleeps here at night.

Treasure. Mr. Gnax's wardrobe holds seven goblin-sized suits in various cuts and colors (25 gp each).

MR. GNAX

Small Humanoid (Goblinoid), Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	15 (+2)	12 (+1)	19 (+4)

Saving Throws Con +6, Wis +4, Cha +7
Skills Deception +7, Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Spellcasting. Mr. Gnax casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *eldritch blast* (as a 12th-level spellcaster), *mage hand*, *prestidigitation*
3/day each: *command*, *dispel magic*, *fear*, *mage armor*
1/day each: *blight*, *dimension door*, *hold monster*

Bonus Actions

Nimble. Mr. Gnax takes the Disengage or Hide action.



TIRITHIEL

Trained as a knight, Tirithiel is dutiful and honorable. She wound up in Mr. Gnax's employ after her contingent of knights were all but wiped out in a bloody skirmish. With no coin or comrades, Tirithiel looked for a quick job to get her back on her feet. When Mr. Gnax offered to pay her well for guarding his inventory for a single night, the medusa agreed. Mr. Gnax insisted that Tirithiel submit to a *geas* spell, where she promised to guard his items to the best of her ability until his pocketwatch struck 12 at midnight. The sneaky goblin, however, keeps winding his clock back just before it strikes 12, effectively keeping the medusa under his spell until a year – the duration of his *geas* spell – has passed. The spell prevents Tirithiel from harming him or her fellow guardians, as well as from making attempts to end his hold over her.

Talking to Tirithiel. If the characters speak to Tirithiel they will find her taciturn but respectful. She can divulge the details of her predicament but can't ask the characters to do anything about it. She also can't aid the characters in anything that will bring harm to Mr. Gnax or his business, and will protect the auction house's items with her life. She prefers not to harm anyone and will order would-be-thieves to lay down their arms and surrender. If the characters dispel the *geas* spell with *remove curse* or *greater restoration* or by stealing Mr. Gnax's watch and winding it to 12, she is grateful. Her honor prevents her from stealing or harming Mr. Gnax, but she is perfectly content to stand aside and let the characters do so.

TIRITHIEL

Medium Monstrosity, Lawful Good

Armor Class 17 (half plate)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Con +6, Cha +6
Skills Athletics +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Petrifying Gaze. When a creature that can see Tirithiel's eyes starts its turn within 30 feet of the her, Tirithiel can force it to make a DC 14 Constitution saving throw if she isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Tirithiel until the start of its next turn, when it can avert its eyes again. If the creature looks at her in the meantime, it must immediately make the save.

Actions

Serpent's Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must make a DC 14 Wisdom saving throw. On a failure, the target is magically transformed into a constrictor snake until the end of Tirithiel's next turn as with the *polymorph* spell.

Bonus Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft. one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is Medium or smaller. Until this grapple ends, the target is restrained, and Tirithiel can't constrict another target.

Snake Hair. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 14 (4d6) poison damage.

A8. Kitchen

> Shelves of foodstuffs, work tables, and a metal stove line the walls of this kitchen. Metal bars surround about a dozen barrels, the gate of which is locked with a huge padlock.

The kitchen is where Mr. Gnax's meals, as well as food and drink for the guests, are prepared.

Guardian Ogre. While an auction is in progress, a **guardian ogre** is here either preparing hors d'oeuvres or washing dishes.

Caged Barrels. The barrels of ale and wine have been caged up to prevent the ogres from being tempted to taste them while on duty. The huge padlock on the cage can be opened with a key Mr. Gnax carries at his belt or broken with force (AC 13; 20 hit points; damage threshold 10; immunity to piercing, poison, and psychic damage).

Treasure. Two barrels of fine Elderwine (20 gp each) sit inside the cage. The other barrels hold lukewarm, watered-down ale that tastes as bad as it smells. It holds no value, except to the thirsty ogres.

A9. Servants' Quarters

> Four enormous beds, a huge table littered with mugs and decanters, and a solid wooden trunk fill most of this chamber. A lone, normal-sized bed tucked into a corner seems almost out of place. The smell of sweat and stale farts fills the room.

At night, Tirithiel and the ogres that aren't on watch in the garden (area A1) sleep here.

Treasure. The ogres have little treasure, but a character that rummages through each of their beds may find up to 1d4 gp and 1d10 sp in a pouch tucked into the bedsheets. A search of Tirithiel's bed yields a small bag that contains 42 gp, an emerald (100 gp), and a diary which details her arrangement with Mr. Gnax – and her dislike of her situation (see the "Tirithiel" sidebar). The trunk holds ogre-sized clothing that has no value.

WHERE IS EVERYONE?

The auction house's staff will move around depending on the time of day as described below.

- **At night,** Mr. Gnax is in his bedroom (area A7), Tirithiel and two ogres sleep in their quarters (area A9), and two ogres stand guard outside (area A1).
- **During the day,** two ogres are in the kitchen (area A8), while Tirithiel, Mr. Gnax, and two ogres walk around making preparations for the auction.
- **During the auction,** Mr. Gnax and two ogres are in the auction room (area A2), one ogre is in the kitchen (area A8), one ogre is in the hallway (area A3), and Tirithiel is in the vault (area A5). During the intermission, Mr. Gnax and his ogres move to the garden (area A1).

Before the Auction

Gnax's Auction House is in a city not far from where the characters meet Illyath. After an uneventful journey, the characters arrive several hours before the auction begins at sundown. The characters can spend the afternoon learning more about the auction house.

Stake-out

The auction house is easily located and characters loitering outside can peer into its garden and through its windows while Mr. Gnax, the medusa Tirithiel, and the four guardian ogres prepare for the evening. A character who spends the afternoon observing the auction house can make a Wisdom (Insight or Perception) check to learn the following on a successful check.

- **DC 10.** The ogres follow Mr. Gnax's instructions but don't seem more intelligent than typical ogres. At one point, an ogre is about to drink a decanter of wine before being admonished by Mr. Gnax.
- **DC 13.** While the medusa does what Mr. Gnax says without question, she shoots disdainful glares at the goblin when he isn't looking. Her eyes also linger on the goblin's pocketwatch whenever he takes it out.
- **DC 15.** At one point, Mr. Gnax stops an ogre carrying a pedestal with an item covered by a forcefield through the garden. Muttering a word, the goblin dispels the forcefield around the item and repositions it, before muttering a word that recreates the forcefield. A character who can read lips or who succeeds on another DC 20 Wisdom (Perception) check can make out the words as *yng'reth* (Goblin for "open") and *arschk* (Goblin for "locked").

Gathering Information

A character who spends the afternoon inquiring with locals, city officials, or newsletter publishers can make an Intelligence (Investigation) or Charisma (Persuasion) check and learn the following on a successful check:

- **DC 10.** The ogres are known to be heavy drinkers. Several barrels of ale are delivered to the auction house weekly, but Mr. Gnax keeps the alcohol under strict lock until the auction closes to prevent the ogres from drinking on the job.
- **DC 13.** The medusa working for Mr. Gnax was once an honorable knight. Rumor has it that she only does Mr. Gnax's bidding because he has some sort of hold over her.
- **DC 15.** Inquiring with a city official or searching at the city's library, the characters may acquire a blueprint of the auction house, which includes the secret passage from Mr. Gnax's office to the vault.

Likely Plans

Depending on what they learn, there are different ways the characters can plan to acquire the *bag of monsters*. The most likely plans are summarized below.

Winning the Bid

The most straightforward plan is simply to win the bid. To accomplish this, the characters must have enough gold in escrow to outbid the twins (at least 7,500 gp). They can employ magic such as *detect thoughts* to ensure they can win a silent bid.

Stealing the Prize

If the characters want to steal the *bag of monsters*, they must deal with both the guardians and the forcefields.

Ogres. If the characters learn that the ogres are prone to drinking, they can attempt to slip out during the auction to put flasks of wine or barrels of ale close to the guardian ogres. The ogres become poisoned and fall asleep 30 minutes after drinking. The characters can also circumvent the guardian ogres by using the secret door connecting Mr. Gnax's office to the vault.

Tirithiel. Dealing with the medusa Tirithiel poses problems of its own. The characters may simply attempt to defeat her in combat – which isn't impossible, especially if the ogres have been dealt with. If the characters realize that Tirithiel is magically compelled to do as Mr. Gnax says as long as he keeps winding back his watch (see the "Tirithiel" sidebar), they can try to steal Mr. Gnax's pocketwatch and use it to free the medusa from the *geas* spell or break her bond with *remove curse* or *greater restoration*.

Forcefields. The forcefields on the pedestals can be dispelled if the characters learn the correct command word or with a *dispel magic* spell. Tirithiel and the ogres know the command word that dispels them.

Taking it by Force

The characters may also opt to take the item by force. This is far from the best method, but not impossible.

The worst time to do this is when the characters are first shown to the vault, where they are surrounded by Mr. Gnax, Tirithiel, and two guardian ogres. The characters will have a better chance of overpowering the guardians while the auction is underway and Mr. Gnax is occupied, but if the characters aren't quiet or quick, the noise of combat will quickly draw in Mr. Gnax and the rest of the ogres.

Another option – which also works as a backup plan – is to ambush Marizyn's mercenaries, the twins Ariessa and Ignatius, as they are taking the *bag of monsters* to Marizyn. This encounter, while still dangerous, is far less dangerous than taking on the auction house's defenses head-on (see "After the Auction" for a description of this encounter).

Running The Auction

The auction is divided into four stages; arrival, first half, intermission, and second half.

Arrival at the Auction House

When the characters arrive at the auction house at sundown, they are greeted at the gates by Mr. Gnax and two ogres. Read or paraphrase the following:

> The green-skinned, sharply-dressed goblin flashes a wide smile that doesn't quite reach his eyes. "Welcome to Gnax's Auction House. I am Mr. Gnax and these two are my faithful guardians," the goblin says, indicating the two armored ogres that stand on either side of him. "I trust that you had a comfortable journey?" Before waiting for an answer, the goblin pulls out a golden watch from his pocket, glances quickly at it, and continues: "Ah, we're about to start soon. Your names and invitation, if I may?"

After taking the characters' names, Mr. Gnax gives them a "Silent Token" and explains how it can be used to initiate a round of silent bidding (see "Silent Bidding" on pg. 89). Mr. Gnax then leads them to the vault (area A5) along with one of the ogres.

The Vault

Once at the vault, read or paraphrase the following:

> Another armored ogre stands guard by a wide doorway. Within the rectangular chamber, a large chest sits at the back and pedestals line the walls. On each pedestal is an item covered by a semi-translucent dome of blue energy. A grim-faced medusa in battle-worn armor stares blankly at you, her left hand grasping a heavy mace.
>
> Mr. Gnax turns toward you with a flourish: "And this here is the vault. Guarded by the beautiful Tirithiel" – he nods at the medusa – "any gold you place with us is kept well-protected. So, how much are you looking to spend with us today?"

When the characters have decided on an amount – the minimum is 1,000 gp – Mr. Gnax asks them to place the gold in a *bag of shared holding*. Mr. Gnax then takes one end of the bag's string and offers the other to the characters. When the bag has been tied, the name of the character who tied it shows up in golden letters on the bag next to the name Mr. Gnax. The goblin places the bag in the vault's chest, which holds similar bags for the auction's other participants.

When the characters have placed their gold in escrow, read or paraphrase the following:

> The goblin claps his hands in delight. "Fan-tastic! Now let me escort you to the auction room. When all our guests have arrived – it shouldn't be too long – we are ready to begin tonight's auction!"

Auction Room

Mr. Gnax leads the characters to the auction room where they can find their seats. Within the next 10 minutes, the room fills with the following NPCs:

- **Drubal Menkrow (see "The Black Tusk" on pg. 57).** A burly half-orc wearing sailor's clothes and a shrewd expression sits on one of the back rows, calmly caressing his pet lobster and chewing on a wad of tobacco.
- **Brumir Bronzeforge (see "Bronzeforge Halls" on pg. 14).** A rotund dwarf sits on the front row, a gilded mug of ale in one hand and a pipe in the other. He is flanked by two dwarven guards.
- **Dariessa, representative of Prince Arghon.** An elderly **mage** clad in white robes and wearing a gilded circlet on her head sits by herself, reading a book while she waits for the auction to begin.
- **Ariessa and Ignatius.** A pair of well-armed twins sit in the middle of the room. Ignatius, his hair aflame and wearing obviously magical equipment, smiles and laughs as he whispers jokes and rude comments to his sister. Ariessa, her hair flowing around her shoulders, smirks at her brother's whispers while her piercing blue eyes examine the other participants closely.

ITEMS UP FOR BID

Unless you decide otherwise, the following items are up for bid during the evening's auction:

- *Eyes of Charming (500 gp)*
- *Mace of Smiting (1,500 gp)*
- *Envisioner's Compass (1,500 gp)*
- *Wand of Magic Missiles (1,500 gp)*
- *Cloak of Protection (2,000 gp)*
- *Ring of Evasion (2,500 gp)*
- *Ghost Shroud (3,000 gp)*
- *Bag of Monsters (5,000 gp)*



How you get an efreeti and a djinni in the same room, let alone get them in a romantic mood, I'll never know. But if the result is a pair like Ignatius and Ariessa, we're lucky it doesn't happen too often. Hard to find a meaner set of brats this side of the River Styx.

– Azân the Wanderer

IGNATIUS

Medium Humanoid, Chaotic Neutral

Armor Class 16 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +7, Wis +3
Skills Acrobatics +7, Perception +3, Stealth +7
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Special Equipment. Ignatius wields a *furnace flail*.

Nimble Fighter. Ignatius uses Dexterity for attack and damage rolls made with his melee weapons.

Actions

Multiattack. Ignatius makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must make on a DC 15 Strength saving throw if it is Medium or smaller. On a failure, the creature is pushed back 10 feet or is knocked prone (Ignatius' choice).

Furnace Flail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) fire damage and the target must make a DC 15 Constitution saving throw or be blinded until the end of Ignatius' next turn.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Bonus Actions

Cinderbomb (3/Day). Ignatius flicks a cinderbomb from his belt with the butt of his staff. A cloud of cinders heavily obscures the area in a 5-foot radius around Ignatius until the end of his next turn. If fire damage is dealt to a target within the area, the cloud of cinder combusts, dealing 10 (3d6) fire damage to any creature within it. The cloud then evaporates.

Reactions

Ready Stance. When a creature enters within Ignatius' reach for the first time on its turn, he can make an attack against it.

ARIESSA

Medium Humanoid, Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Con +6, Wis +5
Skills Arcana +5, Deception +7, Insight +5, Perception +5, Stealth +6
Damage Resistances lightning, thunder
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Special Equipment. Ariessa wields a *thunderbolt trident* and carries a *jug of endless wind*.

Actions

Multiattack. Ariessa makes two melee weapon attacks.

Thunderbolt Trident +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) lightning damage. Up to three bolts then leap from that target to as many as three other targets within 30 feet of it. A target must make a DC 15 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. Ariessa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *invisibility*
1/day each: *lightning bolt, conjure elemental, dimension door, fly* (as a 5th-level spell)

Bonus Actions

Jug of Endless Wind. Ariessa uses her *jug of endless air* to produce one of the following effects:

- **Gust.** A strong wind moves an object that is neither held nor carried and that weighs no more than 50 pounds up to 20 feet away from her, or push one Medium or smaller creature up to 10 feet away from her unless it succeeds on a DC 13 Strength saving throw.
- **Wall.** A whirling wind surrounds her in a 10-foot radius and moves with her. Until the start of her next turn, the area is difficult terrain for creatures other than Ariessa and arrows, bolts, and other ordinary projectiles launched at targets within the area automatically miss.
- **Leap.** A wind lifts Ariessa; she can immediately fly up to 30 feet without provoking opportunity attacks.

Reactions

Uncanny Dodge. Ariessa halves the damage she takes from an attack made against her, provided she can see the attacker.

First Half

When all guests have been seated, Mr. Gnax appears on the auction's stage. He bids the guests welcome and declares that the auction will begin with the lowest-priced items and end with tonight's most valuable item: a *bag of monsters*. Mr. Gnax commands one of the two ogres standing guard in the room to fetch the first item. When a bidding round ends, the ogre returns the item to the vault and fetches the next item up for bid.

Sneaking Away

While the auction is in progress, participants are allowed to leave the auction hall to visit the restroom. If more than one participant does so at the same time, however, each must succeed on a DC 17 Dexterity (Stealth) check to do so unnoticed. If Mr. Gnax takes note of more than one character leaving the auction room at a time, he nods to one of the ogres, who follows to ensure they make it to the restroom.

Intermission

When the first four items have been auctioned off, Mr. Gnax announces that it is time for a half-hour intermission. He invites everyone to accompany him to the garden where they are treated to hors d'oeuvres (pickled chunks of snake topped with glazed walnuts and cockatrice drumsticks served by the two ogres from the auction hall) and can mingle with each other.

Mr. Gnax walks between the various groups, advertising the awesomeness of the upcoming items and trying to convince participants to place more gold into escrow. If a participant wants to do so, Mr. Green happily escorts them to the vault bringing along one of the guardian ogres.

During the intermission, Dariessa and Drubal engage in friendly conversation – the half-orc is showering Dariessa in compliments which elicit blushes and giggles from the mage. Brumir remains surrounded by his guards, laughing and downing platter after platter of snacks while discussing which of the upcoming items he should bid on. Ariessa and Ignatius remain by themselves, talking softly and throwing sidelong glances at the other participants.

Sneaking Away

The intermission presents a good opportunity for the characters to slip away. A single character can leave the garden without causing alarm, but if the whole party wants to leave together, they must succeed on a group DC 15 Dexterity (Stealth) check to do so without anyone noticing. If the characters can cause a distraction, they can gain advantage on this check. If their absence is noted, Mr. Gnax sends one of his guardian ogres to accompany the characters to ensure they're not up to anything.

Second Half

If nothing untoward happens during the intermission, Mr. Gnax beckons everyone back to the auction room where he presents the next item up for bid. He continues down the list until he finally reaches the evening's highlight: the *bag of monsters*! Assuming that the item is still tucked away safely in the vault, it is brought in by an ogre and displayed next to Mr. Gnax. Attentive characters note that the twins, who have not been paying close attention during the rest of the auction, immediately perk up as the bag is brought in.

Bidding for the Bag

Mr. Gnax starts the bidding at 2,500 gp, which immediately elicits a bid from Ariessa. If the characters have enough gold left in escrow, they can engage in a bitter bidding war with the twins. If the price goes beyond 6,000 gp, Ariessa puts forward her "Silent Token" and demands to make a silent bid – if the characters don't resolve to do so first (see "Silent Bidding" on pg. 89). Ariessa hopes to win the item by bidding 7,000 gp, but may adjust her bid all the way up to 8,000 gp (the sum the mercenaries have in escrow) if she thinks she has to.

The Auction Ends

If the twins win the bid, they smirk at the characters. If they lose, they fume with anger and quickly begin whispering to one another. In either event, Mr. Gnax concludes the auction and begins leading the participants to the vault to collect their gold and items, starting with the participant who spent the most gold at the auction this evening.

COMBAT AT THE AUCTION HOUSE

If the characters are caught red-handed trying to steal the *bag of monsters* or become aggressive, Mr. Gnax will try to make them leave peacefully. If they refuse, he orders his guards to attack them. He will aid from afar, but is unwilling to put himself in harm's way.

The twins may join in, but only if they believe the characters are trying to steal the *bag of monsters*. The other participants only get involved if attacked directly or if the characters attempt to steal something they own. Otherwise, they flee to safety by the fastest means.

After the Auction

At the end of the auction, the most likely conclusion is that either the twins or the characters have obtained the *bag of monsters*. If the former is the case, the characters may seek to take the *bag of monsters* from the twins, and can set up an ambush as the pair leaves town. If the latter is the case, the twins have set up an ambush of their own.

Ambush

If the twins obtained the *bag of monsters*, allow the characters to overhear Ignatius saying "let's stay a night – those waiters at the inn couldn't take their eyes off me. Nor you, for that matter!" while Ariessa insists that "we are to deliver the bag at The Pillars tonight, there's no time to waste." Reluctantly, Ignatius acquiesces and they leave to get their stuff from a local inn, The Griffon's Roost, before heading out through the northern gate. Any character local to the area, or who asks someone who is, knows that The Pillars, a circle of ancient, fallen stones lie five miles to the north.

If the characters won – or stole – the *bag of monsters*, they can send word to Illyath with her *spell scroll of sending* (or she contacts them, if they don't). Illyath asks them to meet her at The Pillars a few miles outside town. Meanwhile, the resourceful twins magically track the characters and set up an ambush of their own. Once the characters arrive at The Pillars – but before Illyath arrives – the twins spring their ambush, focusing on whoever has the *bag of monsters*. Their goal is to claim the bag and make a swift escape.

Running the Encounter

Regardless of who ambushes who, you can use the Pillars Encounter Map to run this encounter.

In the end, the most satisfying conclusion is that the characters have a tough fight with the twins, but manage to retain the *bag of monsters*, so they can deliver it to Illyath. Depending on the characters' level and remaining resources, and whether they're doing the ambushing or not, you can adjust the encounter's difficulty by doing the following:

- **Illyath Helps Out.** If the characters are being ambushed, and it's clear they can't manage the twins on their own, you can have Illyath show up after a few rounds of combat. The celestial is hesitant to get involved directly, but uses healing spells and magical buffs to help bolster the characters.
- **Marizyn's Agents.** If the characters are ambushing the twins and the encounter feels too easy, you can have **Countess Marizyn** or her agents show up during the encounter. Using Marizyn herself will greatly increase the encounter's difficulty, so unless the characters are up for a challenge of that magnitude, you may opt to instead have her companion **Yip** (see "The Countess" on pg. 67) and up to four **veterans** show up in her stead.

For their part, the twins are fierce, but not suicidal. If Ariessa or her brother drop to below 25 hit points, the pragmatic sorceress decides that the battle is not worth the risk. She casts a *dimension door* spell to take her and her brother away from the fight, if possible.

If flight isn't possible, Ariessa surrenders and instructs Ignatius to do the same. The twins will agree to any terms the characters have to save their lives, arguing that they're just mercenaries and have no quarrel with the characters. Any promises made, however, are hollow, and if the twins are left alive, it's not unlikely that the characters will meet them again.

Illyath's Reward

The celestial keeps her end of the bargain when the characters return the *bag of monsters* to her and let them keep whatever they have left or gives them a magic item worth up to 1,000 gp if they spent all the gold reclaiming the bag.



Bag of Monsters



The Bard's Delivery

In this adventure suitable for a party of 4th-8th-level, the characters are assailed by a vengeful drider and her minions as they deliver a mysterious chest to a secluded shrine.

Adventure Background

For several weeks, Milando, a dark elf merchant with a colorful past as an adventuring bard, has been plagued by two separate problems.

First, a rival bard named Jasper has been slandering Milando's name by singing defamatory songs about him (going so far as to call Milando a thief – preposterous!). Milando has taken the first step toward solving this issue by seducing the bard (while wearing a magical disguise), putting him into magical slumber, and imprisoning him within a magical chest.

Second, an unknown adversary has been disrupting Milando's business by waylaying his associates, questioning them about Milando and – in most cases – leaving them dead. Milando has no clue as to who's behind it, as his list of old enemies is too long to make any immediate deductions.

Eying an opportunity to solve both issues with one deft stroke, Milando wants the characters to transport Jasper to the House of Silence, a remote shrine where monks vowed to silence go to drink from a magical fountain that renders them mute. This will deliver a pointed warning to the rival bard and – hopefully – draw his mysterious adversary out in the open.

Ayyail's Vengeance

Even back when Milando still lived under the iron rule of the drow matriarchs, he had a unique talent for getting into trouble – and out of it again. When he was spotted sneaking out of a young priestess' bedchambers deep within the Spider Queen's temple, where no males are allowed, he didn't hesitate, but quickly made his escape to the surface.

The young priestess he'd been visiting, Ayyail, was not so lucky. Found guilty of blasphemy against the Spider Queen, she was sentenced to be transformed into a drider, a grotesque fusion of dark elf and spider. The painful and humiliating transformation has left Ayyail dreaming of vengeance ever since.

Years later, when Ayyail heard of a drow merchant matching Milando's description living comfortably in the World Above, she set out with a band of monstrous minions to exact her vengeance.

Ayyail has been tracking Milando for weeks. While she hasn't been able to catch Milando alone and out of the public eye, Ayyail has been working to spin her web around the drow bard by ambushing the drow's customers. She hopes to eventually learn something that can lure Milando out into the open.

> I always figured you would need to grow thick skin to be an artist, putting yourself out there like that for everyone to criticize. It seems you can also just lock your critics in chests and send them away. Matter of preference, I guess.
>
> – Azân the Wanderer

Adventure Summary

The quest to deliver the bard to the House of Silence is likely to unfold as follows:

- **Hitchhiker.** As the characters leave the city, they meet a dwarf, who's secretly an agent of Ayyail's and who asks to ride along with them.
- **Ambush.** Depending on the route they've chosen, the characters are ambushed either by a fearsome troll or by manticores sent by Ayyail.
- **Camping for the Night.** The characters' rest is disturbed either by a nighttime ambush, magical nightmares, or spidery sabotage.
- **The Final Stretch.** Depending on their route, the party must survive a rockslide or a flash flood.
- **House of Silence.** Arriving at the House of Silence, the characters have a showdown with Ayyail – and Milando makes a surprise entrance.



Milando's Chest

Milando's chest is a Medium object with AC 10, 50 hit points, damage threshold 20, and immunity to piercing, poison, and psychic damage.

The chest's lid is magically fused with its base, making it impossible to open with force, lockpicks, and spells such as *knock*. Only by speaking the chest's command word – "sweet music" – does a seam form between lid and base, so it can be opened. Casting *dispel magic* on the chest suppresses its magic for 1 hour, but doesn't create an opening.

Jasper, a disheveled human bard wearing ridiculous purple clothes and a feathered cap, is bound and gagged within. An enchantment on the chest prevents him from suffocating – and wraps him in silence that ensures his muffled cries can't be heard. He needs food and water, which is why Milando has set a 48-hour deadline for the delivery.

