

BITESIZED ~~THE BIG~~ BOOK OF SPECTACULAR SHOPS

A WORKING PREVIEW!

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Welcome to **The Bitesized Book of Spectacular Shops!**

This PDF is a free sampling of our new book of fifth edition shops and shopkeepers coming soon to Kickstarter! Despite it's "bite-sized" nature, this preview features a wide range of fanciful shopkeepers as well as a first-look at some of the supplemental digital content that will accompany the PDF.

In the complete version, **The Big Book** features over 100 shop and shopkeeper entries spanning 10 different Shop categories. Each shopkeeper sports colorful artwork and DM notes, and most include specialty inventories and services, unique attitude traits and modifiers, merchant systems, and more!

Have a look around and, if you like what you see, go check **The Big Book of Spectacular Shops** Kickstarter!



Take a look at the Shop Categories and all the Shops to be included in **The Big Book!** The shops in gray text are reserved for the full release while the others are featured in this free sampling for your window shopping pleasure (and can be clicked to jump to the relevant shopkeeper)! In the full book, you will be able to easily search for and use embedded links and PDF bookmarks to find specific names, shops, categories, tables, mechanics, and more.

Shop names and their designated category are subject to change.

INTRODUCTION 3

ATTITUDES	9
THE ART OF THE NEGOTIATION	11
ATTITUDE TRAITS	12
QUEST HOOKS	13

WEAPONS & ARMOR 14

ZOLDOS MCADDALOS	15
KOSOV "FOUR HORNS" IRONHOOF	15
SIR HAMMER VON HEAD	16
ELIZABETH DECKER	16
 CAN'T FIND THE STAFF, CAN YOU?	17
INSTRUMENTS OF DEATH	19
GREATROBIN'S	21
INUSITATUM	23
MAUL'S WELL THAT ENDS WELL	25
PAQUORIA'S DARNING SHOP	27
SWEET SYRUP SWORDS	29
THE ARCANE EYE	31
THE BIG BUCKET	33
THE CUTTING TIDE	35
TOP OF THE RANGE	37
 SOUL HARVESTER	39
THE CRUCIBLE	43

POTIONCRAFT 48

SMEEBUL	49
TANYA AVALI	49
AGRIPPA	50
BRUCE SCHÜSS	50
 IVOR'S ALCHEMICAL INFUSIONS	51
INSSSIDIOUSS POISSONSSS	53
 THE GOOD DOCTOR	55
THE MIXOLOGIST	59

GENERAL CRAFTS 64

QWILBERT JANSEN JANDERSON	65
BARGAIN	65
PROFESSOR DANIELS	66
RADDISON FIRESTORM	66
KRISTOFF KRANDALL	67
THREADERICK	67
BRONIX SLATER	68
CARPATHIA HIGGINSON	68
SIMA STORMSHROUD	69
JUSTINIUS P. BUZZWODDLE	69
HUNGRIN WARMCLOAK	70
ZEPHYRON GREENFEATHER	70
VINFORD VINDLESPROCKET	71
LADY SUCCORIA	71
NOVA KRISTALLIS	72
ERKHARD WIDEWANDER	72

ANIMAL HANDLER 74

KALLISTO	75
VARGIS FELTFORD	75
NILES LODGER	76
MARRA SAWBACK	76
 THE HATCHERY	77
THE SWISH FAMILY ROBINSON	79
VICKERS' LUXURY LIVERY	81
 GREAT HUT'UINS CRÉCHE	83
DRAGON ADOPTION AGENCY	87

ESTABLISHMENTS

	96
STORMINA TEACUP	97
VICTOR ANDASSAR	97
WAVEY	98
MOIRA MOONMANTLE	98
AMALDA'S B&B	99
BEANS & BREWS™	101
PÚTRAS BY OLIVAR GORDONOVITCH	103
THE SWEET DISH CHEF	105
VINTNER'S DELIGHT	107
HALL OF CHAMPIONS	109
THE GAUNTLET	113