Adventure Hook

While speaking with the adventurers – either he met them by chance or purposefully sought them out – Milando offers them a deceptively simple quest. Read or paraphrase the following:

> The dark elf absent-mindedly caresses his gold earring as he says: "It's quite simple. I need a chest hauled to a shrine a few days' journey north of here. It's a place called the House of Silence, where monks and other such silly folk go to take vows of silence." The dark elf smiles winningly and takes a big gulp of his drink.
>
> "All I need you to do is transport the chest to the shrine before 48 hours have passed. Only two requirements: the journey must be completed by foot or horse, and you're not to open the chest before you arrive at the shrine tomorrow evening. Sounds good?"

Milando promises the characters a reward of up to 2,000 gp (given in discounts for his merchandise) or his help in acquiring an item or information the characters are specifically looking for.

Starting the Journey

After accepting Milando's quest, the flamboyant dark elf leads them to The Sleeping Dragon Inn (if they're not already there). With a nod to the barkeep, Milando saunters into a storage room behind the bar with the characters in tow. Read or paraphrase the following:

> A large 5-by-3-foot chest fills the middle of the small storage room. Made from thick oak and reinforced with iron bands, it not only looks heavy, but also nigh unbreakable. Weirdly, its lid seems completely fused with its base, leaving no discernible way to open it.
>
> "There it is, my friends! Just carry this little thing up north a few days and you'll be swimming in gold. Take whatever provisions you need for the journey and the cart out in the stables for the chest. You can even borrow some horses, if you don't have any of your own. I'm sure Ezrael – the owner – won't mind."

The characters can supply themselves with up to 20 rations of food, up to eight horses, and an open cart that can be pulled either by hand or horse. When the characters have stocked up on supplies and loaded the chest onto the cart, they're ready to head up the trade road leading north out of town toward the shrine.

The characters' meeting with Milando – and the exchange of the chest – hasn't gone unnoticed by Ayyail's spies. While she gathers her minions to ambush them, Ayyail sends the dwarven mercenary Burk Deepstone ahead to spy on the characters.

Hitchhiker

The characters must travel 50 miles to reach the House of Silence. Characters traveling by horse or foot should be able to cover 25–30 miles in a day, making Milando's 48-hour deadline easy to meet.

The bustle of wagons and travelers that fills the road near the city quickly thins out and after a few miles of passing various roads branching off to the west and east, the road is mostly empty.

When midday approaches, read the following:

> As you clear a bend in the road, you see a lone figure sitting dejectedly by the side of the road. The dwarf's tunic is torn and his face is bruised. As he spots you, he raises a bloody hand in greeting: "Hello there, travelers. Name's Burk Deepstone – reckon ye'd gimme a hand here?"

Burk Deepstone explains that he was traveling north when he was ambushed by bandits who stole his horse and his belongings. Shifting the subject from himself, Burk asks the characters where they're heading. If they mention that they're going to the House of Silence, Burk exclaims, "The gods smile upon me – that's exactly where I'm going! Finally going to take me vow of silence!" and asks if he can travel with them. If the characters mention another destination, Burk's response is much the same – insisting that's also where he's going ("to visit me sick aunt!") and asking to travel with the characters.

Ayyail's Agent. In truth, Burk is a ruthless mercenary hired by the drider Ayyail to keep tabs on the party, sabotage their efforts, and lead them into danger. His injuries are self-inflicted and his story is littered with lies – which a suspicious character who succeeds on DC 15 Wisdom (Insight) check should be able to sense. If the characters refuse to let the dwarf travel with them, Burk laments that "Ye'd be leavin' me to the mercy of them bandits, but I can't force yer hand." He then rejoins with Ayyail's band and may show up again later at the House of Silence.

Treasure. Burk carries a concealed dagger in his boot, a hand crossbow and 5 poisoned bolts in the front of his trousers, and a *vial of spiders*, which he is planning to use to sabotage the characters' sleep.

Ayyail's Agents

If the characters capture and interrogate any of Ayyail's agents they meet on their journey, they may be able to learn the following information:

- A drider named Ayyail is after the party to take the chest and get more information about MIlando.
- The agent doesn't know why Ayyail is after Milando, but it is clear that she hates him.
- Ayyail's band consists of drow, manticores, bugbears, and various humanoid mercenaries.

Crossroads

Ten miles after their encounter with Burk – likely in the afternoon on the first day – the characters arrive at a crossroads. Read or paraphrase the following:

> You come upon a crossroads. The left path snakes upwards through sparse copses of trees and into the mountains, while the right path dips into the valley at the mountains' feet.

Any character who succeeds on a DC 10 Intelligence (History) check – or who has access to a map of the region – knows that while one path goes through the mountains and the other through a swamp, both paths eventually lead to the House of Silence. If he is with the party, Burk suggests that the characters travel through the "much safer" mountains – which is where he knows that Ayyail has prepared an ambush for the characters.

Burk Deepstone

Medium Humanoid (Dwarf), Neutral Evil

Armor Class 13 (leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Deception +5, Perception +2, Sleight of Hand +4, Stealth +4
Senses passive Perception 12
Languages Common, Dwarven
Challenge 2 (450 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). Burk deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Burk that isn't incapacitated and Burk doesn't have disadvantage on the attack roll.

Actions

Multiattack. Burk makes two melee attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Bonus Actions

Cunning Action. Burk takes the Dash, Disengage, or Hide action.

Ambush

After having traveled 20 miles in total – likely in the late afternoon – the characters run into either a manticore ambush or a rampaging troll, depending on which route they chose at the crossroads.

Manticore Ambush

If the characters chose the mountain path, they are soon traveling along winding mountain trails. After a few hours of travel, the characters arrive at a narrow stone bridge spanning a deep chasm. Guessing that the characters would opt for the mountain road – and sending Burk to help make sure of it – Ayyail has sent two **manticores** ahead to ambush the characters. The manticores perch 100 feet above the bridge, ready to swoop down as the characters are halfway across it. Characters who have a passive Perception of less than 13 are surprised by the manticores' ambush.

Tactics. The manticores' instructions are to capture the characters for questioning. Failing that, they try to soften up the characters before reporting back to Ayyail. They throw spikes from afar or fly down to push characters into the chasm. The manticores flee if reduced to fewer than 30 hit points or when they have no more tail spikes to shoot.

Chasm. The chasm is 50 feet deep and the river beneath is shallow. A creature that falls in takes 5d6 bludgeoning damage and lands prone. The cliff can be climbed with a successful DC 13 Strength (Athletics) check.

Burk Deepstone. If Burk is with the party, he takes cover, only joining the battle if convinced the manticores are winning. Otherwise, he is content to let the characters and manticores fight while making mental notes of the characters' capabilities.

Treasure. The manticores' tail spikes are worth 2 gp each. A skilled enchanter – Milando will know one – can fashion each tail spike into a *+1 arrow* or *+1 bolt*.

Troll Attack

If the characters took the right path into the valley, they are soon surrounded by twisted trees and are ankle-deep in swamp water. Riding characters must dismount, and pulling the heavy chest on the cart would be nigh impossible if it weren't for small bridges of planks laid out across the deepest sections of water.

After a few hours of dragging themselves through the marsh, the characters hear a sudden crashing sound 60 feet to their left, followed by the appearance of a hulking **troll.** The troll attacks relentlessly, intent on securing a delicious meal. Drawn by the scent of blood, a swarm of four **stirges** join the fight a round later, attacking with the same gluttonous zeal.

Sight Rot. Though not immediately apparent to the characters, the stirges carry the *sight rot* disease. A character stung by a stirge must succeed on a DC 15 Constitution saving throw or be infected with the disease and suffer its effects.

SIGHT ROT

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature incurs a –1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches –5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Camping for the Night

Whether traveling through the mountains or the swamp, the characters arrive at a good spot for a camp near the base of a small waterfall just as darkness is closing in around them. You can use one (or more) of the following scenarios to disturb or interrupt the characters' rest.

A Horrible Dream

Not yet caught up with the characters, Ayyail uses her *dreamwalker's amulet* to interrupt up to five characters' long rests with a horrifying *dream* spell. Read or paraphrase the following description of the nightmare they suffer as a result of the spell:

> You stand in a crowd of leering and snickering dark elves overlooking a deep pit. A young female dark elf is being dragged kicking and screaming into the pit's center, where she's thrown sobbing to the ground. An ominous chant rises from the spectators – from your own mouth, even – as a demonic-looking spider creeps from the shadows toward the lone woman. Begging for mercy, but not shying away from the spider-demon's bites, the dark elf is soon enveloped in a cocoon of dark webbing. The scene shifts, and you see the same cocoon burst open and a creature caught halfway between drow and spider emerge. Its top half is that of the female dark elf you saw, its lower half that of a gigantic spider. "He will be your doom, just as he was mine!" she snarls angrily, looking at you, her once-beautiful face contorted into a mask of pain and rage.

Each character who receives the vision must make a DC 15 Wisdom saving throw. On a failure, a character continues to have nightmares about spiders and demons for the rest of the night. The character doesn't gain any benefit from the long rest and takes 3d6 psychic damage when they wake up.

Sleep Sabotage

If Burk is with the party, he's been instructed to ensure that the characters don't get a full night's rest. At some point during the night, he opens a *vial of spiders* in the camp. Although harmless, the tiny spiders split up and crawl into the characters' bedrolls at irregular intervals, biting them to disturb their sleep. The spiders are easily squashed, but at that point the character is already awake and the damage is done – and soon after, more spiders arrive to wake the character again. Unless a character manages to ward off or hide from the spiders (such as with insect repellent or the *tiny hut* spell), they don't get any benefit from the long rest.

Nighttime Ambush

Still trailing the party, Ayyail has sent a band of six **bugbears** ahead to ambush the party at night. A character on watch who has a passive Perception of 16 or higher can spot the bugbears sneaking up while they're still 60 feet away. The bugbears begin combat by attacking the most vulnerable characters and fight until at least half of their number are slain, upon which they attempt to slink back into the darkness.

Combat and Long Rests. Depending on how you interpret the rules for taking a long rest, a combat encounter may serve as a big enough interruption to prevent the characters from getting the benefit of a long rest. Otherwise, you can spring the ambush encounter in the early hours of morning, so the characters have already finished their rest before they must expend resources anew to repel the bugbears.

Environment Encounter

As the characters head out on the second leg of their journey, a heavy rainfall makes the terrain dangerous.

Rockslide

If the characters are traveling on the mountain path, the rain triggers a rockslide directly above them.

Skill Challenge. Each character must make DC 13 Wisdom (Perception), Dexterity (Acrobatics), and Strength (Athletics) checks to determine how well they manage to evade the tumbling rocks and dirt.

Consequences. A character takes 1d10 bludgeoning damage for each skill check they fail. If they fail all three checks, the character is also buried underneath the rocks. A buried character is restrained and must succeed on a DC 10 Constitution saving throw for each 10 minutes they remain buried or suffer one level of exhaustion. The buried character or a nearby creature can attempt to dig them free by spending 10 minutes and succeeding on a DC 13 Strength (Athletics) check. On a success, the character is freed. If the check fails by 5 or more, the digging creature suffers a level of exhaustion from the strenuous work.

Flash flood

If they are traveling through the swamp, the rain causes a flash flood to sweep over the party.

Skill Challenge. Each character must make a DC 13 Strength (Athletics) and Dexterity (Acrobatics) check to determine how well they manage to evade the waves of debris swept along by the flash flood.

Consequences. A character takes 1d10 bludgeoning damage for each skill check they fail. If they fail both skill checks, the character also loses one item they're carrying, determined at random (such as their backpack, pouch, weapon, or shield). Recovering the item from the depths of the murky swamp is nearly impossible without magical aid.

House of Silence

The House of Silence sits on a promontory that juts out into the ocean or a big lake (depending on the region's geography). As the characters arrive at the House of Silence, read or paraphrase the following:

> As you come out of the brush and approach the overcast coast, you see what must be the House of Silence: a small, stone building with a roof held up by eight evenly spaced pillars, perching lonely at the end of a several hundred-foot-long promontory. An eerie silence surrounds the place.

Once the characters are halfway to the shrine, **Ayyail** approaches from 60 feet behind them, flanked by a band of three **drow** hiding among the rocky outcroppings. Read or paraphrase the following:

> "You've gone far enough," a growling voice says from behind you. Turning, you see a giant monstrosity appear from behind an outcropping, its long, spider legs clicking as it moves across the rocky ground. The creature, which has the lower body of a huge spider and the upper body of a female dark elf, nocks a barbed arrow on a huge longbow. "It's not you that I'm after, but your employer. Turn over the chest and tell me everything you know about Milando" – she grimaces in disgust as she says the name – "and you won't be harmed."

Ayyail's last statement is a lie, which any character who succeeds on a DC 15 Wisdom (Insight) check realizes. Though she is willing to forgo the element of surprise to wrench information from the characters, Ayyail is not about to leave witnesses alive to warn Milando. If the characters ask her why she's after Milando, she tells the tale of her transformation through teeth gritted in anger.

Combat

Even if the characters tell the drider everything they know about Milando – she specifically asks where he stays or when he can be found alone – she eventually clicks her front legs two times to signal the drow hiding around the rocky outcropping to attack. The warriors unleash poisoned bolts toward the party, while Ayyail uses her spells and longbow to devastating effect. If Burk Deepstone is with the party, the dwarf also chooses this moment to ambush a vulnerable and unsuspecting character.

If the fight goes against them, the pragmatic drow flee before throwing their lives away. Ayyail may also try to flee, but such an attempt is likely to be stopped by the appearance of Milando (see "Milando's Arrival").



AYYAIL

Large Monstrosity, Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +6, Con +7
Skills Perception +6, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Common, Elvish, Undercommon
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. Ayyail has advantage on saving throws against being charmed and magic can't put her to sleep.

Freedom of Movement. Ayyail has cast *freedom of movement* on herself. Her movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce her speed nor cause her to be paralyzed or restrained.

Spider Climb. Ayyail can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, Ayyail has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. Ayyail ignores movement restrictions caused by webbing.

Actions

Multiattack. Ayyail makes three attacks, only one of which can be a Bite attack, or uses Spellcasting and makes one weapon attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Spider's Kiss. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage and the target must succeed on a DC 15 Dexterity saving throw or be restrained (escape DC 15) until the end of its next turn.

Spellcasting. Ayyail's casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *dancing lights*
1/day each: *bane*, *darkness*, *dispel magic*, *faerie fire*, *freedom of movement*, *hold person*, *silence*, *web*



Milando's Arrival

As Milando had hoped, the characters' journey with the chest has lured his mysterious adversary out into the open. Using magic to scry on the characters' progress from afar, Milando has seen how they've overcome the various perils of their journey. When the characters neared their destination, he teleported to the House of Silence to greet them.

Standing invisibly inside the stone shrine, Milando sees Ayyail's approach and hears her conversation with the characters. Shocked to see his former lover, a person – perhaps the only one ever – he actually cared for, in such a state and speaking his name with such venom, he is too taken aback to assist during the first rounds of the battle.

A Helping Hand. If the characters are faring poorly and are clearly losing, Milando may intervene to even the odds. The resourceful dark elf uses *vicious mockery* and Cutting Words to debilitate and hamper Ayyail's minions, but can't bring himself to harm the drider herself. Ayyail, for her part, is enraged at the sight of Milando, causing her to focus her spells and attacks on the dark elf instead of the characters. With Milando's distracting presence, the characters should be able to claim victory.

An Act of Mercy. If the characters defeat Ayyail and her minions, Milando intervenes to spare the drider's life. Using Cutting Words to prevent a character's killing blow against the drider or simply calling out for them to halt, he approaches the defeated drider. Seeing her furious reaction to his approach, he casts *true polymorph* upon her. Read or paraphrase the following:

> The monstrous drider shrinks down to a small spider-like figurine, her furious screams cut suddenly short. Milando walks tentatively over – his usual swagger curiously absent – and bends down, scooping up the tiny object. "I'm sorry, Ayyail. I truly am," he says softly as he gently puts the figurine into a pouch at his hip.
>
> Turning around and seemingly rediscovering his usual nonchalance, the dark elf flashes his signature grin and stretches his arms out. "My apologies for this inconvenience. I'm happy to see you dealt with everything in stride. So, are you ready to see what you've been hauling?"

If the characters prefer to question Milando about what happened before opening up the chest, the dark elf impatiently answers their questions. He admits that "I had a hunch that someone would come after you, but I knew heroes like you would be able to handle it." Milando can also explain that "Ayyail and I go far back – and her anger at me wasn't altogether unjustified. I hope that if I find a way to undo her transformation – to a drider, that is – she may be able to forgive me."

Opening the Chest

Once battle has concluded and the characters have had their questions answered, Milando eagerly opens the chest (assuming the characters haven't already found a way to do so). As he speaks the chest's command word – "sweet music" – the lid springs open, revealing the disheveled Jasper within. Read or paraphrase the following:

> The chest's lid opens to reveal a man wearing bright purple clothes and a feathered cap. Squinting against the light, the man shifts backward in fear. Milando – holding a scarf over his mouth and nose to dampen the vomit-inducing smell of urine that wafts up from the chest – steps forward to peer down at the man. "Hello again, Jasper! We're finally here – the House of Silence!" the dark elf says in a jovial tone. "I'm guessing I don't need to explain what the House of Silence is to a bard of your pedigree, yes? Good. So what I suggest is that you go in, drink from the fountain, and make your own little vow of silence. When you're done, you're free to scurry off to somewhere to contemplate a new career."
>
> The disheveled man in the chest says nothing, but simply stares wide-eyed at Milando. "See, you're already getting the hang of it! You keep that up, Jasper – and don't let me hear you singing songs about me again, or we'll have to find another way to help you keep your vows."

Stumbling from the chest, Jasper quickly moves to do as he's told. Inside the House of Silence, he drinks from the magical fountain, rendering him mute for a year and a day. What he intends to do beyond that is anyone's guess – but he's sure to steer well clear of Milando's attention.

Smiling widely, Milando turns to the characters and asks if they'd like a lift back to the city. Milando's *teleportation* spell can transport up to eight creatures and the empty chest back (any superfluous horses are left in Jasper's care). The dark elf waits only long enough for the characters to loot their fallen enemies – including Ayyail's *spider's kiss* longbow – while tapping his foot impatiently. If the characters inquire about Jasper, Milando freely tells how he captured the rival bard but will refuse any attempts to convince him to bring the bard back with him ("He's a resourceful fellow, he will be fine!")

Developments

If the characters successfully brought Jasper and the chest to the House of Silence, Milando gives them their promised reward and congratulates them on a job well done. For his own part, Milando has a clear goal now – try to earn his former lover's forgiveness by undoing her transformation into a drider. Who knows, perhaps that's something the characters can help him accomplish in another adventure...

Troubleshooting

This quest has a lot of moving parts, possible complications, and challenges that can be adjusted. Below you'll find advice on how to handle it if something goes wrong when running the adventure.

Refusing the Quest

Some characters may find Milando's request too suspicious – transporting a chest without knowing what's in it – and flat out refuse it. If that happens, and you believe that the truth may work better, Milando may opt to reveal what's in the chest and why they're carrying it to the House of Silence. Though this means that you lose the fun reveal at the end, it is still preferable to not running the quest at all.

The Chest is Opened

If the characters let their curiosity get the better of them and use force or magic to break open the chest, they will spoil the surprise at the end. That doesn't have to mean the end of the quest, however. Jasper, initially relieved to be free, relays his story to the characters. Hearing the characters' destination, Jasper realizes that he's being given a warning. Opting to placate Milando instead of risking his ire again, the terrified bard insists that the characters put him back in the chest and take him to the House of Silence as they have been ordered to (although he's happy to relieve himself and get a bit of food and water first).

Cutting the Journey Short

If the characters attempt to travel in a manner that circumvents the encounters on the road – such as with flying spells or magical teleportation – you can have Milando reach out to them with a *sending* spell. Having scried upon them, Milando has learned what they're planning and reminds them that they will only get the promised reward if they transport the chest to the House of Silence on foot or by horse. If asked why, Milando simply insists that it's tradition – all monks who take the vow of silence make the pilgrimage to the shrine on foot, so they should as well. The real reason, of course, is that Milando wants the characters' journey to draw out his mysterious adversary.

Adjusting Difficulty

The adventure is balanced for parties of 4th-8th level by providing several different ways for the GM to dial challenges up and down. Below is general advice on how to adjust the adventure's difficulty.

Let the Characters Rest

The nighttime encounter is meant to interrupt the characters' long rest so they don't regain all their resources midway through the adventure. If you're running the adventure for a lower level party, you can skip this encounter or only have it affect one or two characters to significantly reduce difficulty.

Skipping Encounters

The adventure features up to three encounters before the final showdown with Ayyail at the House of Silence. By skipping one or more encounters (such as the Environment Encounter), you can significantly reduce the difficulty of the adventure.

Adding/Removing Combatants

A quick way to adjust difficulty is to add or remove combatants from the various combat encounters. By adding in an extra troll to the swamp encounter or having a manticore show up at the final showdown with Ayyail, you can make the combat significantly harder, while removing the stirges from the swamp encounter or two bugbears from the nighttime encounter greatly reduces difficulty.

Using Milando

While it works best if Milando only shows up once the characters are about to defeat Ayyail, Milando can intervene earlier if the party is outmatched. To avoid this feeling like a deus ex machina, you can have Milando provide support to the characters and draw Ayyail's attention, but not use his most powerful spells as they are likely to make the encounter too easy.

Suggested Changes

While the adventure is intended for four 6th-level characters, it can be balanced for a party of 4th-8th level by making the following changes:

- **Level 4.** Split the **stirges** and **troll** into separate encounters, don't let the **manticores** surprise the characters, and allow the characters to get an undisturbed long rest.
- **Level 5.** Allow the characters to get an undisturbed long rest.
- **Level 7.** A **manticore** or three **bugbears** aid Ayyail during the final encounter.
- **Level 8.** Two **manticores** or six **bugbears** aid Ayyail during the final encounter.



The Countess' Castle

In this adventure suitable for a party of 6th-10th-level, the characters are tasked with clearing a small castle of the evil forces that lurk within – including a fierce shadow dragon!

Adventure Background

Marizyn, a goblin merchant and matriarch striving to be accepted in noble circles, has recently claimed ownership of a small castle. The castle has stood abandoned since its owner, Baron Horace Nightway, disappeared mysteriously decades ago. Though no deed to the castle has been retrieved, the city official in charge of the property transferred ownership to Marizyn after they suffered a nearly fatal "accident."

Much to Marizyn's annoyance, she hasn't been able to move in to her new property. The rumors of the castle's haunted nature, which she first waved off as children's stories, have turned out to be true. The band of thugs the goblin matriarch sent ahead to prepare the castle for her haven't returned. Marizyn rightly assumes that they became victims of something that lurks inside the castle, and she now hopes the characters can succeed where her henchmen failed.

A Draconic Curse

Castle Nightway used to be inhabited by the cruel Baron Horace Nightway. As greedy and paranoid as any chromatic dragon, Horace divided his time between growing his hoard of treasure (at the expense of the overtaxed peasants under his rule) and worrying about how to protect his hoard from thieves.

When the baron came into possession of a *luck blade* that held a single *wish* spell, Horace Nightway knew exactly what to ask for. Already as rich as the dragons he so admired, the baron wished that his "treasure would forever be protected from thieves and robbers!"

The sword granted Horace's wish – but in a way that punished the noble for his hubris. Through the relic's magic, Horace Nightway was turned into an undead dragon, bound forever to guard his hoard of treasure.

Embittered and angry, the baron-turned-dragon slew his living servants in a fit of murderous rage. His most faithful servant, the elderly butler Edgar Imswill, did not pass on to the afterlife, however, but instead remained as a ghost to serve his master – and to attempt to scare away visitors before they, too, fall prey to his dark master's wrath!

Adventure Summary

The quest to purge Castle Nightway of the evil dragon that haunts it is likely to unfold as follows:

- **Entering the Castle.** Arriving in the evening after traveling from their meeting with Marizyn, the characters enter the castle, where they must overcome its dangerous denizens and traps.
- **Meeting the Butler.** The ghost of Baron Nightway's butler, Edgar, reveals to the characters how the baron became a dragon – and prepares them to face the draconic baron in the castle's cellar.
- **Facing the Dragon.** In the castle's cellar, the characters face the draconic baron, either destroying him or his treasure hoard to end the curse and free the baron's soul.

Adventure Hook

This adventure assumes that the characters have already met the goblin merchant Marizyn (see "The Countess" on pg. 67) and are presented with the quest as a means of payment for something they wish to buy from her shop. Read or paraphrase the following as Marizyn presents the quest:

> "I recently acquired the deed to a castle befitting of my status, but it turns out that someone – or something – else already lives there," the goblin says, absent-mindedly caressing the glowing skull in her lap. "At least, that's what I assume, since the servants I sent to investigate the castle never returned. The idiots probably got themselves killed.
>
> "What I need you to do is to go to the castle, find out if anything weird or evil lurks there, get rid of it, and come back here when you're done. That's it," Marizyn says, a sharp edge to her tone.
>
> The goblin leans over, her eyes narrowed dangerously: "I'll pay you generously, so I expect you to get the job finished quickly. And don't even think about taking anything from the castle – anything you find in there belongs to me!" she hisses, looking at each of you in turn.
>
> Sitting back again in her chair, the goblin affects her most winning smile. "Besides that, I don't care how you do it, only that you do it fast. Understood?"

As a reward, Marizyn offers the 2,000 gp or an item of similar value from her shop. Marizyn can also inform the characters how they get to the castle, which is located about 20 miles – a day's travel – from the city where the characters meet with her.

Castle Nightway

Assuming that the characters travel at a normal pace and head out in the morning, they arrive at the castle in the early evening without encountering any obstacles on the way. Castle Nightway, a large one-floor stone building, is located on the top of a hill. Read or paraphrase the following when the party arrives:

> Sitting on a lonely hilltop, a small run-down castle comes into view. The air seems unnaturally cold and a faint scent of decay grows more intense the closer you get to the castle.

If the characters proceed directly forward, they come to the main entrance (area C1). If they follow the path west around the castle, they easily find the kitchen entrance that leads to the kitchen (area C6).

General Features

Locations within Castle Nightway have the following general features unless otherwise noted:

Ceilings. Rooms have 30-foot-high ceilings.

Doors. The doors are unlocked.

Illumination. The inside of the castle is cast in complete darkness, except for rooms with windows, which are cast in dim light during the day.

Windows. The castle's windows are narrow and sit 20 feet above the ground. A Small or smaller creature can squeeze through if they can scale the sheer wall.

Haunting Presence

The unnatural presence of an undead dragon in the castle's basement sends dreadful visions to anyone who dares enter its castle. When the characters first enter the castle, and for each hour they spend within, each character must roll a DC 13 Wisdom saving throw. On a failed save, roll a d4 on the table below.

d4	Curse
1	The character's Strength score is reduced by 1d4.
2	The character suffers one level of exhaustion.
3	The character has disadvantage on saving throws against being frightened.
4	The character has disadvantage on saving throws against being charmed.

If a character suffers an effect they already have, roll again. The effect lasts until Baron Nightway is redeemed or killed, or until the character finishes a long rest outside the castle. The effect can also be removed with *greater restoration* or similar magic.

Areas in the Castle

Below are descriptions of the areas within the castle.

C1. Main Entrance

> A small trail leads through an overgrown courtyard and ends at a wide, 5-foot-high staircase. At the top of the stairs a large wooden door that looks about to fall off its hinges bars entry to the castle.

The ghostly butler Edgar Imswill has cast a magic trap on the stairs to ward away intruders.

Glyphs of Warding. Any character who steps unto the stairs triggers two *glyphs of warding* drawn on the steps, unless they spot the glyphs with a successful DC 14 Intelligence (Investigation) check and dispel them. Meant only to scare intruders away, the first *glyph of warding* holds a *fear* spell (save DC 14) that forces an affected character to spend all its movement on its turn running as far away from the castle's entrance as possible. The second *glyph of warding* holds a *major image* spell that creates an illusion of the door opening and a lich stepping out, shouting in an unintelligible language and preparing a deadly-looking spell against the intruders. The butler hopes that in combination, these spells will scare away intruders – even though both spells end after a few minutes, and, in the illusion's case, if a creature interacts with it physically or examines it closely.

C2. Foyer

> A musty smell fills this antechamber. At each side of the room is a 5-foot-tall statue of a dragon and at the other end of the room is another wooden door leading further into the castle.

This hallway is guarded by draconic gargoyles.

Gargoyles. The two statues inside the room are **draconic gargoyles**. While they are indistinguishable from inanimate statues, a character with a passive Perception of 14 or higher gets an eerie feeling that the eyes of the statues follow the characters as they step into the room. The gargoyles come to life and attack if a character approaches within 10 feet of them or the door leading further into the castle.

C3. Guard Towers

> This square room contains only a small bed, a dusty cloak on a peg, and a ladder leading up to a trap door in the ceiling.

The castle's guards rested in these towers. The ladders lead 15 feet up to the towers' upper floors (area C4).

Treasure. The western tower (area C3A) has a *cloak of elvenkind* hanging on a peg next to the window. The eastern tower (area C3B) has a pouch containing 14 gp and 12 sp tucked underneath the mattress.



DRACONIC GARGOYLE

Medium Elemental, Unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities fire, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Terran
Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Fire Breath (Recharge 5–6). The gargoyle exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Frightful Glare. The gargoyle turns its hateful glare on one creature within 60 feet of it that can see it. That creature must succeed on a DC 13 Wisdom saving throw or become frightened of the gargoyle until the end of its next turn.

Reactions

Ash Cloud (1/Day). When the gargoyle takes damage, it can exhale a cloud of ash that fills a 15-foot cube originating from it. The ash heavily obscures the area until it dissipates at the start of the gargoyle's next turn.

C4. Guard Towers, Upper

> This square room is outfitted with several arrow slits overseeing the entrance to the castle.

The castle's guards stood watch from here.

Dead Thug. The corpse of a female tiefling lies on the floor of the eastern tower (area C4B). This thug, one of Marizyn's "servants," fled here as the gargoyles attacked her friends in the foyer. She was assailed by undead shadows belonging to the castle's guards.

Shadows. Three **shadows** attack any who enter the eastern tower (area C4B). They fight until destroyed.

Treasure. Marizyn's thug dropped a *nemesis dagger* and a pouch containing 50 gp when she was slain.

C5. Hallway

> The door opens to a rectangular hallway with a closed wooden door in each of its four walls. The walls are decorated with intricate murals of dragons fighting with knights, laying waste to cities, or languishing on hoards of treasure.

This hallway connects the castle's kitchen (area C6), dining hall (area C9), and library (area C10).

Glyph of Warding. A *glyph of warding* drawn on the floor in front of the door leading to the library (area C10) activates as a character nears the door, unless they spot the glyph with a successful DC 14 Intelligence (Investigation) check and dispel it. The glyph holds a powerful spell that shows each creature within the hallway an illusion of the creature they fear most standing directly before it. Affected characters must make a DC 14 Intelligence saving throw when they first see it and at the start of each of their turns, taking 2d6 psychic damage on each failed save, as they imagine that the creature is attacking them. On a success, the character realizes the creature is an illusion and the effect ends for them.

C6. Kitchen

> Cooking utensils are scattered all over the floor in this small kitchen, which is otherwise filled with tables, stoves, and shelves.

The castle's servants prepared the baron's meals here.

Shadowy Servants. Six **shadows** – the castle's servants who were slain by the shadow dragon's breath weapon – attack the characters as soon as they enter the kitchen. The shadows fight until destroyed, but won't chase characters who flee outside the castle.

C7. Storage Room

> This small storage room is filled with barrels, crates, and sacks of what seems to be rotten foodstuffs. A handful of wine flasks stand on a moldy shelf.

The servants stored provisions and food here.

Treasure. The four flasks contain a red wine labeled Sweet Dragon (10 gp each). The barrels contain moldy and foul-smelling ale.

C8. Servants' Quarters

> Six rickety beds line the walls in this chamber. A small wardrobe stands at the southern wall.

The castle's cooks and maids used to sleep here.

Treasure. A search of the beds yields 4 gp, 2 sp, and a child's faded drawing of an angry-looking man who's breathing fire (a drawing of Baron Horace Nightway).

C9. Dining Hall

> A large table with chairs on each side is set up in the center of this large dining hall. A dozen paintings depicting majestic creatures such as dragons and unicorns cover the walls, their beauty visible through cobwebs and layers of dust.

The baron took his meals in this room.

Rug of Smothering. The rug at the end of the room is a **rug of smothering**. It is instructed to attack any creature that steps on it.

Treasure. The dozen paintings have a value of 20 gp each to the right buyer.

C10. Library

> A thick layer of dust covers the bookshelves and paintings – an ensemble of middle-aged humans with dark hair who clearly share a family resemblance – that line the walls of this library. Half the paintings are torn to pieces. Two padded chairs and a low table stand before a cozy fireplace.

This chamber was Baron Nightway's library.

Family Paintings. The paintings on the wall depict deceased members of the Nightway family and the baron himself. After turning into a dragon, the baron destroyed several of the paintings in a fit of anger. A *mending* spell or similar magic can be used to restore a ruined painting. Each painting has a bronze plaque underneath it naming the person in the painting:

- **Horace Nightway.** Before being turned into a dragon, Horace was a tall, dark-haired man with a sharp nose and an arrogant smile (torn).
- **Dora Nightway.** Horace's mother, a stern-looking woman with a sharp nose and glasses (torn).
- **Walther Nightway.** Horace's father, a round-faced man with huge, oiled mustaches.
- **Elliot Nightway.** Horace's grandfather, a thin man with an imperious demeanor (torn).
- **Bellathil Nightway.** Horace's grandmother, a thin woman with a warm smile.
- **Abercus Nightway.** Horace's great-grandfather, a scowling, broad-shouldered man (torn).
- **Nathys Nightway.** Horace's great-grandmother, a large woman with a bored expression.

Knowledge of the people on these paintings becomes useful when the characters come to the vault door underneath the castle (area C15).

Secret Door. A bookcase at the southern end of the library hides a door to the cellar stairs (area C14). A character with a passive Perception of 17 or higher, or who searches the room and succeeds on a DC 10 Wisdom (Perception) or Intelligence (Investigation) check notices scrape marks on the floor in front of the bookcase. Once the bookcase is moved, the door is clearly visible.

Treasure. Most of the books here are works of fiction involving treasure hunts, but among them is a study of the physiology of dragons and a Draconic-Common dictionary each worth 25 gp to the right buyer.

C11. Master Bedroom

> This ornate bedchamber is furnished with a large bed covered in cobwebs, a big wardrobe, a wooden chest, and a small reading desk. A small book lies open on a night table next to the bed.

This bedroom belonged to Baron Horace Nightway.

The Baron's Diary. The leatherbound book on the night table is Baron Nightway's diary. By reading the diary, the characters can learn that the baron was obsessed with collecting a treasure hoard worthy of a dragon, a creature he was extremely fascinated with. It seems that the larger his hoard of treasure grew, the more paranoid and anxious to protect it he became. In the last entry, dated almost three decades ago, the baron writes that he's finally acquired an artifact that will help him "keep his treasures protected forever!"

Secret Door. The secret door to the cellar stairs (area C14) can also be found in this room (see area C10).

Wooden Chest. The large chest in the room is unlocked but seems to contain nothing but simple makeup, dyes, and wigs – the baron liked to dress up for important occasions. A character who succeeds on a DC 12 Intelligence (Investigation) check while searching the chest finds a secret compartment in the bottom which can easily be pried open.

Treasure. The wardrobe contains five bolts of fine silk cloth (20 gp each). The chest contains enough makeup, wax, and dyes to put together a disguise kit (25 gp). The chest's hidden compartment holds a *potion of greater healing*, a *potion of the phoenix*, and the original deed to Castle Nightway.

C12. Edgar's Bedroom

> This austere room contains a bed, a small wardrobe, and an empty writing desk.

This room belonged to the butler Edgar Imswill.

Ghostly Butler. The **ghost** of Edgar Imswill, Baron Nightway's butler, floats purposelessly around in the castle but often stays in this room. If the characters haven't encountered him yet, read or paraphrase the following as they notice him:

> A ghostly male figure in a butler's outfit turns toward you as the door creaks open, eyes widening in surprise. Translucent and glowing with dim light, the figure sounds friendly but also sorrowful as he speaks: "Oh dear, oh dear, not again! What in the name of the Lord of Light are you doing here?"

Edgar's Story. If the characters allow him to, Edgar can explain his story to them – that his master was turned into a horrific undead dragon made wholly of darkness by the *wish* he requested from a magical *luck blade*. Even though he was rent to pieces by his master's claws – "I'm sure he didn't mean to, he was just so distraught after his ordeals!" – the loyal butler refused to leave his master behind. For three decades, Edgar has remained as a ghost, attempting to scare curious souls away from the castle with illusory traps before they suffered the same fate as himself.

Edgar's Offer. Realizing that the characters won't be the last visitors to come, he asks that they help end his master's torment once and for all. Read or paraphrase the following:

> "I had hoped it would not come to this but you look like capable adventurers, and..." the ghostly figure clears his throat with a sorrowful expression as if choking on his words. "...if you can somehow lift the curse on my poor master, I'll be forever grateful. But if that's not possible, you do what you must."

Present when the baron formulated his wish, the butler sorrowfully recalls that his master asked that "his treasure would forever be protected" and rightly guesses that the baron's soul has been bound to his treasure hoard. He believes that destroying his master's treasure might end the curse.

Edgar can tell the characters that the vault door (area C15) can only be opened by members of the Nightway family, but believes it can be deceived by mundane or magical disguises. He refuses to accompany the characters, as his master has expressly forbidden him from ever entering the vault.

Combat. Edgar has the statistics of a **ghost**, except that he can cast each of the following spells once per day: *dispel magic*, *dissonant whispers*, *fear*, *glyph of warding*, and *major image*. If the characters attack him, Edgar uses Etherealness to escape.

Edgar Imswill

The ghost of Baron Nightway's butler, Edgar Imswill, still haunts the castle. His relationship to the baron was more than that of servant to master – the butler loved his master, and though he did not speak the words, Horace loved him back. When Horace was transformed, he slew Edgar in a fit of murderous rage, but Edgar's spirit remained, unable to pass on.

The GM can introduce Edgar's ghost at any point of the adventure to keep things moving along, if the characters become unsure where to go or what to do. Edgar can also come to the characters' aid if they have trouble opening the door to the vault (area C15).

C13. Guest Bedroom

> This room contains a simple bed, an empty wardrobe, and an empty desk.

Custom dictated that Horace Nightway should have a spare room for guests, but the baron rarely entertained outsiders for fear that they would steal his treasure. The guest bedroom holds nothing of value or interest.

C14. Cellar Stairs

> A winding, narrow staircase leads deep into the darkness below.

Behind the secret doors (see area C10 and area C11) is a narrow staircase that leads 50 feet down to the vault door (area C15).



Potion of the Phoenix



BARON NIGHTWAY (SHADOW DRAGON)

Large Dragon, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +5, Con +8, Wis +4, Cha +8
Skills Perception +8, Stealth +5
Damage Immunities acid, necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Rend. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage plus 11 (2d10) necrotic damage.

Shadow Breath (Recharge 5–6). The dragon exhales profane energy in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failure, a target takes 28 (8d6) necrotic damage and its Strength score is reduced by 2d4. On a success, a target takes only half as much damage and its Strength score isn't reduced. The dragon gains temporary hit points equal to half the necrotic damage dealt this way. A creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Spellcasting. The dragon casts one of the following spells requiring no components and using Charisma as the spellcasting ability (spell save DC 16):

1/day each: *darkness, dispel magic*, *dominate person*

Bonus Actions

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Tail attack.

Spiteful Presence (Costs 2 Actions). Other creatures within 60 feet of the dragon, including ones behind barriers and around corners, can't regain hit points until the end of the dragon's next turn.

Wing Attack (Costs 2 Actions). Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

C15. Vault Door

> As you come down the stairs into the dark cellars you see a sturdy iron door at the end of the hallway. A single word – Nightway – is etched into the door in golden letters.

The door to the vault is magically enchanted to prevent anyone except members of the Nightway family from entering.

Nightway Door. The door is magically locked and can only be opened if a member of the Nightway family (or someone disguised to resemble a member of the family) steps within 5 feet of it. When that happens, a deep voice says: "Welcome back. You must state your name to enter, master." If a character has disguised themselves as a member of the Nightway family and gives the corresponding name, the door swings open and stays open until they leave the vault again. Any attempt to force the door open causes the door to emit a blast of force. Each creature within 10 feet of the door is pushed back 10 feet and must make a DC 13 Constitution saving throw, taking 3d10 force damage on a failure, or half as much on a success.

Opening the Door. The characters can use their knowledge of the Nightway family (see area C10) to craft a magical or mundane disguise to get past it. The door's magic can also be dispelled with *dispel magic* (DC 17), after which it can be opened as an action with a successful DC 17 Strength (Athletics) check.

C16. Vault

> A foul, acidic smell fills your nostrils as you enter a large, rectangular room with a 50-foot-high ceiling supported by six stone pillars and illuminated by a purple-glowing brazier. Stone sarcophagi sit between the pillars and huge sections of the floor have been eaten away by pools of acid. In the far end of the chamber, four chests overflow with gold and other treasures, and a splendid suit of metal armor is displayed on the wall above them.
>
> As you enter the room, a large, shadowy apparition of a dragon rises from the ground in the room's center. "More thieves, come to take my treasure!" the dragon hisses in a spiteful, sibilant tone. "You'll find naught but your deaths here, pitiful peasants!"

Focused only on protecting his treasure hoard, **Baron Nightway** immediately attacks the characters.

Brazier. This magical brazier casts the room in a dim light. It extinguishes if Baron Nightway dies.

Pools of Acid. A creature or object that enters the 3-foot-deep pools of acid for the first time on a turn or starts its turn there takes 33 (6d10) acid damage.

Sarcophagi. The stone sarcophagi hold the bones of Baron Nightway's ancestors, but no valuables.

Treasure Chests. The baron's *wish* tied his soul to his treasure hoard, which is kept in the four large chests at the far end of the room. Each treasure chest (including the treasure within) weighs 500 lbs., has AC 15, 30 hp; damage threshold 10; immunity to piercing, poison, and psychic damage. Spells such as *fireball* that target an area divide the damage they deal between each chest within their area of effect. One or more characters with a combined Strength score of 16 or higher can use their action to drag a treasure chest 15 feet to the edge of the acid and push it in, where the treasure dissolves to useless scraps of metal within a handful of seconds. For each treasure chest (including the treasure within) that is destroyed, the baron's ghostly dragon form suffers one level of exhaustion. If all of the chests are destroyed, the dragon dies and the baron's spirit is freed from the *wish* spell and can move on to the afterlife.

Treasure. While the destruction of the chests and their contents is inevitable (see "Developments" below) the *mithrandine plate* displayed on the wall between them isn't destroyed when Nightway dies.

Developments

Depending on the characters' actions, the adventure can conclude in a few different ways.

Destroying the Treasure Hoard

If the characters manage to destroy the four treasure chests, read or paraphrase the following:

> As the last chest is destroyed, the shadowy dragon before you begins convulsing and shuddering. Wisps of shadow rapidly swirl around it as it lets out a shriek and a sudden flash of blackness blinds you momentarily. Where the dragon stood, you now see the translucent figure of a middle-aged man in fine clothing. He looks at his hand with a confused expression before turning to you.
>
> "I... You have freed me... Thank you..." he says in a sorrowful but relieved tone. Worry creasing his ghostly face, he looks around the chamber.
>
> "My love... I mean, my partner. Butler. Edgar Imswill. Do you know where he is? Is he alive?"

With the destruction of the cursed treasure hoard, the baron's soul is freed and the Haunting Presence engulfing the castle is lifted. Finally able to move on to the afterlife of his own volition, the grateful ghost of the baron offers the characters all valuables in his castle as rewards (although Marizyn may not agree with that sentiment). Acknowledging his own hubris, the baron also regretfully answers all questions the characters may have to the best of his ability.

A Happy Reunion. The baron feels the other side calling for him but is keen to learn what happened to his partner and butler, Edgar Imswill. The characters can lead the baron's ghost to Edgar, or call for Edgar to join them in the cellar. If the two of them are reunited, read or paraphrase the following:

> As the two ghostly figures near each other, they melt together in a spectral hug.
>
> "I never thought I would have you back," Edward says with a happy sob. The baron nods solemnly.
>
> "Neither did I. But now I'm finally ready to move on. With you. Thank you for waiting for me, my love."
>
> Hand in hand, the two spirits turn to you, nodding in recognition and murmuring a last thanks before melting away into nothingness.

Treasure. Horace's *luck blade* clatters to the ground as the spirits disappear. At your discretion, a total of 1,383 gp scattered on the floor avoided destruction.

Killing the Dragon

If the party kills the dragon without first destroying all its treasure, read or paraphrase the following:

> As the final blow strikes the spectral dragon before you, it starts convulsing and shuddering. Wisps of shadow rapidly swirl around it as it lets out a shriek of anguish and melts away into nothingness with a sudden flash of magical darkness, leaving behind a beautiful sword that clatters to the ground. You regain your sight just in time to see the remaining treasure in the four chests turn to ash and scatter across the cellar by an unnatural wind.

As the baron is killed, his vast treasures – connected to him through the *luck blade*'s *wish* spell – are destroyed and the castle's Haunting Presence is lifted.

Edgar's Goodbye. Shortly after they have killed the dragon, Edgar Imswill appears before the characters. Even though he didn't get the reunion he had hoped for, he's happy to learn that his master has found rest at last. With the baron gone, Edgar has no reason to stay behind as a ghost. He offers a solemn word of goodbye before fading away to the afterlife.

Treasure. Horace's *luck blade* clatters to the ground where the dragon died. At your discretion, a total of 1,383 gp scattered on the floor avoided destruction.

HORACE'S LUCK BLADE

The magic sword that granted Horace his fateful *wish* is a *luck blade* rapier (or any other type of sword, at your discretion) with 0 wishes remaining.

Returning to Marizyn

If the characters end the Haunting Presence in the castle, Marizyn gives them their 2,000 gp reward.

Stolen Treasures. Marizyn pointedly asks the characters if they found any treasure in the castle. The characters can convince her they didn't with a successful DC 17 Charisma (Deception) check, although she remains suspicious. If Marizyn learns about the *luck blade*, the *mithrandine plate*, or any of the other treasure the characters found in the castle, she insists that they hand it over. She can be persuaded to let them keep the treasures with a DC 17 Charisma (Intimidation or Persuasion) check, but only if the characters forgo their 2,000 gp reward.

Deed to the Castle. A persuasive character who has picked up the original deed to Marizyn's castle from the Baron's bedroom may also blackmail the goblin into paying an additional 1,000 gp for the deed, earning both the matron's spite and admiration.

Adjusting Difficulty

As written, this adventure is suitable for a party of 8th-level adventurers. Below are suggestions for adjusting the difficulty to lower or higher levels.

Decreasing Difficulty

You can make the adventure easier by reducing or removing **Baron Nightway's** Legendary Resistance and Legendary Actions.

Increasing Difficulty

You can increase the adventure's difficulty by adding up to six **shadows** (the remnants of Marizyn's henchmen) to the final encounter with Nightway.

Suggested Changes

While the adventure is intended for four 8th-level characters, it can be balanced for a party of 5th-9th-level by making the following changes:

- **6th Level.** Take away **Baron Nightway's** Legendary Actions and Legendary Resistances.
- **7th Level. Baron Nightway** has only two Legendary Resistances and two Legendary Actions.
- **9th Level.** Three **shadows** assist **Baron Nightway.**
- **10th Level.** Six **shadows** assist **Baron Nightway.**

It's weird how magically getting what you wish for rarely works out well. Maybe it's the scope of the wish that's the issue? Wealth, love, unlimited power, might just be too much to ask for. Never heard about anyone getting in trouble asking for a fluffy bunny or a new pair of comfortable slippers. Food for thought.

– Azân the Wanderer



The Wizard's Tower

In this adventure suitable for a party of 5th-9th-level, the characters must brave magical traps and arcane experiments to retrieve an exotic creature from a wizard's tower.

Adventure Background

Awerna Aultar is a drow wizard of some renown. The middle-aged dark elf has a particular aptitude for transmutation magic, and has dedicated her long life to the study – and transmutation – of exotic creatures. Her latest idea was to transmute a pseudodragon, a rust monster, and a gorgon into a fearsome variant of the classical chimera. To that end, she acquired a particularly rare, iridescent pseudodragon – much to the chagrin of Azân, a fiendish merchant and collector of exotic beasts, who wanted the dragon for himself.

While courteously refusing Azân's bids to purchase the pseudodragon, Awerna continued her arcane experiments. A handful of days ago, she succeeded and managed to transmute the three creatures into an abominable monstrosity – but instead of exulting in her triumph, she was turned into inanimate stone as the beast turned its petrifying breath upon her.

Awerna's disappearance has not gone unnoticed. Azân, who's been sending a steady stream of magical communications to the transmuter, rightly believes that something has gone wrong. He now seeks adventurers to go into the wizard's tower and retrieve the iridescent pseudodragon for him.

Adventure Summary

This adventure starts when the characters are given the quest by Azân to find an iridescent pseudodragon. Once inside the wizard's tower, the characters must traverse the tower's three levels:

- **Ground Level.** After bypassing an insidious trap, the characters enter Awerna's living space, which is protected by a guardian statue and animated objects. Curious characters can learn more about what has happened to Awerna and what awaits them above.
- **Cage Level.** On the tower's second level, the characters find Awerna's petrified body, can make a deal with a deceitful cloaker, and may discover a way to operate the tower's restoration circle.
- **Laboratory Level.** On the tower's third level, the characters must subdue Awerna's chimera so they can bring it to the restoration circle on the second floor and reverse the creature's transformation.

Adventure Hook

This adventure assumes that the characters have already met the fiendish merchant Azân (see "Azân the Wanderer" on pg. 10) and are presented the quest as a means of payment for something they wish to acquire in his shop. Read or paraphrase the following as Azân presents the quest:

> "It's a simple enough task, really," the merchant rumbles. "There's this drow wizard, Awerna, who managed to purchase a rare pseudodragon from right under my nose a few weeks ago. I fear she will use the poor thing in some sort of dark experiment. Even so, I tried striking deal with her. At first, she was responsive, but for the past few days – nothing. Normally, I'd say, none of my business, but..."
>
> The square-jawed merchant shrugs his massive shoulders in resignation. "My guess is, something bad has happened to Awerna, but I need to know for sure – I can't just leave that poor thing in there. I'd go myself, but Awerna's tower is protected against... folk like me. I'd like you to pay her a visit. If she's alive, see if you can convince her to sell – and if she's not, save the dragon and bring it to me."

As a reward, Azân can offer the characters an item with a value of 2,000 gp or less from his shop, plus any additional magical treasures they find in the wizard's tower. Azân also offers to use his *key to anywhere* to teleport the characters to the cave that holds the wizard's tower. Azân can either let the characters take the *key to anywhere* with them, so they can use it on a door in the tower to get back, or keep the key and tell them to stay ready by the tower's front door in exactly 24 hours, which is when he will open the portal again.

Getting to the Tower

If the characters accept Azân's offer to bring them to the wizard's tower, read or paraphrase the following:

> The merchant pulls up a rickety, wooden door from among his wares and sets it against the desk. With a flourish, Azân inserts a golden key into the door's lock and turns the handle. The door opens to show a huge cavern speckled with patches of luminous fungi.

When the characters step through the door, they arrive on the front step right before the entrance to Awerna's tower, as if they had just stepped out of it.

Awerna's Tower

Awerna Aultar's tower sits in a remote cave deep below the ground. Read or paraphrase the following when the characters arrive in the cave:

> This large, natural cave stretches for several hundred feet in each direction, with only a single, water-filled tunnel leading in and out of it. In the middle of the large lake that fills the cave, a windowless tower of polished black metal rises more than a hundred feet into the air. The only entrance into the tower seems to be a door crafted from obsidian at its foot.

The tunnel leading to and from the cave quickly branches into a vast network of underground caverns and tunnels beneath the world's surface.