FOOD VENDOR

	124
MEKTHOS FLANKCLEAVE	125
CRUSTY PATCHES	125
KRENNIA SILVERNOOK	126
HENRIN CLOUDSTORMER	126
JUBILANT JAMS	127
THE FLOWER'S FRIEND	129
THE OVERSIZED BOBBER	131
TORTUGA MOBILIS TACOS	133
FARMER KIZ'S	135
GOLDEN ARCHERS	139

CURIOSITIES

	144
FLOTSAM & JETSAM	145
XIKANDAS	145
FIGGLES HAMMERTHRASH	146
LOANSOME GEORGE	146
A SONG OF THEIR OWN	147
DREADWAKE'S DELIGHTS	149
MURGLIN'S PRECIOUS TRINKETS	151
SATCHEL OF WORTH	153
SHOP	155
THE ENCHANTED SLEEVE	157
THE SOUND OF SILENCE	159
THE TINTED ROSE	161
"4" FINE FELLOWS	167

INFORMATION

	176
TYLAS WIDEMANTLE	177
DOLL-E	177
SSSH!	178
GIMBAL ROTHLMOW	178
THE FLAMING EYE	179
DAVE'S DUNGEONOMICRON	181
MORSE'S MAGICAL MISSIVES	183
ROTARY CLUB	185
THE HALLS	187
THE MAPHOUSE	189

SERVICES

	194
DANTALION	195
GRELLIK THE WANDERING GOBLIN MERCHANT	196
DOCTOR LOCKTOPUS	196
CONVEXIAS	197
A FLEETING VISAGE	199
DAWMIRROR'S TOMES OF ANTIQUITY	201
GOBLO PURO ALCHEMIST'S OIL CO.	203
IOUN YOU	205
IVAN'S GOODS	207
PLATINUM STANDARD BANKING	209
SALVATORE'S	211
THE TEMPLE OF COOL	213
THE TEMPLE OF TRUTH	215
THE PHYLINKTERY	217

INTRODUCTION

Thank you for checking out our Bitesized preview of **The Big Book of Spectacular Shops!** As a trio of forever DMs we know the stresses of preparing for, and running, a shopping session in Fifth Edition. Endless haggling and dice rolls, navigating a myriad of handouts and price tables, and worst of all, not having a shopkeeper's name at the ready!

The Big Book aims to help DMs remedy these issues with rich, easy-to-follow mechanics, and a wealth of artwork to inspire your table! With modular content, if you'd like one shopkeeper to run another's shop, just drop em in there! Want to add your own items or even build your own shop? You've come to the right place.

This is but a small tasty taster of **The Big Book**; we hope you like using it as much as we enjoyed making it.

Alex, Harrison, & Tony

QUICK LINKS



If you have any questions or comments about this PDF or our Kickstarter



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SHOP TIERS

Each shop falls under one of three tiers that denote increases in complexity. A shop's tier should loosely scale with the level of play at the table as higher tier shops may be overwhelming, or overly consequential, for lower level play.

Tier 1's are simple shopkeepers with artwork, a name, a trait, and condensed descriptions with DM notes. While some are written quite specific to their trade, if you're looking for an interesting vendor to quickly drop behind the counter, any of our Tier 1's are a great option. Tier 1's aren't necessarily reoccurring characters, but if your players really enjoy them, consider keeping them around or upgrading them a Tier 2 of your own making!

Tier 2's are more fleshed out shopkeepers with their own shop, complete with Attitude Traits, stock items, quest hooks, and everything you need for a fully functioning shop. Although some Tier 2 shopkeepers feature detailed vendor mechanics, all have simple to run storefronts. These shopkeepers make up the majority of entries in **The Big Book of Spectacular Shops** and are identified by their double page spread.

Tier 3's span four or more pages and reach the extent of complexity found in this book, incorporating new mechanics, and intriguing new systems. DMs should read through Tier 3's carefully and consider the impact of implementing them in their campaign as they are intentionally fantastical and complex. While this may suit high level play, Tier 3's may not be appropriate for those just starting out. Lower level players can stroll through of course, they probably won't be able to afford the goods and services there anyway, but it will give them a point of interest to return to in the future.