General Features

Locations within Awerna's Tower have the following general features unless otherwise noted:

Ceilings. Chambers in the tower have 30-foot-high ceilings.

Illumination. The inside walls are inset with magical orbs that cast the interior in a dim light.

Magical Defenses. The tower is enchanted with permanent *forbiddance* and *private sanctum* spells that block planar beings from entering and prevent anyone from piercing its interior with divination magic or spells of teleportation. The tower is also impervious to structural damage, including damage caused by spells such as *passwall*. These magical protections can only be dispelled with a *wish* spell.

Areas in the Tower

Below are descriptions of the areas inside the tower.

W1. Entrance

The obsidian door barring the entrance to the tower is magically sealed with a 5th-level *arcane lock* spell. The door unlocks if Awerna steps within 5 feet of the door. To open it, the characters must either succeed on a DC 18 Dexterity check using thieves' tools, or use magic such as *dispel magic* or *knock*. Up to four creatures with a combined Strength score of 30 or higher can attempt to push the door open by each using an action on their turn to make a DC 10 Strength (Athletics) check. If at least half succeed on the same round, the door opens. When the door is opened, read or paraphrase the following:

> The door opens up into a 5-foot by 10-foot antechamber. At the other end is another obsidian door with a steel handle.

The door on the other side of the antechamber is locked in the same way as the first door, using the same DC for lock-picking and forcing open.

Glyph of Warding. When a character who isn't Awerna pushes down on the handle of the inner door (the door at the other end of the hallway), a mechanical contraption pulls the outside door closed and locks it. A *glyph of warding*, which can be noticed with a successful DC 17 Intelligence (Investigation) check, on the inside of the door handle then releases a *heat metal* spell that causes all metal within the room (including the door handles) to glow red-hot for 1 minute or until dispelled with a *dispel magic* spell or similar magic.

Heat Metal. A creature in direct contact with one or more metal objects takes 2d8 fire damage at the start of each of its turns. If a creature is holding or wearing the object and takes the damage from it, that creature must succeed on a DC 16 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of its next turn.

Escape. Once triggered, the characters must open one of the doors on either side of the antechamber to escape the magical trap. Their efforts may be made harder by the red-hot lock picks or the discomfort caused them by their heated armor.

W2. Library

> This semicircular room is lined with shelves displaying monstrous bones, jars with the pickled remains of various exotic creatures, and rows and rows of books. In the middle of the room, a large statue of an obsidian spider stands before a pillar of stone with a door-shaped sheen of glowing energy in its center. On either side of the magical door, two mundane doors lead south from the room.

The library fills half the tower's ground floor. The doors leading to the other rooms are unlocked.

Obsidian Spider. A large obsidian statue of a spider stands in the middle of the room. If the spider takes damage or a character comes within 10 feet of it, the **obsidian spider** animates and attacks.

Treasure. About two dozen of Awerna's books on monstrous creatures and arcane lore have an average value of 10 gp each to the right buyer (such as the merchant Azân). Most of the other various oddities that can be found on the shelves hold little value, with the exception of a long, calcified eyestalk (150 gp) and a pickled brain with tentacles sprouting from it (250 gp).



W3. Bedchamber

This large bedchamber is lavishly furnished with a comfortable bed, a big wardrobe, an ornate writing desk, and a plush armchair.

This room is Awerna's bedchamber and study.

Awerna's Notes. Awerna has left two notebooks on her desk, one titled "Arcane Constructions" and another titled "Creature Studies." A character proficient in Intelligence (Arcana) who spends 10 minutes studying the notebooks learns the following:

- **Arcane Constructions.** The notebook contains plans for three magical inventions: a levitation lift, a restoration circle, and permanent forcecages. The notes go into detail with how each invention is operated (see "Levitation Lift," "Restoration Circle," and "Forcecages" on subsequent pages).
- **Creature Studies.** This notebook gives a broad overview of Awerna's studies into creatures such as dragons, basilisks, cloakers, gorgons, phase spiders, rust monsters, and more. Several pages are dedicated to each creature's distinct powers and weaknesses, giving the reader insight into those creatures' abilities, vulnerabilities, resistances, and immunities. In addition, the book also details complex arcane rituals designed to transmute these creatures and fuse their abilities together.

Iron Strongbox. The strongbox at the foot of Awerna's bed is unlocked but guarded with a magical curse to slow down thieves. The first time a creature that isn't Awerna tries to open the strongbox, it and every creature within 10 feet of the box must make a DC 16 Wisdom saving throw. On a failure, a creature is affected as by a *slow* spell, except that the effect is permanent and can only be reversed with *dispel magic*, *greater restoration*, or similar magic.

Treasure. The strongbox holds a *potion of flying*, two *potions of greater empowerment*, a gold-plated figurine of a female drow (250 gp), and a pouch with 304 gp, 98 sp, and a diamond worth 500 gp. The wardrobe holds two sets of fine clothing (25 gp each) as well as a beautiful dress made from spider silk (250 gp).

W4. Dining Room

A dining table is in the center of this combined dining room and kitchen. Along the walls, well-stocked shelves hang over stoves and side-tables.

Awerna takes her meals in this room.

Animated Servants. Three **swarms of silverware** fly from the cupboards and shelves to attack anyone who enters the room without Awerna.

Treasure. The only valuables are a bottle of Dunkelwine, a popular wine brewed underground (50 gp), and four bottles of Graasten Ale (5 gp each).

OBSIDIAN SPIDER

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

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

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 10
Languages understands Undercommon but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Immutable Form. The spider is immune to any spell or effect that would alter its form.

Magic Resistance. The spider has advantage on saving throws against spells and other magical effects.

Magic Weapons. The spider's weapon attacks are magical.

Actions

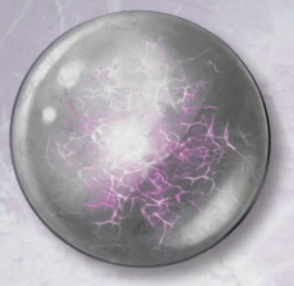
Multiattack. The spider makes a Bite attack and uses Skittering Charge or Interweave Fates.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Skittering Charge. The spider moves up to 40 feet in a straight line and can move through the spaces of Medium or smaller creatures. The first time it enters a creature's space during this move, the creature must make a DC 14 Dexterity saving throw or take 14 (2d8 + 5) piercing damage.

Interweave Fates (1/Day). The spider shoots a strand of magical webbing that jumps between up to 5 creatures that are within 30 feet of the spider and each other. Each creature must make a DC 14 Dexterity saving throw. On a failure, a creature is connected to each other creature that failed its saving throw. Connected creatures are tethered together by the webbing and can't move further away from each other than they currently are. Additionally, whenever one of the tethered creatures takes damage that isn't psychic, each other connected creature must make a DC 14 Constitution saving throw or take the same amount of psychic damage.

A strand of magical webbing connecting two creatures can be broken as an action with a DC 14 Strength (Athletics) check. The webbing can also be attacked and destroyed (AC 12; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Transmuter's Stone

SWARM OF SILVERWARE

Medium Swarm of Tiny Constructs, Unaligned

Armor Class 15 (natural armor)
Hit Points 45 (10d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The swarm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the swarm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the swarm is animate.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a kitchen utensil. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two melee attacks if it has at least half its hit points.

Forks & Knives. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarms space. *Hit:* 5 (1d4 + 3) slashing damage plus 5 (1d4 + 3) piercing damage and if the target is Medium or smaller and wearing clothes it must succeed on a DC 13 Dexterity saving throw or be restrained (escape DC 13).

Spoons & Spatulas. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (3d4 + 3) bludgeoning damage and the target has disadvantage on attack rolls and ability checks until the end of its next turn.

W5. Levitation Lift

An opaque sheen of arcane force blocks the entrance to this 10-foot-diameter shaft that spans all three levels of the tower. An obsidian disk that fills the entire shaft can levitate up and down to transport Awerna and various creatures between the tower's floors. On each level, a steel lever is set into the wall next to the lift's arcane door on the outside of the lift. When a character pulls the lever, the disk levitates to their level within a few seconds, and the arcane door dissipates to allow characters to enter the lift. The first time the characters enter the lift, read the following:

> This circular shaft is devoid of ornamentation and seems to span the height of the tower.

Using the Lift. A creature inside the lift can control it by using the Elvish words for "Up," "Down," and "Stop." When the lift stops at a floor, the magic door automatically dissipates for a handful of seconds, allowing creatures to enter or exit. Characters can learn how to control the lift through trial and error or by reading Awerna's notes (see area W3).

W6. Cages

> Eight large cages of glowing energy line the walls of this circular chamber, each with a fist-sized, round indentation next to them. At the southern end of the chamber, a few steps lead up to a small platform surrounded by four pillars covered in arcane runes. Halfway to the dais is a life-sized stone statue of a crawling, female dark elf. A palm-sized, white marble orb lies on the floor next to the statue.

Awerna keeps her exotic creatures on this level.

Awerna. The statue on the floor is the petrified form of Awerna, who managed to scramble into the lift, get to the cage level, and almost reach the restoration circle (area W7) before she was turned to stone by the petrifying breath of the chimera she had created. Her transformation can be reversed with a *greater restoration* spell or with the restoration circle.

DEALING WITH AWERNA

If Awerna's transformation is reversed, she is offended that the characters have broken into her tower and only reluctantly explains what happened to her.

If Awerna learns that the characters have come to free the pseudodragon, she offers them a bargain: if they subdue the chimera, she will help undo its transformation and let them leave with the pseudodragon. A character who succeeds on a DC 15 Wisdom (Insight) check realizes that this is a bald-faced lie. Awerna hopes that the characters will expend themselves fighting the chimera, after which she plans to send them away without their prize – or ambush them if she feels she has the upper hand.

Forcecages. The eight glowing cages in this room are permanent versions of the *forcecage* spell. They are impenetrable, impervious to damage, and can't be dispelled. Two of the cages are currently occupied. One cage holds two **phase spiders** and another holds a **cloaker**, which looks like a large, leather cloak. When Awerna's *transmuter's stone* (see "Treasure" below) is placed into the indentation next to a cage, that forcecage's magic is suppressed, allowing the creature within to leave the cage.

Cloaker's Bargain. Camouflaged as to be nearly indistinguishable from a dark leather cloak, the cloaker lies flat on the floor in its cage when the characters first arrive on this floor. It observes the characters and tries to discern their purpose. If it perceives that they are looking for the pseudodragon or if they show interest in the restoration circle, it engages the characters in conversation:

> A large, dark shadow lifts itself from the floor of one of the cages. The creature, resembling an oversized, floating manta ray, speaks in a hissing, sibilant voice: "You needs help, yes? Release me from this cage and I shall help you..."

The cloaker's offer is sincere enough – it has seen Awerna work the restoration circle and it also knows that the wizard took the pseudodragon upstairs. The cloaker demands to be released before divulging any of this information, however. It can explain how its release can be secured by placing "the drow's white stone into the socket next to my cage." If the characters release the cloaker, it carefully weighs its options; if it believes the characters are too powerful to fight and that they will keep their word and let it leave in peace, it upholds its end of the bargain before demanding that the characters take it down with the lift and let it leave. If it perceives the characters as weak, or assumes that they intend to kill it after it gives them the information they're after, it attacks them instead.

Treasure. The white orb next to Awerna's petrified body is her *transmuter's stone*, which functions as the key to open the forcecages and operate the restoration circle. If Awerna's petrification is undone, her other magical items are also restored. The wizard wears a *transmuter's robe* and carries a *wand of binding* at her belt.

I'll never understand it. There are so many unique, wondrous, and exciting creatures in the Multiverse – why go through all the trouble of creating new ones? If I didn't know better, I'd say wizards have some sort of god-complex...

– Azân the Wanderer

AWERNA AULTAR

Medium Humanoid (Elf), Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +8, Wis +5
Skills Arcana +8, Deception +5, History +8
Senses passive Perception 11
Languages Common, Deep Speech, Draconic, Elvish, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Awerna carries a *wand of binding* and wears a *transmuter's robe*.

Transmuter's Robe. When Awerna fails a saving throw against a spell or effect that would alter her form, she can choose to succeed instead.

Actions

Spellcasting. Awerna casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *alter self*, *expeditious retreat*, *ray of frost* (as a 13th-level spellcaster)
3/day: *fly*, *heat metal*, *polymorph*, *slow*
1/day: *flesh to stone*, *reverse gravity*, *telekinesis*

Wand of Binding (7 Charges). Awerna expends one or more of the wand's charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Bonus Actions

Transmuter's Robe (3/Day). Awerna gains one of the following benefits for 1 minute or until she uses the robe again:

- 13 (2d12) temporary hit points.
- Her speed is doubled and her jump distance is tripled.
- Advantage on Strength, Dexterity, and Constitution saving throws and ability checks.
- Advantage on Intelligence, Wisdom, and Charisma saving throws and ability checks.

Reactions

Assisted Escape. While holding her *wand of binding*, Awerna expends 1 of its charges to gain advantage on a saving throw she makes to avoid being paralyzed or restrained or to gain advantage on any check she makes to escape a grapple.

W7. Restoration Circle

Awerna's restoration circle consists of four metal pillars surrounding a 10-foot diameter obsidian platform. Awerna uses the circle to reverse her magic experiments and as a safety precaution, should one of her beasts afflict her with a harmful effect.

Activating the Circle. When Awerna's *transmuter's stone* is placed in the indentation in the circle's center, the four pillars surrounding the platforms begin humming loudly, building to a crescendo. When a creature touches a humming pillar, it begins glowing with a pulsating blue light. Once all four pillars glow this way, they emit a blinding flash of arcane light, and any creature on the platform is immediately restored to its original form as if affected by both *lesser restoration* and *greater restoration*. So powerful is the magic that it can even reverse magical transformations, such as those affecting the creatures Awerna has experimented on.

Malfunction. With each consecutive use, the circle's humming and pulsating lights become more frantic and erratic. If the restoration circle is used three times within 24 hours, it explodes in a blast of force, dealing 45 (10d8) force damage to all creatures within 60 feet (a successful DC 17 Dexterity saving throw halves this damage) and dispelling all magic within the blast radius as with the spell *dispel magic* (including all the forcecages). This explosion also restores all creatures on the platform to their original forms.

AWERNA'S CHIMERA

The chimera created by Awerna is a marvel of transmutation magic that combines the qualities of a pseudodragon, a rust monster, and a gorgon. Awerna had hoped that the pseudodragon's loyal nature would help her create a creature that could be easily controlled – instead, the chimera's less intelligent and more bestial heads overpowered the benign pseudodragon's sentience.

Immediately after its fusion, the chimera rusted the chains holding it, used its innate abilities to suppress Awerna's magical defenses, and exhaled a cloud of petrifying gas at her. Awerna managed to stumble into the lift and command it to bring her down, but it was too late. Before she could make it to her restoration circle (area W7), the wizard had turned to stone (see area W6).

W8. Laboratory Level

> This circular chamber is supported by eight pillars, some of which have been damaged or even toppled. The destroyed remains of what seems to be a weird, arcane apparatus lie scattered around the chamber's floor. A table with alchemy equipment stands next to the debris at the southern end of the chamber and a big puddle of dark liquid fills the western end of the chamber.

It was in this room Awerna attempted to create her most magnificent monster yet by combining a pseudodragon, a rust monster, and a gorgon into her own interpretation of the classic chimera.

Awerna's Chimera. When the characters arrive, **Awerna's chimera**, which has been pacing hungrily since its creator escaped it, attacks almost immediately. Just before it does, the sliver of consciousness within it that belongs to the pseudodragon Yiggith reaches out to the characters with its Limited Telepathy. It starts by giving them a sensation of danger to warn them about the chimera's impending attack, ensuring that they are not surprised. It then shows them one of the following images at the start of each of the chimera's turns:

- ***What Happened.*** An image of Awerna casting a spell while the pseudodragon, a rust monster, and a metallic bull lie chained to an odd-looking apparatus. As the spell finishes, the three creatures coalesce into the chimera. The wizard's triumphant grin turns to a panicked frown as the chimera rusts through its bindings and turns to attack her.
- ***What You Must do.*** An image of the characters dragging the unconscious chimera onto the restoration circle. It is accompanied by an intense sensation of hopefulness.

Shown these images, the characters should be able to infer that they can reverse the chimera's transformation with the restoration circle. To do so, they must bring the chimera's unconscious or incapacitated form to the restoration circle (area W7) and use Awerna's *transmuter's stone* to power the circle.

Dark Puddle. This 2-inch deep puddle of magical residue is a byproduct of Awerna's experiment. A Humanoid who starts their turn in the puddle or enters it for the first time on their turn must succeed on a DC 15 Wisdom saving throw or be transformed into a **bat**, **cat**, **rat**, or similar tiny beast (GM's choice) for 1 minute as with the spell *polymorph*.

Treasure. Among Awerna's alchemy equipment are 2 pints of dragon's blood (500 gp), a cup of basilisk scales (100 gp), and a gold bar (250 gp).

AWERNA'S CHIMERA

Large Monstrosity, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	7 (-2)	14 (+2)	10 (+0)

Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Limited Telepathy. The chimera can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that has a language.

Magic Resistance. The chimera has advantage on saving throws against spells and other magical effects.

Rust Metal. Any nonmagical weapon made of metal that hits the chimera corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical metal ammunition that hits the chimera is destroyed after dealing damage.

Actions

Rend. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage.

Petrifying Breath (Recharge 5–6). The monstrosity exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Bonus Action

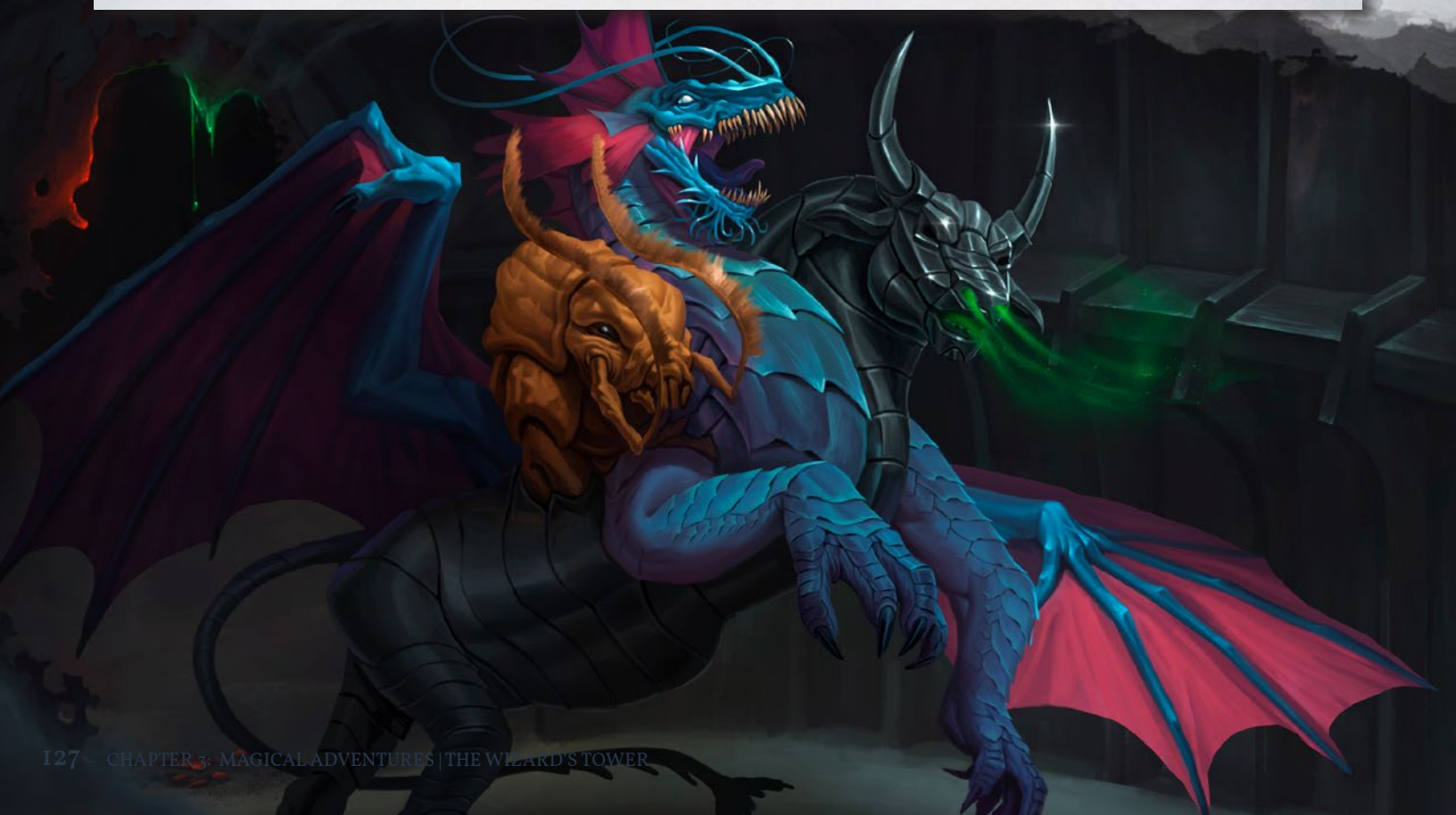
Phantasm. The chimera creates an illusory duplicate of itself if it doesn't have one already. The duplicate has AC 11 and can be destroyed only if an attack hits it. When a creature targets the chimera, roll a d20. If the roll is 10 or lower, the attack targets the duplicate instead.

Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Legendary Actions

The chimera can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chimera regains spent legendary actions at the start of its turn.

Attack. The chimera makes a melee attack.
Phantasm. The chimera uses Phantasm.
Dampen Magic. Any spell of 5th level or lower on a target creature within 30 feet ends. In addition, each magic item the creature is carrying that isn't an artifact has its magical properties suppressed until the end of the chimera's next turn.



Developments

Depending on the characters' actions, the adventure can conclude in a few different ways.

Saving the Dragon

If the characters successfully use the restoration circle to reverse the chimera's transformation, the three creatures composing its form are split into a **gorgon**, a **rust monster**, and an **iridescent pseudodragon**, except that each creature's current hit points can't be higher than the chimera's was before the transformation was reversed.

The **gorgon** and **rust monster** (if conscious) may attack the characters once the transformation is reversed, while Yiggith (once it regains consciousness) is grateful for their aid. When the pseudodragon learns their plans to bring it to a new owner it can bond with, however, it is skeptical and lets them know with its Limited Telepathy that it would rather be free. If the characters can't convince Yiggith to go along by explaining that Azân would be a good companion with a DC 15 Charisma (Deception or Persuasion) check, they may have to subdue the pseudodragon again.

Returning to Azân

If the characters have the *key to anywhere*, they can insert the key in the tower's door after it has regained its magic and teleport to the wooden door in Azân's stall. If the merchant didn't give them the key, they will have to wait until 24 hours have passed and Azân uses the key to open a portal in the tower's front door.

However they get back, the merchant is excited to see them. If they have the pseudodragon with them, he promptly takes it off their hands and gives them their reward. If they haven't brought the pseudodragon or refuse to hand it over, the always-cheery Azân shrugs with poorly-veiled disappointment and says that "it was worth a shot, I suppose!" If the characters can convince the merchant that the dragon is better off either with them or with its freedom, Azân may still give them half of the 2,000 gp reward.

Adjusting Difficulty

This adventure is balanced for a party of 7th-level adventurers, but can be adjusted to higher or lower levels by dialing difficulty up or down. Below is general advice on how to adjust the adventure's difficulty.

Legendary Actions

To make the encounter with Awerna's chimera easier, the GM can remove the chimera's ability to take Legendary Actions, or reduce the number of Legendary Actions it can take to one per round.

Suggested Adjustments

While the adventure is intended for four 7th-level characters, it can be balanced for a party of 5th-9th level by making the following changes:

- **5th-6th Level.** Take away **Awerna's chimera**'s Legendary Actions. **Awerna** and the **cloaker** don't betray the characters.
- **8th-9th Level.** Add another **obsidian spider** to the library (area W2) and once the chimera's transformation is reversed, the restoration circle malfunctions and releases the **phase spiders** and/or the **cloaker** to attack the characters.

IRIDESCENT PSEUDODRAGON

Tiny Dragon, Typically Neutral Good

Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Understands Common and Draconic but can't speak them
Challenge 1 (200 XP) **Proficiency Bonus** +2

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The pseuodragon attacks once with its Bite and once with its Sting.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Dampen Magic (1/Day). Any spell of 5th level or lower on a target creature within 30 feet ends. In addition, each magic item the creature is carrying that isn't an artifact has its magical properties suppressed until the end of the pseudodragon's next turn.

CHAPTER 4: Magic Items

The following magic items are presented in alphabetical order.

Aegis of Dread

Armor (Shield), Uncommon (Requires Attunement)

When a creature misses you with a melee weapon attack while you are holding this shield, you can use your reaction to cause the shield to emanate a sense of dread. The attacker must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of its next turn.

Amulet of Freshness

Wondrous Item, Common

This locket carries a faint scent of fresh herbs. As an action, you can open the locket to cause the scent to grow more intense. Until the end of your next turn, creatures within 10-foot of you have advantage on saving throws against poison. Once used, this property can't be used again until the next dawn.

Angel's Heart

Wondrous Item, Very Rare (Requires Attunement)

This magic amulet has 7 charges and regains all expended charges daily at dawn. As an action, you can expend its charges to cast one of the following spells: *detect evil and good* (1 charge), *divination* (4 charges), *shield of faith* (1 charge), *tongues* (3 charges), and *true seeing* (6 charges).

Angelic Ally. As an action, you can speak the amulet's command word to summon a **deva** in an unoccupied space within 60 feet as if you had cast the *planar ally* spell. The deva performs one task for you without asking anything in return, though it refuses a request that would require it to hurt the innocent or act dishonorably. Once used, the amulet loses this property.

Animated Painting

Wondrous Item, Rarity Varies

This magic painting depicts a beast, a dragon, or a monstrosity. When a command word is spoken, the creature springs to life, leaving the canvas blank as it appears in the nearest unoccupied space next to the painting. The creature understands your verbal commands, but can't speak, cast spells, or use legendary actions even if its statistics would normally allow it to do so. It regards you as its companion and obeys your commands as best as it can, taking its turn on your initiative. After 1 hour has passed, or if the creature dies before then, it returns to the canvas. Once this property has been used, it can't be used again until 7 days have passed. The GM chooses the depicted creature or determines it randomly. The maximum challenge rating of the creature is determined by the painting's rarity.

Rarity	Challenge Rating
Rare	CR 0–3
Very Rare	CR 4–7
Legendary	CR 8–10



Animator's Quill

Wondrous Item, Uncommon

As an action, you can animate a tiny creature that you have drawn with this quill. The creature manifests as a three-dimensional representation of the drawing made out of a solid, purple substance. The creature uses a **rat**'s statistics but has 6 Intelligence, +4 to Dexterity (Stealth) checks, and can cast *invisibility* (targeting only itself) at will. It can't speak but shares a telepathic bond with you and understands simple commands, which it follows as best as it can. As an action, you can see through the creature's eyes. There is no limit to how far away from you the creature can move, but it can't enter another plane of existence. After 1 hour it dissipates into thin air. Once used, this property can't be used again until the next dawn.

Arctic Ring

Ring, Very Rare (Requires Attunement)

While wearing this magic ring, you have immunity to cold damage and difficult terrain composed of ice or snow doesn't cost you extra movement.

Winter Magic. This magic ring has 3 charges and regains all expended charges daily at dawn. As an action, you can expend its charges to cast one of the following spells (spell save DC 17): *ice storm* (1 charge), *cone of cold* (2 charges), or *wall of ice* (3 charges).

Aura of Cold. As an action, you can speak the ring's command word to cause the temperature to drop drastically around you for 1 minute. Any creature that starts its turn within 5 feet of you takes 1d6 cold damage. In addition, a sheen of slippery ice forms in any square you move through. The ice is difficult terrain and a creature that starts its turn there or enters the area for the first time on its turn must succeed on a DC 10 Dexterity saving throw or fall prone. The ice melts away after 1 minute. Once used, this property can't be used again until the next dawn.

Argh'yak Bow

Weapon (Shortbow), Rare (Requires Attunement)

When the string on this magic shortbow is drawn, the goblinoid face decorating the bow comes to life, muttering curses and spitting insults in Goblin. When you hit a creature with an attack roll using this bow, the target takes an extra 1d6 piercing damage if it has dealt damage to you since the end of your last turn.

Witch's Soul. This bow has 3 charges and regains all expended charges daily at dawn. As an action, you can expend its charges to cast one of the following spells (spell save DC 15): *bane* (1 charge), *silence* (2 charges), or *bestow curse* (3 charges).

Arrow of Seeking

Weapon (Arrow), Rare

When you make a ranged attack with this arrow, you don't make an attack roll for the attack, but instead choose a target you have seen. If the target is within 600 feet of you, the arrow flies unerringly toward it, moving around obstacles and ignoring cover. If the arrow reaches the target, it must succeed on a DC 17 Dexterity saving throw or take damage as if it were hit by the arrow.



Assassin's Blade

Weapon (Shortsword), Very Rare (Requires Attunement)

When you hit with an attack roll using this magic shortsword, the creature takes an extra 1d6 necrotic damage and it can't regain hit points until the start of your next turn.

Life Drain. When you hit a creature with this shortsword, you can force that creature to make a DC 15 Constitution saving throw. On a failure, the creature suffers 1 level of exhaustion and is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success. While the target is paralyzed this way, you can use an action on each of your turns to cause it to suffer 1 level of exhaustion and you regain 4d6 hit points. The effect ends if the target dies, if you use your action to do anything else, or if you or the shortsword is ever more than 5 feet away from the target. Once used, this property can't be used again until the next dawn.

Bag of Cooling

Wondrous Item, Common

This leather bag is sealed with a large metal buckle resembling a snow crystal and can hold 2 cubic feet/60 pounds. The temperature inside the bag is always 40 degrees Fahrenheit (5 degrees Celsius).



Bag of Monsters

Wondrous Item, Very Rare (Requires Attunement)

This sturdy and worn satchel is filled with 7 weirdly malformed gobbets of flesh.

As an action, you can pull a gobbet of flesh from the bag and throw it up to 20 feet. When the gobbet lands, it transforms into a creature you determine by rolling a d8 and consulting the table below (if you roll a creature that has already been summoned by the bag, roll again).

d8	Creature
1	Ankheg
2	Basilisk
3	Darkmantle
4	Manticore
5	Mimic
6	Owlbear
7	Rust Monster
8	Choose a creature from the list above

When the creature drops to 0 hit points or when 1 hour has passed it crumbles into dust and a new gobbet of flesh representing the creature reforms inside the bag.

The creature is friendly to you and your companions. In combat, it shares your initiative count and takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. If you are unconscious at the start of your turn, you lose control of all creatures summoned from the bag.

Whenever you use the bag to summon a creature, roll a d4. If the result is equal to or lower than the number of creatures currently summoned with the bag (including the creature you just summoned), you lose control of all creatures summoned from the bag.

A creature no longer under your control acts at the GM's discretion, possibly attacking the creature closest to it or fleeing to find safety. The summoned creature no longer dissolves into dust when 1 hour has passed, but instead persists until it drops to 0 hit points. Still bound by the bag's magic, the creature will not stray far from whoever carries the bag and instead remains in the general area. If control over a creature is lost, that creature can't be summoned by the bag again until it is slain and its gobbet of flesh has reformed in the bag.

Once three gobbets of flesh have been pulled from the bag, it can't be used again until the next dawn.

Bag of Shared Holding

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 1 foot in diameter at the mouth and 2 feet deep. The bag can hold up to 250 pounds, not exceeding a volume of 32 cubic feet. The bag weighs 5 pounds, regardless of its contents. It functions as a *bag of holding*, except as noted below.

Shared Holding. Two creatures each holding one end of the drawstring at the bag's neck can use an action to tie it shut. As they do so, their names (the names most commonly used to refer to them) appear on the side of the bag, etched in gold thread and the bag can be reopened only by these two creatures pulling on its string together. Destroying the bag causes its contents to be scattered in the Astral Plane. Once reopened, the creatures' names disappear from the bag and it can be used freely until its string is tied again this way.

Baneful Weapon

Weapon (Any), Uncommon (Requires Attunement)

Once per turn, when you hit a creature with an attack roll using this magic weapon, you can force the target to make a DC 13 Charisma saving throw. On a failure, whenever the target makes an attack roll or saving throw until the end of your next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Basilisk's Blade

Weapon (Dagger), Rare (Requires Attunement)

This magic dagger has 5 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using this dagger, you can expend 1 charge to deal an additional 2d6 poison damage to the target or 3 charges to turn the target into stone as if you had cast the *flesh to stone* spell (save DC 15) from the dagger.

Beacon Shuriken

Weapon (Dart), Uncommon

When you hit with an attack roll using this magic dart, the target sheds dim light in a 10-foot radius until the end of your next turn. While the target is glowing this way, any attack roll against the target has advantage if the attacker can see it, and the target can't benefit from being invisible.

Beauty's Bane

Wondrous item, Uncommon

As an action, you can speak this magic handmirror's command word and hold it up before a creature within 5 feet of you. If the creature has an Intelligence score of 6 or higher and can see the mirror, it must succeed on a Wisdom saving throw against a DC equal to its Charisma score or become charmed by its own reflection. While charmed this way, the target is also stunned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends for the target if it takes damage, if someone else uses an action to shake the creature out of its stupor, or it can no longer see itself in the mirror. Once used, this property can't be used again until the next dawn.



Bladesinger's Spear

Weapon (Spear), Very Rare (Requires Attunement)

You have a +1 bonus to attack and damage rolls made with this magic spear, which has the finesse property. The spear returns to your hand immediately after it is used to make a ranged weapon attack. You gain the following benefits while holding the spear:

- You can use the spear as a spellcasting focus for your wizard spells.
- When you hit with an attack roll using the spear, you can unprepare one wizard spell you have prepared to deal extra force damage equal to 1d8 + the spell's level to the target.

When you unprepare a spell using this spear, you can't cast that spell again until you have finished a long rest and spent the requisite time preparing it again.

Bone Merchant's Coin

Wondrous Item, Uncommon

You have advantage on death saving throws while carrying this magic coin. In addition, you can flip the coin as an action to send a magical ping to an undead creature with which you are familiar. The creature recognizes you as the sender if it knows you and becomes aware of your precise position.

Brightmind Cap

Wondrous Item, Uncommon (Requires Attunement)

This magic cap has a lantern mounted on the top. When a candle is lit within the lantern, it casts bright light in a 5-foot radius and dim light for an additional 5 feet. As an action, you can speak the cap's command word to cause the candle to cast bright light in a 30-foot radius and dim light for an additional 30 feet.

Brightmind. When you fail an Intelligence or Wisdom ability check or saving throw while wearing this cap, you can choose to reroll that ability check or saving throw. You must use the second roll. Once used, this property can't be used again until the next dawn.

Buckleshot Belt

Wondrous Item, Common

While wearing this magic belt, you can use a bonus action to shoot its metal buckle at a creature within 30 feet of you. Shooting the belt's buckle is a ranged weapon attack you are considered proficient with that deals 1d4 bludgeoning damage. If recovered, the buckle can be reattached to the belt as an action.

Caged Star

Weapon (Morningstar), Rare (Requires Attunement)

This magic morningstar has 3 charges and regains all expended charges daily at dawn. When an attacker that you can see hits you with an attack while you are holding it, you can expend 1 charge as a reaction to halve the attack's damage against you. When you do so, the morningstar's spiked ball glows with a fierce, radiant light until the end of your next turn. When you hit with an attack roll using the morningstar while it glows this way, the target takes an extra 1d8 radiant damage.

Cat's Eye Amulet

Wondrous Item, Rare (Requires Attunement)

While wearing this magic amulet, you have advantage on Dexterity saving throws and can comprehend and verbally communicate with beasts.



Caged Star



Bladesinger's Spear



Cat's eye Amulet



Buckleshot Belt

Champion's Shield

Armor (Shield), Rare (Requires Attunement)

When a creature you can see attacks a target within 30 feet of you while you are carrying this magic shield, you can use your reaction to magically swap places with the target of the attack, if it is willing. The attack is made against you instead.

Charmer's Tambourine

Wondrous Item, Uncommon (Requires Attunement)

You have advantage on Charisma (Performance) checks while playing this magic tambourine. In addition, you can cast the *minor illusion* cantrip at will.

Enthralling Performance. This magic tambourine has 3 charges and regains all expended charges daily at dawn. You can expend its charges to cast the spells *charm person* (1 charge) or *enthrall* (2 charges) from it. The spell save DC is 13 or your spell save DC, whichever is higher.

Chronomancer's Staff

Staff, Legendary (Requires Attunement by a Spellcaster)

While holding this magic staff, you can't be surprised and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you.

Time Control. As an action, you can target a creature within 60 feet that you can see with one of the following magical effects, using your spell save DC:

- The creature must succeed on a Constitution saving throw or be incapacitated and have a speed of 0 until the end of your next turn or until it takes damage.
- The creature must succeed on an Intelligence saving throw or take 14 (4d6) psychic damage and until the end of your next turn, the target has disadvantage on saving throws, and attack rolls against it are made with advantage.

Clockwork Sword

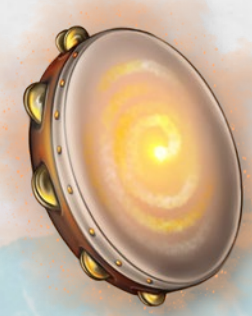
Weapon (Longsword), Rare (Requires Attunement)

This magic item appears to be a sword hilt. While grasping the hilt, you can use a bonus action to cause a blade made from metal and gemstones to fold out from the hilt, or make the blade disappear.

Clockwork Strike. Once per turn when you hit with an attack roll using this longsword, you can cause one of the following effects:

- **Flash.** The target takes 1d8 radiant damage and must succeed on a DC 15 Constitution saving throw or be blinded until the end of your next turn.
- **Propulsion.** The target and other creatures within 5 feet of it (except you) take 1d8 force damage and must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away from you.
- **Shock.** The target takes 1d8 lightning damage and can't take reactions until the end of your next turn.

Whenever you use this property, roll a d8. On a 1, the blade malfunctions and you suffer the same effect as the target. When the blade malfunctions, it folds in on itself and disappears, and can't be brought out again until the next dawn.



Charmer's Tambourine



Champion's Shield



Chronomancer's Staff



Clockwork Sword

Commander's Helmet

Wondrous Item, Uncommon (Requires Attunement)

This magic helmet has 3 charges and regains all expended charges daily at dawn. When another creature within 30 feet that can hear you makes an attack roll, ability check, or saving throw, you can use your reaction and expend 1 charge to give that creature advantage on its roll.

Dancer's Boots

Wondrous Item, Common

While wearing these boots, you have advantage on Charisma (Performance) checks while dancing. Additionally, when you walk, you can choose to leave tracks that look like three humanoids of your size were walking, instead of just one.

Death Petal Rose

Wondrous Item, Common (Requires Attunement)

This magic rose has 3 charges. When you fail on a death saving throw while carrying this rose, you can expend 1 charge to succeed instead. Once all of its charges have been used, the rose withers and is destroyed.

Deathgrasp Glove

Wondrous Item, Rare (Requires Attunement)

While you wear this magic glove, a creature grappled by you can't regain hit points and takes 1d8 necrotic damage at the start of each of its turns.

Death's Grasp. As an action, you can speak the glove's command word and cause it to animate for 1 minute. The animated glove detaches from your hand, begins to hover, flies up to 30 feet, and attempts to grapple one creature of your choice within 5 feet of it, using your Strength (Athletics) check. A creature grappled this way is considered grappled by you. While the glove hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you and grapple a creature within 5 feet of it. Once used, this property can't be used again until the next dawn.

Djinni's Bracers

Wondrous Item, Very Rare (Requires Attunement)

While wearing these magic bracers, you gain a +1 bonus to AC and can speak and understand Auran.

Djinni's Magic. These bracers have 7 charges and regain all expended charges daily at dawn. As an action, you can expend its charges to cast one of the following spells (save DC 17): *detect magic* (1 charge), *invisibility* (2 charges), *gaseous form* (3 charges), *major image* (3 charges), or *wind walk* (6 charges).

Curse of Servitude. Once you don these cursed bracers, you can't take them off until you are targeted by the *remove curse* spell or similar magic. While wearing the bracers, any request made directly to you that begins with the words "I wish..." is treated as if the speaker had cast a *suggestion* spell on you (which you automatically fail your saving throw against) and you must attempt to fulfill the request to the best of your ability. A creature can only make one such request of you.




Commander's Helmet


Djinni's Bracers


Dancer's Boots

Dragon's Scepter

Rod, Very Rare (Requires Attunement)

While holding this magic rod, you can use an action to attempt to imprison a dragon within 30 feet of you in the scepter as if you had used the "minimus containment" effect of the *imprisonment* spell (save DC 17). Only one dragon can be imprisoned in the scepter at a time, and if a dragon succeeds on the saving throw it is immune to this effect for the next 24 hours.

The scepter has 3 charges for the following properties, which you can use while a dragon is imprisoned in the scepter. The scepter regains all expended charges daily at dawn.

Draconic Magic. As an action, you can expend 1 charge to cast the spells *fear* (spell save DC 17) or *fly* from the scepter.

Dragon Breath. As an action, you can expend 3 charges to make a breath weapon attack. Each creature in a 30-foot cone must make a DC 17 Dexterity saving throw, taking 10d6 damage on a failure, or half as much on a success. The type of damage dealt depends on which dragon is imprisoned in the scepter; acid (black/copper), cold (silver/white), fire (brass/gold/red), lightning (blue/bronze), or poison (green).

Draconic Release. If you expend the scepter's last charge, roll a d20. On a 1, the dragon is released from the scepter and manifests in the nearest unoccupied space. It acts according to its nature. You can also choose to release the dragon from the scepter as an action.

Dragonskull Helmet

Wondrous Item, Very Rare (Requires Attunement)

While wearing this magic helmet, you have resistance to a type of damage determined by the type of dragon's skull the helmet is made from, as per the table below.

Draconic Transformation. While wearing the helmet, you can use an action to transform into a young dragon of the type the helmet is made from. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Dreamwalker's Amulet

Wondrous Item, Rare (Requires Attunement)

While wearing this magic amulet, you don't need to sleep, but instead meditate deeply, remaining semiconscious. While in this trance, you can manifest your consciousness as a spirit on the Ethereal Plane as with the spell *etherealness*. The spirit resembles you and has your game statistics, except that it has AC 10, 1 hit point, has a fly speed of 10 ft. (hover), and can't take any other actions than moving. You can see and hear what the spirit sees and hears. The spirit can move no further than 1 mile away from where your physical body is and can't leave the Ethereal Plane. The spirit vanishes when reduced to 0 hit points, if it's forced to leave the Ethereal Plane, or when your trance ends.

Dreamwalker's Magic. The amulet has 5 charges and regains all charges daily at dawn. While wearing it, you can expend its charges to cast *dream* (1 charge) or *sleep* (1 charge per spell level).



Envisioner's Compass

Wondrous Item, Rare

While holding this compass, you can use your action to set a compass course to a location, object, or creature that is on the same plane of existence as you. The compass needle points in the direction of the target for 24 hours or until this property is used again. If the creature or object can't be targeted by divination magic or be perceived through magical scrying sensors, the attempt to set a course to it automatically fails. Once used, this property can't be used again until the next dawn.

Extending Staff

Staff, Common

While holding this staff, you can use a bonus action to cause it to magically become 5, 10, or 15 feet long. At 5 feet long, this staff can be wielded as a magic quarterstaff. At 10 feet long, the staff also adds 5 feet your reach when you attack with it, as well as when determining your reach for opportunity attacks, but you have disadvantage on attacks with it against a target within 5 feet of you. At 15 feet long, you can use it to add 10 feet to your running long jump or high jump. When you do so, you must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or fall prone instead.

Flask of Cloning

Wondrous Item, Very Rare

If a cubic inch of flesh from a living, Medium creature is squeezed into this flask, the flesh magically forms into a miniature clone of that creature. If a clone already exists within the flask it dissolves into the liquid, leaving only the new clone. The clone remains inert and endures indefinitely, as long as the flask remains undisturbed.

If the original creature dies while its clone is in the flask, its soul transfers to the clone as long as the soul is free and willing to return. The clone then grows to the original creature's full size, shattering the flask. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the equipment belonging to the original. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life by any means since the creature's soul is elsewhere.

Furnace Flail

Weapon (Flail), Rare (Requires Attunement)

When you hit with an attack roll using this magic flail, the target takes an extra 1d8 fire damage.

Sparks. This flail has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using this flail, you can expend 1 charge to shower the target in sparks. The target must succeed on a DC 15 Constitution saving throw or be blinded until the end of your next turn.



Gauntlets of Restoration

Wondrous Item, Rare (Requires Attunement)

These magic gauntlets have 7 charges and regain all expended charges daily at dawn. While wearing them, you can heal creatures and mend objects with your touch. Once per turn when you hit a non-Undead, non-Construct creature with an unarmed attack, you can expend the gauntlets' charges to have the target regain hit points equal to your Strength or Dexterity modifier (your choice) + 1d4 (1 charge), 1d8 (2 charges), or 2d6 (3 charges), instead of taking damage from your attack. If the target is a Construct or an object, you can have it be affected as by the spell *mending* instead (no charges expended).

Ghost Shroud

Wondrous Item, Rare (Requires Attunement)

This magic cloak has 3 charges and regains all expended charges daily at dawn. As a bonus action while wearing it, you can expend 1 charge to become incorporeal until the end of your next turn, gaining the following benefits:

- Your weapon attacks deal force damage instead of bludgeoning, piercing, or slashing damage.
- You can't be grappled or restrained.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If the effect ends while you are inside a solid object, you are pushed to the nearest unoccupied space, taking 1d10 force damage for every 5 feet traveled.

Glove of the Woodland

Wondrous Item, Very Rare (Requires Attunement)

While you are wearing this glove, any beast or plant creature that targets you with an attack or harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. On a success, the creature is immune to this effect for 24 hours.

Woodland Magic. This magic glove has 7 charges and regains all expended charges daily at dawn. As an action, you can expend its charges to cast one of the following spells (spell save DC 15): *animal messenger* (2 charges), *commune with nature* (5 charges), *entangle* (1 charge), *freedom of movement* (4 charges), *gust of wind* (2 charges), *longstrider* (1 charge), *pass without trace* (2 charges), *plant growth* (3 charges), *speak with animals* (1 charge), *spike growth* (2 charges), *speak with plants* (3 charges), *tree stride* (5 charges), or *wall of thorns* (6 charges).

Goblet of Confidence

Wondrous Item, Common

As an action, you can speak this magic goblet's command word and have it fill with liquid confidence, a syrupy mixture that tastes a bit like honey and fresh morning dew. When you drink from the cup, you can choose to gain advantage on one ability check using Charisma you make within the next 10 minutes. Once used, this property can't be used again before the next dawn.



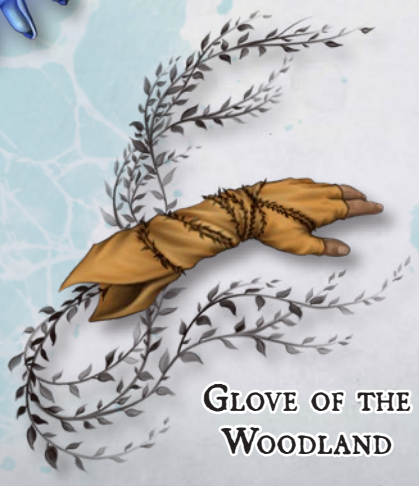
Gauntlets of Restoration



Goblet of Confidence



Ghost Shroud



Glove of the Woodland

Goodberry Hat

Wondrous Item, Common

A single berry hangs on the stalk on this magical hat. A creature can pluck and eat the berry as an action. Eating the berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berry loses its potency if it hasn't been consumed within 1 hour after being plucked. If the berry is plucked, a new berry grows on the stalk at the next dawn.

Grinsplitter Weapon

Weapon (Any Slashing), Uncommon

When you roll a 20 on your attack roll using this magic weapon, the target must make a DC 13 Wisdom saving throw or burst into laughter if it is a creature with an Intelligence score of 4 or higher. On a failure, the target falls prone, becoming incapacitated and unable to stand up. The target can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Hag's Delight

Wondrous Item, Rare

If you spend at least 1 minute continually smoking this pipe, you can use the pipe to cast the *modify memory* spell (save DC 21) on any creatures of your choice who have remained within 20 feet of you for the past minute. The spell functions as usual, except that any memory you eliminate, change, or create must be shared by all creatures targeted by the spell, and must have happened within the last 10 minutes. Once used, this property can't be used again until the next dawn.

Hat of Naivety

Wondrous Item, Common

While wearing this magic hat, you have disadvantage on Wisdom (Insight) checks.

Fool's Charm. When you roll a skill check using Charisma while wearing this hat, you can choose to gain advantage on the roll. Once used, this property can't be used again until the next dawn.

Heartlock Armor

Armor (Studded Leather), Uncommon (Requires Attunement)

This magic studded leather armor comes with a golden key. While wearing it, you automatically succeed your saving throw against any spell or effect that would alter your form.

Heartlock. This armor has 3 charges and regains all expended charges daily at dawn. As a bonus action, you can expend 1 charge and turn the armor's key to a specific position in the lock in the armor's centerpiece to cause one of the following effects:

- You gain the "enlarge" effect of the *enlarge/reduce* spell for 1 minute (no concentration required).
- You gain the "reduce" effect of the *enlarge/reduce* spell for 1 minute (no concentration required).
- You cast the spell *knock*.



Hat of Naivety



Goodberry Hat



Grinsplitter Handaxe



Heartlock Armor

Iceshard Whip

Weapon (Whip), Very Rare

When you hit with an attack roll using this magic whip, the target takes an extra 1d6 cold damage and has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Icy Restraints. When you roll a 20 on your attack roll using this weapon, the target also becomes restrained (escape DC 15) in a block of ice for 1 minute. While restrained this way, the target takes 1d6 cold damage at the start of each of its turns.

Incense of Erudition

Wondrous Item, Uncommon

This magical incense burns for 1 hour and produces a soothing scent of nutmeg and morning dew. A creature that inhales the incense during a short rest gains advantage on Wisdom, Intelligence, and Charisma ability checks and saving throws for 8 hours.

Incense of Fortitude

Wondrous Item, Uncommon

This magical incense burns for 1 hour and produces an intoxicating scent of spices and myrrh. A creature that inhales the incense during a short rest gains temporary hit points equal to their character level and has advantage on Constitution saving throws for 8 hours.

Incense of Restoration

Wondrous Item, Uncommon

This magical incense burns for 1 hour and produces a pleasant scent of lavender and aloe. Inhaling the incense during a short rest cures a creature of any temporary blindness, deafness, diseases, or reduction of their hit point maximum, and reduces their exhaustion level by one.

Jug of Endless Wind

Wondrous Item, Uncommon

This stoppered metal jug weighs 2 pounds. As an action, you can remove the stopper and speak one of three command words, whereupon wind pours out of the jug until the end of your next turn. Choose from the following options:

- **"Gust"** produces a wind strong enough to move an object that is neither held nor carried and that weighs no more than 50 pounds up to 20 feet away from you, or push one Medium or smaller creature up to 10 feet away from you unless it succeeds on a DC 13 Strength saving throw.
- **"Wall"** produces a whirling wind in a 10-foot radius around you that moves with you. Until the start of your next turn, the area is difficult terrain for creatures other than you, and arrows, bolts, and other ordinary projectiles launched at targets within the area automatically miss.
- **"Leap"** produces a wind that allows you to immediately fly up to 30 feet without provoking opportunity attacks.

Katana of the Deathtouched

Weapon (Longsword), Very Rare (Requires Attunement)

You have a +1 bonus to attack and damage rolls made with this magic longsword.

Deathtouched. When you reduce a creature to 0 hit points while holding this magic weapon, you can use your reaction to gain temporary hit points equal to your character level.

Death Ward. Whenever you would drop to 0 hit points as a result of taking damage, you can choose to drop to 1 hit point instead. Once used, this property can't be used again until the next dawn.



Iceshard Whip



Incense of Fortitude

Jug of Endless Wind



Key to Anywhere

Wondrous Item, Very Rare

This magic key automatically adapts in size to fit any lock it is set into. When you turn this key in a door's keyhole, you can conjure a portal that links the door to another door on any plane that you select, allowing free passage between the two doors for 10 minutes, or until the link is severed by turning this key in either of the two doors. Once used, this property can't be used again until the next dawn.

If you are familiar with the door, or if you have a precise picture of it, the key always opens the correct door. If you're less familiar with the door, roll a d100 on the following table when using the key:

Familiarity	Random Door (GM decides)	On Target
Seen casually	01–25	26–100
Seen once	01–33	34–100
Second-hand description	01–75	76–100

If a door is located in an area where teleportation or planar travel is prevented, such as by a deity, the ruler of said plane of existence, or a magical effect or a spell like *private sanctum*, the attempt to open the door automatically fails and the property can't be used until the next dawn.

Liar's Stone

Wondrous Item, Common (Requires Attunement)

While wearing this magic amulet, you can choose one false statement. Any effect that can read your thoughts or otherwise sense falsehoods perceives this statement as true for the next 24 hours. Once used, this property can't be used again until the next dawn.

Living Spellbook

Wondrous Item, Rare (Requires Attunement by a Wizard)

This magic book holds hundreds of pages, half of which contain arcane scribblings in a neat handwriting. You can use this book as your spellbook and scribe new spells into it. Creatures that have advantage on saving throws against spells don't have advantage against wizard spells you cast while holding this spellbook.

Master Wizard. The spellbook is sentient and has the personality of a master wizard. Its alignment is determined by the GM or by rolling a d4; 1: neutral good, 2: lawful neutral, 3: chaotic neutral, 4: neutral evil. The book has an Intelligence of 18, a Wisdom of 12, and a Charisma of 10. It speaks, reads, and understands Common, Draconic, Elvish, and Infernal, and can see and hear normally out to a range of 60 feet. While the wizard's sentience within remembers nothing of who it was in life, it still possesses a wealth of knowledge. If you spend at least 1 minute discussing an arcane topic, such as a mythical event, a spell, a creature, or a magic item, with the spellbook, you gain advantage on any Arcana, History, Nature, or Religion checks pertaining to that topic.

Impromptu Memorization. As a bonus action, you can replace one of your prepared wizard spells with a different spell scribed in the book as the spellbook whispers the spell's incantation to you. Once used, this property can't be used again until the next dawn.



Key to Anywhere



Liar's Stone



Living Spellbook

Lux's Teacup Holster

Wondrous Item, Common

This finely crafted leather teacup holster can be worn at the hip and contains an ornately decorated teacup and saucer, plus a small side pouch for tea. While holding the teacup, you can use an action to speak the holster's command word and have the cup magically fill with scalding hot ("Tea. Hot.") or iced ("Tea. Cold.") tea of the flavor of tea leaves contained in the side pouch. If the pouch is empty, the cup fills with flavorless water instead. Once the holster has produced 2 gallons of liquid, it can't produce more until the next dawn.

Mage's Blood

Potion, Uncommon

This flask contains a viscous liquid that can be smeared on a weapon or up to 10 pieces of ammunition as an action. When you hit a creature with a weapon or piece of ammunition coated in the liquid, the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature has disadvantage on saving throws against spells and other magical effects.

Mage's Diadem

Wondrous Item, Very Rare (Requires Attunement)

When you cast a spell while wearing this magic diadem, you gain temporary hit points equal to the level of the spell (minimum of 1 hit point).

Contingency. This diadem can store a single spell cast into it. During a process that takes 10 minutes, any creature can cast a spell of up to 5th level that has a casting time of 1 action, and that can target you, into the diadem by touching it as the spell is cast. The spell has no effect, but is stored in the diadem until a circumstance described by you occurs. The spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell takes effect only on you, even if it can normally target others. Once the spell takes effect, it is gone from the diadem and a new spell can't be stored in the diadem until the next dawn.

Magical Tattoo Ink

Wondrous Item, Common

This vial holds up to 10 oz. of magical tattoo ink. When drawing or writing with it, you can will the ink to change color to any color of your choice. You can also use the ink and accompanying quill to etch a magical tattoo onto the skin of a willing creature, granted that you know the design of the tattoo. This process takes 1 hour, during which you must make a Dexterity (Sleight of Hand) check. On a failure, the ink is wasted and the tattoo fades away immediately. The Magical Tattoo Ink table lists the DC and ink consumed when creating tattoos of various rarities.

Magical Tattoo Ink

Rarity	Ink Used	Sleight of Hand DC
Common	1 oz.	10
Uncommon	2 oz.	13
Rare	4 oz.	15
Very Rare	8 oz.	17

Maiming Weapon

Weapon (Any), Uncommon

When you roll a 20 on your attack roll using this magic weapon, the target's speed is halved, and it has disadvantage on Strength and Dexterity ability checks and saving throws until it finishes a short rest or receives magical healing.

Map of Many Places

Wondrous Item, Common

This magic map looks like a blank sheet of grungy parchment. As an action you can use the command phrase "where am I" to have the parchment magically show a topographical map of the area within a 5-mile radius, including all objects, structures, and terrain features larger than 20 cubic feet. The map remains for 1 hour or until you roll it up as an action. Once used, this property can't be used again until the next dawn.



Mage's Diadem



Lux's Teacup Holster



Magical Tattoo Ink

Mithrandine Armor

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

A unique mix of mithral reinforced with adamantine in vital sections, this magic armor doesn't impose disadvantage on Dexterity (Stealth) checks and has no Strength requirement. Additionally, while wearing this armor any critical hit against you becomes a normal hit.

Morphing Weapon

Weapon (Any), Uncommon

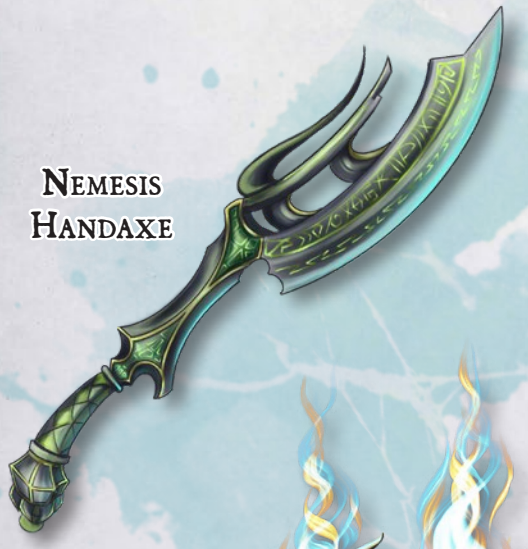
While holding this magic weapon, you can use a bonus action to have it magically change its shape to that of another simple or martial weapon of your choice.

Nemesis Weapon

Weapon (Any), Uncommon (Requires Attunement)

Once per turn, when you hit with an attack roll using this magic weapon, you and the target both become cursed until the start of your next turn. Choose the nature of the curse from the following options:

- You and the target can't regain hit points.
- You and the target subtract 1d4 from the next saving throw you make.
- Your attacks (including this attack) and spells deal an extra 1d8 necrotic damage to the target, and the target's attacks and spells deal an extra 1d8 necrotic damage to you.



Nemesis Handaxe



Phasing Slippers

Observer's Spyglass

Wondrous Item, Uncommon

While looking through this magic spyglass you can see details of extremely distant creatures and objects up to 2,000 feet away but no closer than 100 feet.

Sailor's Sight. This spyglass has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge and speak its command word to activate its magic. For the next minute, while looking through the spyglass you gain advantage on Wisdom (Perception) checks that rely on sight. Additionally, you can see normally in darkness, both magical and nonmagical, and through any natural phenomena such as heavy rain, falling snow, or mist that would normally cause an area to be lightly or heavily obscured.

Orb of Spell Storing

Wondrous Item, Rarity Varies

This orb can store a single spell of up to a certain spell level depending on its rarity, as shown in the Orb of Spell Storing table. Any creature can cast a spell into the orb by touching the orb as the spell is cast. The spell has no effect, other than to be stored in the orb. If the orb can't hold the spell, the spell is expended without effect.

While holding the orb, you can cast the spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. Once used, the orb loses its magical properties.

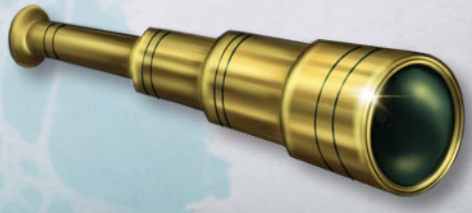
Orb of Spell Storing

Orb of ...	Rarity	Slot Level
Spell Storing	Common	1st or lower
Greater Spell Storing	Uncommon	3rd or lower
Superior Spell Storing	Rare	5th or lower

Phasing Slippers

Wondrous Item, Rare (Requires Attunement)

When you take the Attack action while wearing these magic slippers, you can magically teleport up to 10 feet before each attack to an unoccupied space you can see.



Observer's Spyglass

Potion of Empowerment

Potion, Rarity Varies

When you drink this potion, you gain a bonus to your spell attack rolls and to the saving throw DCs of your spells for 1 minute. The bonus depends on the potion's rarity, as shown in the Potion of Empowerment table.

Potions of Empowerment

Potion of ...	Rarity	Bonus
Empowerment	Common	+1
Greater Empowerment	Uncommon	+2
Superior Empowerment	Rare	+3

Potion of Expertise

Potion, Rare

When you drink this potion, you gain proficiency in a skill of your choice for 1 hour. If you are already proficient in that skill, your proficiency bonus is doubled for any ability check you make using that skill.

Potion of Luck

Potion, Rare

When you drink the potion, you become blessed with extraordinary luck. Whenever you make an attack roll, an ability check, or a saving throw, or when an attack roll is made against you, you can choose to roll an additional d20. You can choose to do so after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. This effect lasts for 1 hour or until you have used your luck three times.

Potion of Magic Resistance

Potion, Uncommon

When you drink this potion, you gain advantage on saving throws against spells and other magical effects for 1 hour.

Potion of Renewal

Potion, Rarity Varies

When you drink this potion, you regain an expended spell slot. The maximum level of the spell slot depends on the potion's rarity, as shown in the Potion of Renewal table.

Potions of Renewal

Potion of ...	Rarity	Slot Level
Renewal	Common	1st
Greater Renewal	Uncommon	3rd or lower
Superior Renewal	Rare	5th or lower

Potion of the Phoenix

Potion, Legendary

When you drink this potion, you become imbued with the latent energy of a phoenix for 1 year and 1 day or until the potion's magic is used to revive you. If you die while affected by this potion, you spring back to life with a burst of radiant energy at the start of your next turn. You regain hit points equal to half your hit point maximum and each creature of your choice that is within 30 feet of you takes 5d8 radiant damage and is blinded until the end of your next turn.

The potion can also be administered to a creature that has died within the last minute as an action, immediately triggering its effect.



Raven's Feathers

Wondrous Item, Rare (Requires Attunement)

While wearing these magic bracers, you have advantage on Charisma (Deception) checks made to mimic simple sounds or voices you have heard.

Raven Form. As an action, you can cast *polymorph* on yourself, transforming into a **raven**. While you are in the form of the raven, you retain your Intelligence, Wisdom, and Charisma scores. Once used, this property can't be used again until the next dawn.

Dark Omen. When you touch a creature or hit it with an unarmed attack while wearing these bracers, you can curse the target. If you do, the next attack roll made against the target before the end of your next turn has advantage.

Ring of Alarm

Ring, Uncommon (Requires Attunement)

While wearing this magic ring, you can use an action to speak its command word and specify a target creature (e.g., "Captain Yannis") and a condition or set of conditions that involve you (e.g., "If I take damage or shout 'Help'"). If at least one of the conditions is met, the ring sends a mental alarm to the target creature if it is on the same plane of existence, awakening it if it is sleeping. Once used, this property can't be used again until the next dawn.

Ring of Legendary Resistance

Ring, Very Rare (Requires Attunement)

If you fail a saving throw while wearing this magic ring, you can choose to succeed instead. Once used, this property can't be used again until the next dawn.

Ring of Shadows

Ring, Very Rare (Requires Attunement)

While wearing this magic ring in dim light or darkness, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness.
- You can use an action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

Ring of the Blood Pact

Ring, Rare (Requires Attunement)

This magic ring can contain up to 3 charges. Whenever a creature dies within 30 feet of you, you can use your reaction to extract its remaining life essence and the ring gains 1 charge. Once per turn, when you make an attack roll, ability check, or saving throw, you can expend 1 charge to roll an additional d20 and use the higher of the two rolls. You can use this ability after the original roll, but before the outcome is revealed.

Curse. Once you put on this cursed ring, you can't take it off unless you are targeted by the *remove curse* spell or similar magic. While you're wearing the ring and it doesn't hold 1 or more charges, you have one level of exhaustion that can't be removed.

Ring of Tranquility

Ring, Rare (Requires Attunement)

While wearing this ring, you gain advantage on saving throws against being charmed or frightened.

Silence. As an action, you can surround yourself with a 10-foot-radius aura of silence that functions as the spell *silence*. This effect lasts for 10 minutes or until you end it as a bonus action. Once used, this property can't be used again until the next dawn.



Raven's Feathers



Ring of Tranquility



Ring of Legendary Resistance



Ring of Shadows



Ring of the Blood Pact

Rod of Mimicry

Rod, Rare (Requires Attunement)

This magic rod has 3 charges and regains all expended charges daily at dawn. While holding the rod, you can expend 1 charge as an action to cause a slobbering tongue to extend toward a creature you can see within 5 feet of you. The rod makes a melee attack roll with a +5 bonus. On a hit, the rod deals 1d6 bludgeoning damage and if the target is a Huge or smaller creature, it is also grappled by you. Ability checks made to escape this grapple have disadvantage and you have advantage on attack rolls against a creature you grapple this way.

Create Mimic. As an action, you can expend 3 charges and touch an inanimate, nonmagical object no larger than 10 cubic feet and transform it into a **mimic**. The mimic is under your control and acts on its own initiative count. On your turn, you can mentally command the mimic if it is within 60 feet of you and you aren't incapacitated. You decide what action the mimic takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies. The mimic reverts to an inanimate object after 1 hour or when reduced to 0 hit points.

Rod of Rimefrost

Rod, Rare (Requires Attunement)

This magic rod has 7 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge to cause one of the following effects:

- You create a nonliving object of ice that is no larger than a 5-foot cube within 30 feet of you. The object melts away after 1 hour.
- The ground in a 10-foot square centered on a point within 30 feet becomes slippery ice. The ice is difficult terrain and a creature that starts its turn there or enters the area for the first time on its turn must succeed on a DC 10 Dexterity saving throw or fall prone. The ice melts away after 1 minute.
- A Large or smaller creature within 30 feet you can see must make a DC 13 Dexterity saving throw or become encased in ice. The creature is restrained (escape DC 13) until the ice melts away after 1 minute.

Rope of Reaching

Wondrous Item, Uncommon

When you grasp this 2-foot length of rope with both hands, you can use your action to create duplicates of your own hands made of magical energy at a point within 30 feet. Each hand is a Tiny object with AC 12, 2 hit points, and immunity to poison and psychic damage. After 1 minute, or if a magical hand is reduced to 0 hit points, is more than 30 feet away from you, or you no longer grasp the rope with both your hands, both magical hands vanish.

The magical hands function as your own and you can use them to manipulate objects, cast spells, shove or grapple other creatures, and even make weapon attacks. You use your own proficiencies and ability scores for any action you take using the hands.

Safety Shell

Wondrous Item, Uncommon

Over the course of a short rest, you can choose one willing beast with a CR of 0 and pair the *safety shell* with the creature. When the creature drops to 0 hit points as a result of taking damage, the creature is absorbed into the *safety shell* and has the spell *spare the dying* cast on it. The creature remains in the shell for 24 hours or until you release it as a bonus action.

The *safety shell* can only be paired with one beast at a time.



Rod of Mimicry



Rope of Reaching

Sands of Reminiscence

Wondrous Item, Rare

This magic hourglass is empty but has a small hatch on the top, through which it can be filled with sand, dirt, dust, or liquid. When the hourglass is filled with a substance from an area and turned upside down, it projects colorless, ghostlike visions in an area up to 30 feet around it, showing an event that has transpired in the past in that area.

The event shown is typically the most tragic, violent, or otherwise significant event that has occurred within a period of time, determined by how much matter is placed into the hourglass: a pinch shows up to a day; two pinches show up to a month; three pinches show up to a year, and if completely filled, the hourglass can show events that have transpired several centuries ago. Once used, this property can't be used again until the next dawn.

Scabbard of Sharpening

Wondrous Item, Uncommon

This magic scabbard reshapes itself to fit any nonmagical dagger or sword that is placed into it. A weapon that has been kept in the scabbard for 1 hour or more becomes a magic weapon with a +1 bonus to attack and damage rolls. This effect lasts for 1 hour after the weapon has been drawn from the scabbard.

Scroll of Time Travel

Scroll, Legendary

As an action, you can read the scroll to transport you and up to eight willing creatures within 10 feet of you back in time. You can specify a point in time in vague terms ("A hundred years ago") or in detail ("The day before the High Mage freed the primordial") and you appear at exactly that time, along with everything you are wearing or carrying.

If you travel to a point in the past where you existed, you appear exactly where you were and as you were at that point in time, though you retain any objects, experiences, and knowledge you acquired in your future life. Otherwise, you appear in the exact same spot (or nearest unoccupied space) where you used the scroll, though in a different time.

When you use the scroll, you must also specify how long your visit to the past will last, which can be anything from minutes to forever. When that much time has passed, you and up to eight willing creatures within 10 feet of you are transported back to the present, arriving only a moment after you used the scroll.

Serpent's Maul

Weapon (Maul), Uncommon (Requires Attunement)

This magic maul has 3 charges and regains all expended charges daily at dawn. When you hit with an attack roll using it, you can expend 1 charge to force the target to make a DC 15 Wisdom saving throw. On a failure, the target is magically transformed into a **constrictor snake** until the end of your next turn as with the *polymorph* spell.

Shapeshifter's Sickle

Weapon (Sickle), Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic sickle and attack and damage rolls you make while transformed by an effect that replaces your game statistics with those of another creature. In addition, your character level or level in a specific class of your choice is considered to be 2 levels higher than it actually is when determining which creatures you can transform into when using spells or features such as *polymorph* or Wild Shape.



Scabbard of Sharpening

Serpent's Maul



Sands of Reminiscence

Silence Serum

Potion, Rare

A creature that drinks this potion must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. While poisoned this way, the creature can't speak or cast spells that require verbal components.

Smothering Cape

Wondrous Item, Rare (Requires Attunement)

This magic cape has 33 hit points and regains all hit points daily at dawn. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you and the cape takes the other half. If the cape is reduced to 0 hit points, you take any remaining damage.

Rug of Smothering. As a bonus action, you can speak the cape's command word to cause it to animate. The animated cape has the statistics of a **rug of smothering**, except for its hit points, which remain the same in either form. The cape is under your control and acts on its own initiative count. On your turn, you can mentally command the cape if it is within 60 feet of you and you aren't incapacitated. You decide what action the cape takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies. The cape reverts to its inanimate form after 1 minute or when it is reduced to 0 hit points. Once used, this property can't be used again until the next dawn.

Sojourner's Flute

Wondrous Item, Very Rare (Requires Attunement)

This slender flute has 3 charges and regains all expended charges daily at dawn. As an action, you can play a tune on the flute and expend 1 charge to cast the *teleport* spell from it. When you do so, you can teleport only to the exact spot where you last played that specific tune on the flute and you always arrive on target. If you play a tune you haven't played on the flute before, you aren't teleported, but instead designate where you return to the next time you use the flute to play that tune.

Spellbreaker's Axe

Weapon (Greataxe), Very Rare (Requires Attunement)

You have a +1 bonus to attack and damage rolls made with this magical greataxe. Once per turn, when you hit a creature with an attack roll using this weapon, you can force the target to make a DC 15 Charisma saving throw. On a failure, it can't cast spells other than cantrips and the magical properties of each non-artifact magic item it is carrying is suppressed until the end of its next turn.

Spider's Kiss

Weapon (Longbow), Very Rare (Requires Attunement)

When you hit with an attack roll using this magic longbow, the target takes an extra 1d8 poison damage. In addition, while you are carrying the bow, you have immunity to poison damage and can't be poisoned.

Spider's Web. The bow has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using this bow, you can expend 1 charge to have magical webbing envelop it. The target must succeed on a DC 15 Dexterity saving throw or be restrained (escape DC 15) until the end of its next turn.

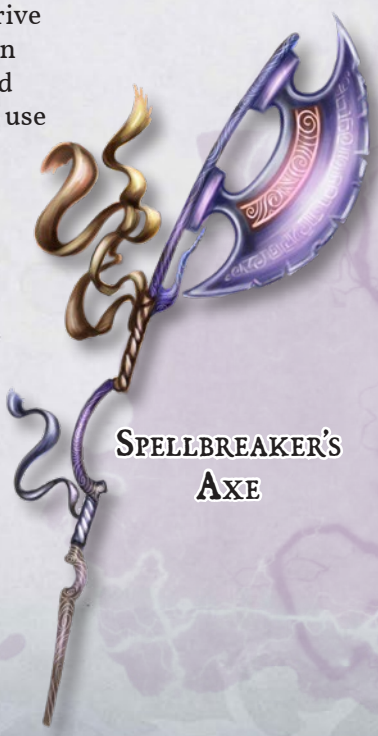
Strongspirit Mug

Wondrous Item, Common

As an action, you can cause this magic mug to fill with strong spirits or convert any liquid within it to a strong, alcoholic beverage. A creature that drinks a full mug of this beverage must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. A creature poisoned this way has advantage on saving throws against being frightened and gains 2d6 temporary hit points. Once used, this property can't be used again until the next dawn.



Sojourner's Flute



Spellbreaker's Axe



Spider's Kiss

Sultan's Khanjar

Weapon (Dagger), Rare (Requires Attunement)

Once per turn, when you hit a hostile creature with an attack roll using this dagger, the dagger gains 1 charge. As an action, you can expend its charges to cast one of the following spells from it (spell save DC 15): *hold person* (2 charges), *invisibility* (2 charges) *lightning bolt* (3 charges), or *thunderwave* (1 charge). When you cast a spell this way, you can increase the spell's level by 1 for each additional charge you expend.

If the dagger hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

Survivor's Armor

Armor (Any), Very Rare (Requires Attunement)

When your current hit points are equal to or less than half your hit point maximum while wearing this magic armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Last Stand. When you drop to 0 hit points while wearing this armor, you can choose to remain conscious instead. If you do so, you gain immunity to all damage, have advantage on weapon attack rolls, and weapon attacks you make deal an additional 1d8 radiant damage until the end of your next turn. If you still have 0 hit points at the end of your next turn, you fall unconscious and are dying. Once used, this property can't be used again until the next dawn.



Tattoo of Absorption

Wondrous Item (Tattoo), Rarity Varies (Requires Attunement)

This magic tattoo wards against one of the following types of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. When you take damage of that type, the tattoo takes that damage instead. If this damage reduces the tattoo to 0 hit points, you take any remaining damage and the tattoo disappears. The tattoo's hit points depend on the tattoo's rarity, as shown in the Tattoo of Absorption table.

Tattoo of Absorption

Tattoo of...	Rarity	Hit Points
Absorption	Common	10
Greater Absorption	Uncommon	20
Superior Absorption	Rare	50

Tattoo of Death Ward

Wondrous Item (Tattoo), Rare (Requires Attunement)

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 tattoo disappears. If the tattoo is still in effect when you are subjected to an effect that would kill you instantaneously without dealing damage, that effect is instead negated against you, and the tattoo disappears.

Tattoo of Devastation

Wondrous Item (Tattoo), Uncommon (Requires Attunement)

Before you make an attack, you can choose to make the attack roll with advantage, and the tattoo disappears. If you do, and the attack hits, it is a critical hit.

Tattoo of Freedom

Wondrous Item (Tattoo), Uncommon (Requires Attunement)

When spells and other magical effects would reduce your speed to 0 or cause you to be paralyzed or restrained, this effect is negated against you, and the tattoo disappears. You can also speak the tattoo's command word as a bonus action to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Once you do so, the tattoo disappears.

Tattoo of Heroism

Wondrous Item (Tattoo), Uncommon (Requires Attunement)

When you become frightened, or when you speak the tattoo's command word as a bonus action, you become imbued with bravery and the tattoo disappears. You gain temporary hit points equal to your character level and you are immune to being frightened for 1 minute.

Tattoo of Power

Wondrous Item (Tattoo), Uncommon (Requires Attunement)

When you cast a spell, you can choose to amplify the effects of that spell in one of the following ways:

- The spell takes effect as if it were cast using a spell slot one level higher than the one used to cast it.
- One target of the spell has disadvantage on the first saving throw it makes against the spell.

Once used, the tattoo disappears.

Tattoo of Speed

Wondrous Item (Tattoo), Rarity Varies (Requires Attunement)

The tattoo has a number of charges, depending on its rarity, as shown on the Tattoo of Speed table below. You can expend 1 charge on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Once all its charges have been expended, the tattoo disappears.

Tattoo of Speed

Tattoo of...	Rarity	Charges
Speed	Common	1
Greater Speed	Uncommon	3
Superior Speed	Rare	7

Tattoo of Spell Turning

Wondrous Item (Tattoo), Rare (Requires Attunement)

When you are the target of a spell or spell attack that targets only you, you can choose either to make your saving throw against that spell with advantage, or that the spell attack has disadvantage against you, and the tattoo disappears. If you successfully save against the spell or the spell attack misses you, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it.

Temperate Blanket

Wondrous Item, Common

One side of this 5 feet by 5 feet magic leather blanket is made from the hide of a polar bear while the other is made from salamander skin. While wearing the blanket you can tolerate temperatures as low as –50° Fahrenheit (-45 °C) and as high as 120° Fahrenheit (50 °C) without any additional protection.

Temporal Amulet

Wondrous Item, Very Rare (Requires Attunement)

This magic amulet has 3 charges and regains all expended charges daily at dawn. While wearing it, you can expend 1 charge as a reaction at the end of another creature's turn. You magically appear in the spot you were at the start of that creature's turn, regain any hit points you lost during the turn, and any conditions or effects that began on you since the start of that creature's turn no longer affect you.

Thornbow

Weapon (Longbow), Uncommon (Requires Attunement)

This magic longbow has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using the bow, you can expend 1 charge to deal an additional 2d8 piercing damage to the target. If you do, you lose 1d8 hit points.

Hail of Thorns. When you roll a 20 on your attack roll using this magic longbow, a rain of thorns sprays from the arrow. The target of the attack and each creature within 5 feet of it must make a DC 15 Dexterity saving throw. A creature takes 2d10 piercing damage on a failed save, or half as much on a successful one.



Thunderbolt Trident

Weapon (Trident), Rare (Requires Attunement)

You have +1 to attack and damage rolls made with this magic trident, which has the finesse property.

Chain Lightning. This trident has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack made with it, you can expend 1 charge to deal an extra 2d8 lightning damage to the target. Up to three bolts then leap from that target to as many as three other targets within 30 feet of it. A target must make a DC 15 Dexterity saving throw, taking 2d8 lightning damage on a failed save, or half as much damage on a successful one.

Tinker's Glasses

Wondrous Item, Uncommon

These magic glasses have 3 charges and regain all expended charges daily at dawn. While wearing them, you can expend 1 charge as a bonus action to gain one of the following benefits for 10 minutes or until you take the glasses off:

- You have advantage on Wisdom (Perception) checks that rely on sight.
- You have advantage on Intelligence (Investigation) checks that rely on sight.
- You can see magical auras around any visible creature or object out to a range of 30 feet that bears magic, and you learn its school of magic, if any.

Tonguelasher

Weapon (Rapier), Very Rare

When you hit a creature with an attack roll using this magic rapier, the target takes an extra 1d8 psychic damage and has disadvantage on the next saving throw it makes before the end of your next turn.

Transmuter's Robe

Wondrous Item, Rare (Requires Attunement)

When you fail a saving throw against an effect that would alter your form while wearing this magic robe, you can choose to succeed instead.

Transmuter's Boon. The robe has 3 charges and regains all expended charges daily at dawn. As a bonus action, you can expend 1 charge to gain one of the following benefits for 1 minute or until you use this property again:

- You gain 2d12 temporary hit points.
- Your speed is doubled and your jump distance is tripled.
- You gain advantage on Strength, Dexterity, and Constitution saving throw and ability checks.
- You gain advantage on Intelligence, Wisdom, and Charisma saving throws and ability checks.

Transmuter's Stone

Wondrous Item, Rare (Requires Attunement)

While carrying this magic orb, you gain one of the following benefits:

- Darkvision out to a range of 60 ft.
- Proficiency in one saving throw of your choice.
- Resistance to one damage type of your choice.

You can change which benefit you gain from the stone whenever you finish a short or long rest.

Trekker's Helmet

Wondrous Item, Uncommon (Requires Attunement)

While wearing this magic helmet, your proficiency bonus is doubled for any ability check you make that uses the Survival skill. In addition, when you make a Strength or Dexterity ability check, you can choose to gain advantage on the roll. Once used, this property can't be used again until the next dawn.



Truestrike Crossbow

Weapon (Any Crossbow), Rare (Requires Attunement)

This magic crossbow has 3 charges and regains all expended charges daily at dawn. As a bonus action, you can expend 1 charge and set the crossbow's sight on a target you can see within 60 feet. For 1 minute or until you choose a new target, you have advantage on ranged attack rolls against it using this weapon. In addition, you ignore half cover and three-quarters cover when making ranged attacks against the target with this crossbow. If the target becomes invisible or heavily obscured, you can see it as if it was fully visible.

Vial of Spiders

Wondrous Item, Common

This palm-sized vial is filled with exactly 888 tiny spiders. The spiders magically obey the verbal commands of the last person to open the vial. Too small to harm Tiny or larger creatures, the spiders have little use in combat, but can be used as sentries, to creep people out, or to keep a small house clear of insects. New spiders grow in the bottle at night, so that 888 spiders always exist at a time.

Wand of Quickness

Wand, Rare (Requires Attunement)

This magic wand has 3 charges and regains all expended charges daily at dawn. When you cast a spell that has a casting time of 1 action while holding this wand, you can expend 1 charge to change the casting time to 1 bonus action for this casting.

Wand of the Director

Wand, Uncommon

This magic wand has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge and point the wand at a creature you can see within 30 feet. That creature can immediately use its reaction to move up to its speed or make one weapon attack.

Watcher's Visage

Wondrous Item, Rare (Requires Attunement)

This magic helmet has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge to gain one of the following benefits for 1 hour or until you take the helmet off:

- You have darkvision out to a range of 60 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 60 feet.
- You can see magical auras around any visible creature or object out to a range of 30 feet that bears magic, and you learn its school of magic, if any.

Wondrous Bestiary

Wondrous Item, Rare (Requires Attunement)

This magic book contains descriptions of a seemingly infinite assortment of creatures. You can reference the book whenever you make an Intelligence check to recall information about a type or subtype of creature (such as an Elf, a Dragon, or a Zombie). When you do so, double your proficiency bonus on that check.

Instant Recollection. The book has 3 charges and regains all expended charges daily at dawn. As a bonus action, you can speak its command word to magically recall information about a creature you can see within 30 feet. Choose one of the following pieces of information to learn:

- The creature's AC, maximum Hit Points, and Speed.
- The creature's Ability Scores and Saving Throw proficiencies.
- The creature's Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities, if it has any.
- Which actions the creature has, though not the exact details of those actions.
- Any special qualities and defenses, such as Legendary Resistance or Magic Resistance.

If the creature has statistics beyond what is typical for its race, type, or subtype (such as a Goblin with special actions and additional hit points), you may not able to learn these unique statistics, at the GM's discretion.



Truestrike Crossbow



Vial of Spiders



Wondrous Bestiary

CHAPTER 5
Make a Magic Shop

Though this book contains a plethora of unique and flavorful merchants of magic for your game, it won't always have exactly what you're looking for. This chapter presents guidance and tools for quickly creating your own magic shops, including the magic merchants that run them, and what inventory they carry. Whether you follow the step-by-step instructions to the letter or simply use the tables as inspiration is up to you.

The Merchant

At the heart of any memorable shop is an even more memorable shopkeeper. That is why any good magic shop starts with deciding upon a merchant. In this section, you can find rolling tables to help you determine the merchant's traits, including:

- Race/Creature Type
- Name
- Background
- Personality
- Appearance
- Quirk
- Biases

Race/Creature Type

Roll a d8 on the Race table to select a race for the merchant at random. If you prefer an exotic merchant, roll a d10 on the Creature Type table instead.

Race

d8	Race
1–2	Human (d6)
	1–4 Human
	5 Half-elf
	6 Half-orc
3	Elf (d6)
	1–2 High
	3–4 Wood
	5–6 Dark
4	Dwarf (d8)
	1–3 Hill
	4–6 Mountain
	7–8 Duergar
5	Gnome
6	Halfling
7	Tiefling
8	Dragonborn (d10)
	1 Black
	2 Blue
	3 Brass
	4 Bronze
	5 Copper
	6 Gold
	7 Green
	8 Red
	9 Silver
	10 White

Creature Type

d10	Creature
1	Humanoid (d8)
	1 Bugbear
	2 Gnoll
	3 Goblin
	4 Hobgoblin
	5 Kobold
	6 Lizardfolk
	7 Merfolk
	8 Orc
2	Giant (d6)
	1 Cloud/Storm
	2 Cyclops
	3 Ettin
	4 Fire/Frost
	5 Hill
	6 Stone
3	Dragon (d10)
	1 Black
	2 Blue
	3 Brass
	4 Bronze
	5 Copper
	6 Gold
	7 Green
	8 Red
	9 Silver
	10 White
4	Monstrosity (d6)
	1 Centaur
	2 Drider
	3 Ettercap
	4 Medusa
	5 Minotaur
	6 Sphinx
5	Celestial (d4)
	1 Couatl
	2 Deva
	3 Planetar
	4 Unicorn
6	Construct (d4)
	1 Clay Golem
	2 Flesh Golem
	3 Iron Golem
	4 Stone Golem
7	Elemental (d4)
	1 Azer
	2 Djinni
	3 Efreeti
	4 Gargoyle
8	Fey (d4)
	1 Dryad
	2 Hag
	3 Pixie
	4 Satyr
9	Fiend (d6)
	1 Balor
	2 Imp
	3 Pit Fiend
	4 Quasit
	5 Rakshasa
	6 Succubus
10	Undead (d6)
	1 Banshee
	2 Ghast
	3 Ghost
	4 Lich
	5 Mummy
	6 Vampire

Name

Roll a d20 for a gender-neutral name applicable to any race or setting.

d20	Name	d20	Name
1	Alerak	11	Malin
2	Alos	12	Markon
3	Doxith	13	Mithran
4	Erennith	14	Perrinar
5	Ezziah	15	Qvinth
6	Famil	16	Reshin
7	Harrizan	17	Umês
8	Imellin	18	Xorellion
9	Isoldir	19	Ylithis
10	Lorrell	20	Zofir

Appearance

Roll one or more d20s to get the merchant's most distinctive physical features.

d20	Appearance	d20	Appearance
1	Wooden leg	11	Piercings
2	Eyepatch	12	Tall and lanky
3	Missing teeth	13	Short and squat
4	Facial scar	14	Brawny
5	Slackjawed	15	Malnourished
6	Milky-white eyes	16	Bulging eyes
7	Poor posture	17	Oversized glasses
8	Eerily beautiful	18	Garish makeup
9	Colorful hair	19	Ragged clothes
10	Colorful tattoos	20	Flamboyant

Background

Roll a d20 for inspiration about what the merchant did before opening their shop.

d20	Background	d20	Background
1	Adventurer	11	Musician
2	Sailor	12	Traveler
3	Noble	13	Soldier
4	Priest	14	Court advisor
5	Mercenary	15	Gladiator
6	Urchin	16	Inventor
7	Burglar	17	Knight
8	Wizard	18	Art collector
9	Scholar	19	Diplomat
10	Author	20	Merchant's scion

Quirk

Roll one or more d20s for a unique and memorable quirk for the merchant.

d20	Quirk	d20	Quirk
1	Stutters	11	Coughs a lot
2	Lisps	12	Rhymes a lot
3	Speaks quickly	13	Interrupts a lot
4	Speaks slowly	14	Laughs a lot
5	Speaks too softly	15	Fidgets a lot
6	Speaks too loudly	16	Forgets names
7	Speaks nasally	17	Repeats words
8	Stands too close	18	Hears poorly
9	Jokes a lot	19	Gives nicknames
10	Mumbles a lot	20	Has nervous tics

Personality

Roll one or more d20s for adjectives that describe the merchant's personality.

d20	Personality	d20	Personality
1	Inquisitive	11	Philosophical
2	Friendly	12	Flustered
3	Irritable	13	Rude
4	Arrogant	14	Courteous
5	Boastful	15	Introverted
6	Humorless	16	Self-deprecating
7	Sesquipedalian	17	Excited
8	Pompous	18	Impatient
9	Suspicious	19	Greedy
10	Naive	20	Awkward

Biases

Roll two or more d20s for the merchant's positive and negative biases.

d20	Bias	d20	Bias
1	Humans	11	Druids/rangers
2	Elves	12	Monks/rogues
3	Dwarves	13	Warlocks/sorcerers
4	Halflings	14	Wizards
5	Gnomes	15	The Young
6	Tieflings	16	The Old
7	Dragonborn	17	The Attractive
8	Barbarians/fighters	18	The Rich
9	Bards/musicians	19	The Poor
10	Clerics/paladins	20	The Pious

The Shop

A magic shop doesn't have to be a regular, boring old shop. In fact, it shouldn't be! You can use the random rolling tables below to put together a magic shop from scratch or just as inspiration. The tables include:

- Location
- Appearance
- Quirk
- Security
- Inventory

Location

Roll a d20 to determine the physical location of the shop – is it a regular shop, a personal domicile, a wondrous castle, or something even more magical?

d20	Location	d20	Location
1	Shop	11	Tower
2	House	12	Castle
3	Market stall	13	Garden
4	Workshop	14	Ship
5	Laboratory	15	Cave
6	Smithy	16	Carriage
7	Mansion	17	Hut
8	Inn	18	Treehouse
9	Tavern	19	Gallery
10	Temple	20	Ruins

Appearance

Roll a d8 to help describe the shop's appearance – the general adjectives that will help you bring it to alive for the characters.

d8	Appearance
1	Cluttered and messy
2	Minimalistic and organized
3	Dark and damp
4	Bright and colorful
5	Decrepit and dusty
6	Small and cozy
7	Beautiful and well-decorated
8	Large and spacious

Quirk

Roll a d10 to get a distinctive quirk that will make the shop more memorable.

d10	Quirk
1	Smells like rotten eggs
2	Smells like fresh baking
3	Invisible servants stock the shelves
4	Unnaturally warm
5	Uncomfortably cold
6	An exotic pet growls at bad offers
7	A clockwork toy claps at good offers
8	A parrot repeats the merchant's offers
9	Ambient noise is dampened
10	The air is as humid as a jungle

Security

Roll a d8 to determine how the shop is protected from would-be thieves and robbers.

d8	Security
1	Items on display are illusions
2	Items are cursed until paid for
3	Items are kept in an extradimensional space
4	Items make loud noises when moved
5	Items are destroyed if the merchant dies
6	An *antimagic field* prevents spellcasting
7	Mercenaries are sent to catch thieves
8	The shop is protected by guardians (roll on the Creature table to determine which)

Inventory

Roll a d6 to determine the focus of the shop's inventory. Then roll as many times as you want on the inventory tables on the next page to fill out the merchant's inventory. You can roll any die from a d4 to a d12 or d20 on each table – the smaller the die, the less powerful the magic item.

d6	Focus
1	Arms and Armor
2	Jewelry and Clothing
3	Miscellaneous Wonders
4	Potions
5	Rods, Staves, and Wands
6	No focus (roll from all tables)

Arms and Armor

d20	Magic Item	Value
1	Maiming Weapon (U)	200 gp
2	Morphing Weapon (U)	200 gp
3	Arrow of Slaying	300 gp
4	Grinsplitter Weapon (U)	300 gp
5	Vicious Longsword	300 gp
6	Berserker Axe (A)	400 gp
7	Aegis of Dread (A)(U)	500 gp
8	Shield of Missile Attraction (A)	750 gp
9	Dagger of Venom	1,000 gp
10	Glamoured Studded Leather	1,500 gp
11	Basilisk's Blade (A)(U)	2,000 gp
12	Caged Star (A)(U)	2,000 gp
13	Adamantine Plate	2,500 gp
14	Giant Slayer	3,000 gp
15	Mithrandine Half Plate (U)	3,500 gp
16	Assassin's Blade (A)(U)	5,000 gp
17	Bladesinger's Spear (A)(U)	5,000 gp
18	Iceshard Whip (U)	5,000 gp
19	Animated Shield (A)	6,000 gp
20	Sun Blade (A)	10,000 gp

Miscellaneous Wonders

d20	Magic Item	Value
1	Bag of Cooling (U)	50 gp
2	Temperate Blanket (U)	75 gp
3	Goblet of Confidence (U)	100 gp
4	Map of Many Places (U)	100 gp
5	Eyes of the Eagle (A)	300 gp
6	Incense of Restoration (U)	400 gp
7	Beauty's Bane (U)	500 gp
8	Ring of Mind Shielding (A)	500 gp
9	Tinker's Glasses (U)	500 gp
10	Bag of Holding	1,000 gp
11	Deathgrasp Glove (A)(U)	1,500 gp
12	Envisioner's Compass (U)	1,500 gp
13	Orb of Superior Spell Storing (U)	1,500 gp
14	Sands of Reminiscence (U)	1,500 gp
15	Dimensional Shackles	3,000 gp
16	Gem of Seeing (A)	3,000 gp
17	Folding Boat	5,000 gp
18	Bag of Devouring	10,000 gp
19	Key to Anywhere (U)	15,000 gp
20	Helm of Brilliance (A)	20,000 gp

Jewelry and Clothing

d12	Magic Item	Value
1	Liar's Stone (A)(U)	50 gp
2	Periapt of Health	300 gp
3	Ring of Alarm (A)(U)	500 gp
4	Scabbard of Sharpening (U)	600 gp
5	Cloak of Elvenkind (A)	800 gp
6	Goggles of Night	800 gp
7	Stone of Good Luck (A)	1,500 gp
8	Phasing Slippers (A)(U)	2,000 gp
9	Cape of the Mountebank	3,000 gp
10	Djinni's Bracers (A)(U)	4,000 gp
11	Mantle of Spell Resistance (A)	5,000 gp
12	Belt of Frost Giant Strength (A)	10,000 gp

Potions

d12	Magic Item	Value
1	Potion of Animal Friendship	50 gp
2	Potion of Healing	50 gp
3	Potion of Greater Healing	100 gp
4	Potion of Mind Reading	100 gp
5	Potion of Resistance	100 gp
6	Potion of Expertise (U)	200 gp
7	Potion of Gaseous Form	200 gp
8	Potion of Heroism	200 gp
9	Potion of Invisibility	200 gp
10	Potion of Luck (U)	200 gp
11	Potion of Magic Resistance (U)	300 gp
12	Potion of the Phoenix (U)	5,000 gp

Rods, Staves, and Wands

d12	Magic Item	Value
1	Wand of the Director (U)	300 gp
2	Wand of the War Mage +1 (A)	400 gp
3	Wand of Enemy Detection (A)	500 gp
4	Wand of Magic Detection	500 gp
5	Wand of Wonder (A)	800 gp
6	Staff of Withering (A)	1,500 gp
7	Wand of Quickness (A)(U)	1,500 gp
8	Immovable Rod	2,500 gp
9	Wand of Lightning Bolts (A)	4,000 gp
10	Staff of Charming (A)	6,000 gp
11	Staff of Fire (A)	8,000 gp
12	Staff of Striking (A)	20,000 gp

(A) = Requires attunement (U) = Unique item (detailed in Chapter 4)

Appendix A: Magic Item Values

This appendix contains set values for nearly all magic items in the fifth edition OGL System Reference Document as well as all new magic items featured in *Wanderer's Guide to Merchants & Magic*. The method for determining these prices is described under "Pricing Magic Items" on pg. 5 of this book.

Ⓐ = Requires attunement

This appendix does not contain values for the following items: *bag of beans, candle of invocation, deck of many things, orb of dragonkind, sphere of annihilation, talisman of pure good, talisman of the sphere, talisman of ultimate evil,* and *well of many worlds*. These items are either too powerful to put a price on or work in ways that make them too difficult to price.

Magic Item Values (SRD)

Item	Type	Rarity	Value
Adamantine Armor	Armor (Medium or Heavy)	Uncommon	1,000* gp
Ammunition +1	Weapon	Uncommon	30 gp
Ammunition +2	Weapon	Rare	300 gp
Ammunition +3	Weapon	Very Rare	1,000 gp
Amulet of Health Ⓐ	Wondrous Item	Rare	6,000 gp
Amulet of Proof Against Detection and Location	Wondrous Item	Uncommon	500 gp
Amulet of the Planes Ⓐ	Wondrous Item	Very Rare	30,000 gp
Animated Shield Ⓐ	Armor (Shield)	Very Rare	6,000 gp
Apparatus of the Crab	Wondrous Item	Legendary	20,000 gp
Armor +1	Armor (Any)	Rare	1,000* gp
Armor +2	Armor (Any)	Very Rare	10,000* gp
Armor +3	Armor (Any)	Legendary	30,000* gp
Armor of Invulnerability Ⓐ	Armor (Plate)	Legendary	50,000 gp
Armor of Resistance Ⓐ	Armor (Any)	Rare	1,000* gp
Armor of Vulnerability Ⓐ	Armor (Plate)	Rare	3,000 gp
Arrow-Catching Shield Ⓐ	Armor (Shield)	Rare	3,000 gp
Arrow of Slaying	Weapon	Very Rare	300 gp
Bag of Devouring	Wondrous Item	Very Rare	10,000 gp
Bag of Holding	Wondrous Item	Uncommon	1,000 gp
Bag of Tricks	Wondrous Item	Uncommon	2,000 gp
Bead of Force	Wondrous Item	Rare	500 gp
Belt of Dwarvenkind Ⓐ	Wondrous Item	Rare	4,000 gp
Belt of Hill Giant Strength Ⓐ	Wondrous Item	Rare	4,000 gp
Belt of Frost Giant Strength Ⓐ	Wondrous Item	Very Rare	10,000 gp
Belt of Stone Giant Strength Ⓐ	Wondrous Item	Very Rare	10,000 gp
Belt of Fire Giant Strength Ⓐ	Wondrous Item	Very Rare	15,000 gp
Belt of Cloud Giant Strength Ⓐ	Wondrous Item	Legendary	30,000 gp
Belt of Storm Giant Strength Ⓐ	Wondrous Item	Legendary	50,000 gp
Berserker Axe Ⓐ	Weapon (Any Axe)	Rare	400 gp
Boots of Elvenkind	Wondrous Item	Uncommon	500 gp
Boots of Levitation Ⓐ	Wondrous Item	Rare	1,000 gp
Boots of Speed Ⓐ	Wondrous Item	Rare	3,000 gp
Boots of Striding and Springing Ⓐ	Wondrous Item	Uncommon	500 gp
Boots of the Winterlands Ⓐ	Wondrous Item	Uncommon	1,000 gp
Bowl of Commanding Water Elementals	Wondrous Item	Rare	5,000 gp
Bracers of Archery Ⓐ	Wondrous Item	Uncommon	500 gp
Bracers of Defense Ⓐ	Wondrous Item	Rare	4,000 gp
Brazier of Commanding Fire Elementals	Wondrous Item	Rare	5,000 gp

*Add 2 × the armor type's cost to the item's value (i.e. a *+1 plate* has a value of 2 × 1,500 gp + 1,000 gp = 4,000 gp)

Item	Type	Rarity	Value
Brooch of Shielding Ⓐ	Wondrous Item	Uncommon	800 gp
Broom of Flying	Wondrous Item	Uncommon	8,000 gp
Cape of the Mountebank	Wondrous Item	Rare	3,000 gp
Carpet of Flying	Wondrous Item	Very Rare	12,000 gp
Censer of Controlling Air Elementals	Wondrous Item	Rare	5,000 gp
Chime of Opening	Wondrous Item	Rare	500 gp
Circlet of Blasting	Wondrous Item	Rare	500 gp
Cloak of Arachnida	Wondrous Item	Very Rare	2,500 gp
Cloak of Displacement Ⓐ	Wondrous Item	Rare	6,000 gp
Cloak of Elvenkind Ⓐ	Wondrous Item	Uncommon	800 gp
Cloak of Protection Ⓐ	Wondrous Item	Uncommon	2,000 gp
Cloak of the Bat Ⓐ	Wondrous Item	Rare	3,000 gp
Cloak of the Manta Ray	Wondrous Item	Uncommon	1,000 gp
Crystal Ball Ⓐ	Wondrous Item	Very Rare	6,000 gp
Crystal Ball of Mind Reading Ⓐ	Wondrous Item	Legendary	10,000 gp
Crystal Ball of Telepathy Ⓐ	Wondrous Item	Legendary	12,000 gp
Crystal Ball of True Seeing Ⓐ	Wondrous Item	Legendary	10,000 gp
Cube of Force Ⓐ	Wondrous Item	Rare	15,000 gp
Cubic Gate	Wondrous Item	Legendary	50,000 gp
Dagger of Venom	Weapon (Dagger)	Rare	1,000 gp
Dancing Sword Ⓐ	Weapon (Any Sword)	Very Rare	3,000 gp
Decanter of Endless Water	Wondrous Item	Uncommon	1,000 gp
Deck of Illusions	Wondrous Item	Uncommon	1,000 gp
Defender Ⓐ	Weapon (Any Sword)	Legendary	30,000 gp
Demon Armor Ⓐ	Armor (Plate)	Very Rare	4,000 gp
Dimensional Shackles	Wondrous Item	Rare	3,000 gp
Dragon Scale Mail Ⓐ	Armor (Scale Mail)	Very Rare	2,000 gp
Dragon Slayer	Weapon (Any Sword)	Rare	3,000 gp
Dust of Disappearance	Wondrous Item	Uncommon	200 gp
Dust of Dryness	Wondrous Item	Uncommon	100 gp
Dust of Sneezing and Choking	Wondrous Item	Uncommon	100 gp
Dwarven Plate	Armor (Plate)	Very Rare	13,000 gp
Dwarven Thrower Ⓐ	Weapon (Warhammer)	Very Rare	25,000 gp
Efficient Quiver	Wondrous Item	Uncommon	400 gp
Efreeti Bottle	Wondrous Item	Very Rare	25,000 gp
Elemental Gem	Wondrous Item	Uncommon	500 gp
Elven Chain	Armor (Chain Shirt)	Rare	5,000 gp
Eversmoking Bottle	Wondrous Item	Uncommon	500 gp
Eyes of Charming Ⓐ	Wondrous Item	Uncommon	500 gp
Eyes of Minute Seeing	Wondrous Item	Uncommon	300 gp
Eyes of the Eagle Ⓐ	Wondrous Item	Uncommon	300 gp
Feather Token	Wondrous Item	Rare	200 gp
Figurine of Wondrous Power (Bronze Griffon)	Wondrous Item	Rare	2,500 gp
Figurine of Wondrous Power (Ebony Fly)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Golden Lions)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Ivory Goats)	Wondrous Item	Rare	2,000 gp
Figurine of Wondrous Power (Marble Elephant)	Wondrous Item	Rare	2,500 gp
Figurine of Wondrous Power (Obsidian Steed)	Wondrous Item	Very Rare	4,000 gp
Figurine of Wondrous Power (Onyx Dog)	Wondrous Item	Rare	500 gp
Figurine of Wondrous Power (Serpentine Owl)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Silver Raven)	Wondrous Item	Uncommon	500 gp

Item	Type	Rarity	Value
Flame Tongue Ⓐ	Weapon (Any Sword)	Rare	5,000 gp
Folding Boat	Wondrous Item	Rare	5,000 gp
Frost Brand Ⓐ	Weapon (Any Sword)	Very Rare	3,000 gp
Gauntlets of Ogre Power Ⓐ	Wondrous Item	Uncommon	1,500 gp
Gem of Brightness	Wondrous Item	Uncommon	1,000 gp
Gem of Seeing Ⓐ	Wondrous Item	Rare	3,000 gp
Giant Slayer	Weapon (Any Axe or Sword)	Rare	3,000 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	1,500 gp
Gloves of Missile Snaring Ⓐ	Wondrous Item	Uncommon	600 gp
Gloves of Swimming and Climbing Ⓐ	Wondrous Item	Uncommon	300 gp
Goggles of Night	Wondrous Item	Uncommon	800 gp
Hammer of Thunderbolts	Weapon (Maul)	Legendary	20,000 gp
Handy Haversack	Wondrous Item	Rare	500 gp
Hat of Disguise Ⓐ	Wondrous Item	Uncommon	600 gp
Headband of Intellect Ⓐ	Wondrous Item	Uncommon	1,500 gp
Helm of Brilliance Ⓐ	Wondrous Item	Very Rare	20,000 gp
Helm of Comprehending Languages	Wondrous Item	Uncommon	500 gp
Helm of Telepathy Ⓐ	Wondrous Item	Uncommon	1,000 gp
Helm of Teleportation Ⓐ	Wondrous Item	Rare	20,000 gp
Holy Avenger Ⓐ	Weapon (Any Sword)	Legendary	75,000 gp
Horn of Blasting	Wondrous Item	Rare	1,000 gp
Horn of Valhalla, Brass	Wondrous Item	Rare	15,000 gp
Horn of Valhalla, Bronze	Wondrous Item	Very Rare	20,000 gp
Horn of Valhalla, Iron	Wondrous Item	Legendary	25,000 gp
Horn of Valhalla, Silver	Wondrous Item	Rare	10,000 gp
Horseshoes of a Zephyr	Wondrous Item	Very Rare	1,000 gp
Horseshoes of Speed	Wondrous Item	Rare	1,000 gp
Immovable Rod	Rod	Uncommon	2,500 gp
Instant Fortress	Wondrous Item	Rare	30,000 gp
Ioun Stone of Absorption Ⓐ	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Greater Absorption Ⓐ	Wondrous Item	Legendary	5,000 gp
Ioun Stone of Agility Ⓐ	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Awareness Ⓐ	Wondrous Item	Rare	1,000 gp
Ioun Stone of Fortitude Ⓐ	Wondrous Item	Very Rare	2,500 gp
Ioun Stone of Insight Ⓐ	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Intellect Ⓐ	Wondrous Item	Very Rare	1,500 gp
Ioun Stone of Leadership Ⓐ	Wondrous Item	Very Rare	1,500 gp
Ioun Stone of Mastery Ⓐ	Wondrous Item	Legendary	30,000 gp
Ioun Stone of Protection Ⓐ	Wondrous Item	Rare	1,500 gp
Ioun Stone of Regeneration Ⓐ	Wondrous Item	Legendary	8,000 gp
Ioun Stone of Reserve Ⓐ	Wondrous Item	Rare	5,000 gp
Ioun Stone of Strength Ⓐ	Wondrous Item	Very Rare	1,500 gp
Ioun Stone of Sustenance Ⓐ	Wondrous Item	Rare	1,000 gp
Iron Bands of Binding	Wondrous Item	Rare	1,000 gp
Iron Flask	Wondrous Item	Legendary	50,000 gp
Javelin of Lightning	Weapon (Javelin)	Uncommon	500 gp
Lantern of Revealing	Wondrous Item	Uncommon	400 gp
Luck Blade Ⓐ	Weapon (Any Sword)	Legendary	Varies*
Mace of Disruption Ⓐ	Weapon (Mace)	Rare	2,000 gp
Mace of Smiting	Weapon (Mace)	Rare	1,500 gp
Mace of Terror Ⓐ	Weapon (Mace)	Rare	2,000 gp

*A *luck blade* has a base value of 2,000 gp + 50,000 gp per *wish* charge it has

Item	Type	Rarity	Value
Mantle of Spell Resistance Ⓐ	Wondrous Item	Rare	5,000 gp
Manual of Bodily Health	Wondrous Item	Very Rare	30,000 gp
Manual of Gainful Exercise	Wondrous Item	Very Rare	30,000 gp
Manual of Golems	Wondrous Item	Very Rare	5,000 gp
Manual of Quickness of Action	Wondrous Item	Very Rare	30,000 gp
Marvelous Pigments	Wondrous Item	Very Rare	5,000/pot gp
Medallion of Thoughts Ⓐ	Wondrous Item	Uncommon	500 gp
Mirror of Life Trapping	Wondrous Item	Very Rare	10,000 gp
Mithral Armor	Armor (Medium or Heavy)	Uncommon	500* gp
Necklace of Adaptation Ⓐ	Wondrous Item	Uncommon	500 gp
Necklace of Fireballs	Wondrous Item	Rare	200/bead gp
Necklace of Prayer Beads Ⓐ	Wondrous Item	Rare	Varies**
Nine Lives Stealer Ⓐ	Weapon (Any Sword)	Very Rare	Varies***
Oathbow Ⓐ	Weapon (Longbow)	Very Rare	5,000 gp
Oil of Etherealness	Potion	Rare	1,000 gp
Oil of Sharpness	Potion	Very Rare	500 gp
Oil of Slipperiness	Potion	Uncommon	200 gp
Pearl of Power Ⓐ	Wondrous Item	Uncommon	1,000 gp
Periapt of Health	Wondrous Item	Uncommon	300 gp
Periapt of Proof against Poison	Wondrous Item	Rare	2,500 gp
Periapt of Wound Closure Ⓐ	Wondrous Item	Uncommon	1,000 gp
Philter of Love	Potion	Uncommon	300 gp
Pipes of Haunting	Wondrous Item	Uncommon	800 gp
Pipes of the Sewers Ⓐ	Wondrous Item	Uncommon	500 gp
Plate Armor of Etherealness Ⓐ	Armor (Plate)	Legendary	5,000 gp
Portable Hole	Wondrous Item	Rare	2,000 gp
Potion of Animal Friendship	Potion	Uncommon	50 gp
Potion of Clairvoyance	Potion	Rare	100 gp
Potion of Climbing	Potion	Common	25 gp
Potion of Diminution	Potion	Rare	50 gp
Potion of Flying	Potion	Very Rare	200 gp
Potion of Gaseous Form	Potion	Rare	200 gp
Potion of Hill Giant Strength	Potion	Uncommon	100 gp
Potion of Frost/Stone Giant Strength	Potion	Rare	200 gp
Potion of Fire Giant Strength	Potion	Rare	400 gp
Potion of Cloud Giant Strength	Potion	Very Rare	600 gp
Potion of Storm Giant Strength	Potion	Legendary	1,000 gp
Potion of Growth	Potion	Uncommon	100 gp
Potion of Healing	Potion	Common	50 gp
Potion of Greater Healing	Potion	Uncommon	100 gp
Potion of Superior Healing	Potion	Rare	300 gp
Potion of Supreme Healing	Potion	Very Rare	600 gp
Potion of Heroism	Potion	Rare	200 gp
Potion of Invisibility	Potion	Very Rare	200 gp
Potion of Mind Reading	Potion	Rare	100 gp
Potion of Poison	Potion	Uncommon	100 gp
Potion of Resistance	Potion	Uncommon	100 gp
Potion of Speed	Potion	Very Rare	300 gp
Potion of Water Breathing	Potion	Uncommon	50 gp

*Add 2 × the armor type's cost to the item's value (i.e. a *mithral half plate* has a value of 2 × 750 gp + 500 gp = 2,000 gp)
**A *necklace of prayer beads* has a value of 100 gp per bead of *bless*, 200 gp per bead of *branding smite/cure wounds/lesser restoration*, 500 gp per bead of *greater restoration*, and 1,000 gp per bead of *planar ally/wind walk*
***A *nine lives stealer* sword has a value of 5,000 gp + 1,000 gp per charge it has.

Item	Type	Rarity	Value
Restorative Ointment	Wondrous Item	Uncommon	100/dose gp
Ring of Animal Influence	Ring	Rare	600 gp
Ring of Djinni Summoning Ⓐ	Ring	Legendary	50,000 gp
Ring of Elemental Command Ⓐ	Ring	Legendary	20,000 gp
Ring of Evasion Ⓐ	Ring	Rare	2,500 gp
Ring of Feather Falling Ⓐ	Ring	Rare	400 gp
Ring of Free Action Ⓐ	Ring	Rare	2,500 gp
Ring of Invisibility Ⓐ	Ring	Legendary	8,000 gp
Ring of Jumping Ⓐ	Ring	Uncommon	300 gp
Ring of Mind Shielding Ⓐ	Ring	Uncommon	500 gp
Ring of Protection Ⓐ	Ring	Rare	2,000 gp
Ring of Regeneration Ⓐ	Ring	Very Rare	5,000 gp
Ring of Resistance Ⓐ	Ring	Rare	1,000 gp
Ring of Shooting Stars Ⓐ	Ring	Very Rare	5,000 gp
Ring of Spell Storing Ⓐ	Ring	Rare	8,000 gp
Ring of Spell Turning Ⓐ	Ring	Legendary	6,000 gp
Ring of Swimming	Ring	Uncommon	500 gp
Ring of Telekinesis Ⓐ	Ring	Very Rare	6,000 gp
Ring of the Ram Ⓐ	Ring	Rare	1,000 gp
Ring of Three Wishes	Ring	Legendary	50,000/wish gp
Ring of Warmth Ⓐ	Ring	Uncommon	1,000 gp
Ring of Water Walking	Ring	Uncommon	600 gp
Ring of X-ray Vision Ⓐ	Ring	Rare	1,500 gp
Robe of Eyes Ⓐ	Wondrous Item	Rare	5,000 gp
Robe of Scintillating Colors Ⓐ	Wondrous Item	Very Rare	8,000 gp
Robe of Stars Ⓐ	Wondrous Item	Very Rare	20,000 gp
Robe of the Archmagi Ⓐ	Wondrous Item	Legendary	75,000 gp
Robe of Useful Items	Wondrous Item	Uncommon	1,500 gp
Rod of Absorption Ⓐ	Rod	Very Rare	8,000 gp
Rod of Alertness Ⓐ	Rod	Very Rare	10,000 gp
Rod of Lordly Might Ⓐ	Rod	Legendary	25,000 gp
Rod of Rulership Ⓐ	Rod	Rare	5,000 gp
Rod of Security	Rod	Very Rare	20,000 gp
Rope of Climbing	Wondrous Item	Uncommon	300 gp
Rope of Entanglement	Wondrous Item	Rare	600 gp
Scarab of Protection Ⓐ	Wondrous Item	Legendary	6,000 gp
Scimitar of Speed Ⓐ	Weapon (Scimitar)	Very Rare	10,000 gp
Shield +1	Armor (Shield)	Uncommon	1,000 gp
Shield +2	Armor (Shield)	Rare	10,000 gp
Shield +3	Armor (Shield)	Very Rare	30,000 gp
Shield of Missile Attraction Ⓐ	Armor (Shield)	Rare	800 gp
Slippers of Spider Climbing Ⓐ	Wondrous Item	Uncommon	500 gp
Sovereign Glue	Wondrous Item	Legendary	500/ounce gp
Spell Scroll (1st)	Scroll	Common	50* gp
Spell Scroll (2nd)	Scroll	Uncommon	100* gp
Spell Scroll (3rd)	Scroll	Uncommon	200* gp
Spell Scroll (4th)	Scroll	Rare	500* gp
Spell Scroll (5th)	Scroll	Rare	1,000* gp
Spell Scroll (6th)	Scroll	Very Rare	1,500* gp
Spell Scroll (7th)	Scroll	Very Rare	2,500* gp
Spell Scroll (8th)	Scroll	Very Rare	5,000* gp

*Add the spell's material component costs to the scroll's value (i.e. a *spell scroll of revivify* has a value of 300 gp + 200 gp = 500 gp)

Item	Type	Rarity	Value
Spell Scroll (9th)	Scroll	Legendary	10,000* gp
Spell Scroll (cantrip)	Scroll	Common	25 gp
Spellguard Shield Ⓐ	Armor (Shield)	Very Rare	8,000 gp
Staff of Charming Ⓐ	Staff	Rare	6,000 gp
Staff of Fire Ⓐ	Staff	Very Rare	8,000 gp
Staff of Frost Ⓐ	Staff	Very Rare	10,000 gp
Staff of Healing Ⓐ	Staff	Rare	5,000 gp
Staff of Power Ⓐ	Staff	Very Rare	50,000 gp
Staff of Striking Ⓐ	Staff	Very Rare	20,000 gp
Staff of Swarming Insects Ⓐ	Staff	Rare	10,000 gp
Staff of the Magi Ⓐ	Staff	Legendary	75,000 gp
Staff of the Python Ⓐ	Staff	Uncommon	1,000 gp
Staff of the Woodlands Ⓐ	Staff	Rare	10,000 gp
Staff of Thunder and Lightning Ⓐ	Staff	Very Rare	12,000 gp
Staff of Withering Ⓐ	Staff	Rare	1,500 gp
Stone of Controlling Earth Elementals	Wondrous Item	Rare	5,000 gp
Stone of Good Luck Ⓐ	Wondrous Item	Uncommon	1,500 gp
Sun Blade Ⓐ	Weapon (Longsword)	Rare	10,000 gp
Sword of Life Stealing Ⓐ	Weapon (Any Sword)	Rare	600 gp
Sword of Sharpness Ⓐ	Weapon (Any Slashing Sword)	Very Rare	600 gp
Sword of Wounding Ⓐ	Weapon (Any Sword)	Rare	1,500 gp
Tome of Clear Thought	Wondrous Item	Very Rare	30,000 gp
Tome of Leadership and Influence	Wondrous Item	Very Rare	30,000 gp
Tome of Understanding	Wondrous Item	Very Rare	30,000 gp
Trident of Fish Command Ⓐ	Weapon (Trident)	Uncommon	400 gp
Universal Solvent	Wondrous Item	Legendary	200 gp
Vicious Weapon	Weapon (Any)	Rare	300 gp
Vorpal Sword Ⓐ	Weapon (Any Slashing Sword)	Legendary	50,000 gp
Wand of Binding Ⓐ	Wand	Rare	5,000 gp
Wand of Enemy Detection Ⓐ	Wand	Rare	500 gp
Wand of Fear Ⓐ	Wand	Rare	2,000 gp
Wand of Fireballs Ⓐ	Wand	Rare	5,000 gp
Wand of Lightning Bolts Ⓐ	Wand	Rare	4,000 gp
Wand of Magic Detection	Wand	Uncommon	500 gp
Wand of Magic Missiles	Wand	Uncommon	1,500 gp
Wand of Paralysis Ⓐ	Wand	Rare	8,000 gp
Wand of Polymorph Ⓐ	Wand	Very Rare	8,000 gp
Wand of Secrets	Wand	Uncommon	300 gp
Wand of the War Mage +1 Ⓐ	Wand	Uncommon	400 gp
Wand of the War Mage +2 Ⓐ	Wand	Rare	2,000 gp
Wand of the War Mage +3 Ⓐ	Wand	Very Rare	5,000 gp
Wand of Web Ⓐ	Wand	Uncommon	1,000 gp
Wand of Wonder Ⓐ	Wand	Rare	800 gp
Weapon +1	Weapon (Any)	Uncommon	500 gp
Weapon +2	Weapon (Any)	Rare	5,000 gp
Weapon +3	Weapon (Any)	Very Rare	15,000 gp
Wind Fan	Wondrous Item	Uncommon	200 gp
Winged Boots Ⓐ	Wondrous Item	Uncommon	6,000 gp
Wings of Flying Ⓐ	Wondrous Item	Rare	4,000 gp

*A spell scroll containing the *wish* spell has a value of 50,000 gp

Magic Item Values (Unique)

Item	Type	Rarity	Value
Aegis of Dread Ⓐ	Armor (Shield)	Uncommon	500 gp
Amulet of Freshness	Wondrous Item	Common	100 gp
Angel's Heart Ⓐ	Wondrous Item	Very Rare	5,000 gp
Animated Painting, CR 0–3	Wondrous Item	Rare	2,000 gp
Animated Painting, CR 4–7	Wondrous Item	Very Rare	8,000 gp
Animated Painting, CR 8–10	Wondrous Item	Legendary	20,000 gp
Animator's Quill	Wondrous Item	Uncommon	300 gp
Arctic Ring Ⓐ	Ring	Very Rare	8,000 gp
Argh'yak Bow Ⓐ	Weapon (Shortbow)	Rare	2,500 gp
Arrow of Seeking	Weapon (Arrow)	Rare	300 gp
Assassin's Blade Ⓐ	Weapon (Shortsword)	Very Rare	5,000 gp
Bag of Cooling	Wondrous Item	Common	50 gp
Bag of Monsters Ⓐ	Wondrous Item	Very Rare	5,000 gp
Bag of Shared Holding	Wondrous Item	Uncommon	800 gp
Baneful Weapon Ⓐ	Weapon (Any)	Uncommon	600 gp
Basilisk's Blade Ⓐ	Weapon (Dagger)	Rare	2,000 gp
Beacon Shuriken	Weapon (Dart)	Uncommon	200 gp
Beauty's Bane	Wondrous Item	Uncommon	500 gp
Bladesinger's Spear Ⓐ	Weapon (Spear)	Very Rare	5,000 gp
Bone Merchant's Coin	Wondrous Item	Uncommon	300 gp
Brightmind Cap Ⓐ	Wondrous Item	Uncommon	500 gp
Buckleshot Belt	Wondrous Item	Common	100 gp
Caged Star Ⓐ	Weapon (Flail)	Rare	2,000 gp
Cat's Eye Amulet Ⓐ	Wondrous Item	Rare	2,000 gp
Champion's Shield Ⓐ	Armor (Shield)	Rare	2,500 gp
Charmer's Tambourine Ⓐ	Wondrous Item	Uncommon	800 gp
Chronomancer's Staff Ⓐ	Staff	Legendary	50,000 gp
Clockwork Sword Ⓐ	Weapon (Longsword)	Rare	2,000 gp
Commander's Helmet Ⓐ	Wondrous Item	Uncommon	1,000 gp
Dancer's Boots	Wondrous Item	Common	100 gp
Death Petal Rose Ⓐ	Wondrous Item	Common	100 gp
Deathgrasp Glove Ⓐ	Wondrous Item	Uncommon	1,500 gp
Djinni's Bracers Ⓐ	Wondrous Item	Very Rare	4,000 gp
Dragon's Scepter Ⓐ	Rod	Very Rare	10,000 gp
Dragonskull Helmet Ⓐ	Wondrous Item	Very Rare	8,000 gp
Dreamwalker's Amulet Ⓐ	Wondrous Item	Rare	3,000 gp
Envisioner's Compass	Wondrous Item	Rare	1,500 gp
Extending Staff	Staff	Common	100 gp
Flask of Cloning	Wondrous Item	Very Rare	5,000 gp
Furnace Flail Ⓐ	Weapon (Flail)	Rare	3,000 gp
Gauntlets of Restoration Ⓐ	Wondrous Item	Rare	2,500 gp
Ghost Shroud Ⓐ	Wondrous Item	Rare	3,000 gp
Glove of the Woodland Ⓐ	Wondrous Item	Very Rare	5,000 gp
Goblet of Confidence	Wondrous Item	Common	100 gp
Goodberry Hat	Wondrous Item	Common	100 gp
Grinsplitter Weapon	Weapon (Any Slashing)	Uncommon	300 gp
Hag's Delight	Wondrous Item	Rare	2,500 gp
Hat of Naivety	Wondrous Item	Common	100 gp
Heartlock Armor Ⓐ	Armor (Studded Leather)	Uncommon	1,000 gp
Iceshard Whip	Weapon (Whip)	Very Rare	5,000 gp

Item	Type	Rarity	Value
Incense of Erudition	Wondrous Item	Uncommon	600 gp
Incense of Fortitude	Wondrous Item	Uncommon	600 gp
Incense of Restoration	Wondrous Item	Uncommon	400 gp
Jug of Endless Wind	Wondrous Item	Uncommon	800 gp
Katana of the Deathtouched Ⓐ	Weapon (Longsword)	Very Rare	5,000 gp
Key to Anywhere	Wondrous item	Very rare	15,000 gp
Liar's Stone Ⓐ	Wondrous Item	Common	50 gp
Living Spellbook Ⓐ	Wondrous Item	Rare	4,000 gp
Lux's Teacup Holster	Wondrous Item	Common	100 gp
Mage's Blood	Potion	Uncommon	200 gp
Mage's Diadem Ⓐ	Wondrous Item	Very Rare	6,000 gp
Magical Tattoo Ink	Wondrous Item	Common	25/oz gp
Maiming Weapon	Weapon (Any)	Uncommon	200 gp
Map of Many Places	Wondrous Item	Common	100 gp
Mithrandine Armor	Armor (Medium or Heavy)	Rare	2,000* gp
Morphing Weapon	Weapon (Any)	Uncommon	200 gp
Nemesis Weapon	Weapon (Any)	Uncommon	500 gp
Observer's Spyglass	Wondrous Item	Uncommon	600 gp
Orb of Spell Storing	Wondrous Item	Common	100 gp
Orb of Greater Spell Storing	Wondrous Item	Uncommon	300 gp
Orb of Superior Spell Storing	Wondrous Item	Rare	1,500 gp
Phasing Slippers Ⓐ	Wondrous Item	Rare	2,000 gp
Potion of Empowerment	Potion	Common	50 gp
Potion of Greater Empowerment	Potion	Uncommon	200 gp
Potion of Superior Empowerment	Potion	Rare	500 gp
Potion of Expertise	Potion	Rare	200 gp
Potion of Luck	Potion	Rare	200 gp
Potion of Magic Resistance	Potion	Rare	300 gp
Potion of Renewal	Potion	Common	50 gp
Potion of Greater Renewal	Potion	Uncommon	100 gp
Potion of Superior Renewal	Potion	Rare	200 gp
Potion of the Phoenix	Potion	Legendary	5,000 gp
Raven's Feathers Ⓐ	Wondrous Item	Rare	2,000 gp
Ring of Alarm Ⓐ	Ring	Uncommon	400 gp
Ring of Legendary Resistance Ⓐ	Ring	Very Rare	6,000 gp
Ring of Shadows Ⓐ	Ring	Very Rare	6,000 gp
Ring of the Blood Pact Ⓐ	Ring	Rare	5,000 gp
Ring of Tranquility Ⓐ	Ring	Rare	2,000 gp
Rod of Mimicry Ⓐ	Rod	Rare	2,500 gp
Rod of Rimefrost Ⓐ	Rod	Rare	1,500 gp
Rope of Reaching	Wondrous Item	Uncommon	1,000 gp
Safety Shell	Wondrous Item	Uncommon	100 gp
Sands of Reminiscence	Wondrous Item	Rare	1,500 gp
Scabbard of Sharpening	Wondrous Item	Uncommon	600 gp
Scroll of Time Travel	Scroll	Legendary	10,000 gp
Serpent's Maul Ⓐ	Weapon (Maul)	Rare	800 gp
Shapeshifter's Sickle Ⓐ	Weapon (Sickle)	Rare	1,500 gp
Silence Serum	Potion	Rare	300 gp
Smothering Cape Ⓐ	Wondrous Item	Rare	3,000 gp
Sojourner's Flute Ⓐ	Wondrous Item	Very Rare	10,000 gp

*Add 2 × the armor type's cost to the item's value (i.e. a *mithrandine plate* has a value of 2,000 gp + 2 × 1,500 gp = 5,000 gp)

Item	Type	Rarity	Value
Spellbreaker's Axe Ⓐ	Weapon (Greataxe)	Very rare	10,000 gp
Spider's Kiss Ⓐ	Weapon (Longbow)	Very Rare	5,000 gp
Strongspirit Mug	Wondrous Item	Common	100 gp
Sultan's Khanjar Ⓐ	Weapon (Dagger)	Rare	1,500 gp
Survivor's Armor Ⓐ	Armor (Any)	Very Rare	5,000* gp
Tattoo of Absorption Ⓐ	Wondrous Item	Common	50 gp
Tattoo of Greater Absorption Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Superior Absorption Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Death Ward Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Devastation Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Freedom Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Heroism Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Power Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Speed Ⓐ	Wondrous Item	Common	50 gp
Tattoo of Greater Speed Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Superior Speed Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Spell Turning Ⓐ	Wondrous Item	Rare	200 gp
Temperate Blanket	Wondrous Item	Common	75 gp
Temporal Amulet Ⓐ	Wondrous Item	Very Rare	8,000 gp
Thornbow Ⓐ	Weapon (Longbow)	Uncommon	1,000 gp
Thunderbolt Trident Ⓐ	Weapon (Trident)	Rare	2,000 gp
Tinker's Glasses	Wondrous Item	Uncommon	500 gp
Tonguelasher	Weapon (Rapier)	Very rare	8,000 gp
Transmuter's Robe Ⓐ	Wondrous Item	Rare	3,000 gp
Transmuter's Stone Ⓐ	Wondrous Item	Rare	3,000 gp
Trekker's Helmet Ⓐ	Wondrous Item	Uncommon	400 gp
Truestrike Crossbow Ⓐ	Weapon (Any Crossbow)	Rare	1,500 gp
Vial of Spiders	Wondrous Item	Common	100 gp
Wand of Quickness Ⓐ	Wand	Rare	1,500 gp
Wand of the Director	Wand	Uncommon	300 gp
Watcher's Visage Ⓐ	Wondrous Item	Rare	1,500 gp
Wondrous Bestiary Ⓐ	Wondrous Item	Rare	1,000 gp

*Add 2 × the armor type's cost to the item's value (i.e. a *survivor's half plate* has a value of 5,000 gp + 2 × 750 gp = 6,500 gp)

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