ATTITUDES

Attitude is a shifting score that DMs use to help inform how shopkeepers interact with a group of adventurers. As this score changes it is not only represented by change in the shopkeepers mood and how they are roleplayed, but also has a mechanical impact. The cost and availability of goods and services for sale, or how much a shopkeeper will purchase items for, are some of the core elements impacted by Attitudes.

SCORE	ATTITUDE	SELL PRICE	BUY PRICE
20+	Revered	Cost -25%	80%
10 to 19	Friendly	Cost -10%	70%
-9 to 9	Indifferent	Cost	50%
-10 to -19	Soured	Cost +10%	25%
-20	Hostile	Cost +25%	Won't Buy

Every shopkeeper starts with a score of 0, being **“Indifferent”** toward the players as they have yet to interact. Upon their meeting, this score is then shifted up and down by a shopkeeper's Attitude Traits and roleplay interactions with the group.

Most Tier 2 and Tier 3 shopkeepers have Attitude Traits, preferences or tendencies that impact that shopkeeper's Attitude Score. Each trait either positively or negatively shifts the overall score by the amount noted in the traits modifier.

Example. Jim Petto, of *A Song of Their Own*, is a skilled carpenter with a love for working with faewilds woods. Having never met the party before, he has an Attitude score of 0 and is **Indifferent** towards the party as they enter the shop. Jim has the following Shopkeeper Attitude modifiers:

TRAIT	MOD	DETAILS
Affinity For Nature	+5	Has an affinity with those who appreciate nature, particularly druids
Wooden Sense of Humor	+2	Often makes puns to do with wood and trees, enjoys anyone doing the same
Pyrophobe	-10	Fears fire being in the shop and will not allow open flames inside

Unfortunately for the party, their wizard has a fire

imp familiar! As informed by his *Pyrophobe* trait, and common sense, Jim would not want the fire imp in his shop full of lovely wooden creations. Now, with a an Attitude Score of -10, Jim is now **Hostile** toward the party and quickly turns them away.

However, the party also features a druid by the name Barkely. With Jim's Trait, *Affinity For Nature*, he is positively inclined towards druids, and so gains +5 to his Attitude score. Now at -5, he is merely **Soured** with the party, and may be more open to discussion.

While the Attitude mechanic can provide easy to grasp rules of engagement and consequences for the party, it is important to remember...

...THEY'RE JUST MECHANICS.

Ultimately, Attitudes and Traits are a vessel for roleplay to influence mechanics, and vice versa. If one is suffering for the other, opt for paths forward that work best for your table.

By the end of our example, Jim's Attitude is Soured primarily due to the fiery familiar of one player. While understandable that Jim doesn't want open flames in his shop, this should not be the end of the conversation. Encourage players to craft solutions for, and with, Jim. He's not unreasonable, just wary of his shop burning down.

 **In The Book.** This is but a taster of our attitudes system, the full book covers some basic outlines for each attitude level and the benefits, or penalties, that are accrued as well as typical ways that players might change attitudes. There are as some roleplay pointers and examples on how to play each attitude as well as an extended list of attitude traits that you can use to apply to our existing shopkeepers, or those you make yourself!

ATTITUDE TRAITS

While many shopkeepers have a short list of Traits already, feel free to add on to and change them. Found a Tier 1 that is perfect, but needs some added depth? Give them a Trait or two!

Below are just a few of the many Traits that will be at your disposal in the full release of **The Big Book of Spectacular Shops**.

BEARD APPRECIATOR

Has an affinity with the follicly gifted and scissor shy, and loves to talk beard grooming tips with anyone who sports their own impressive hairy display.

Effect: +3 Attitude if anyone has a beard that reaches beyond their chest.

EASILY OFFENDED

There's just something about this person that they are quick to be offended, and regularly take things the wrong way.

Effect: -3 Attitude each time someone fails a skill check that requires talking to them

FLASH WITH THEIR CASH

Is weary of adventuring types, always so quick to pay for everything in gold, leaving no small denominations for future patrons.

Effect: -2 Attitude if they only pay with gold for cheaper items and expect change

LOATHES HAGGLERS

Despises being treated like a two-copper market stall in the back end of nowhere, there's an established shop and the price is the price.

Effect: -5 Attitude if anyone tries to haggle on the price of their already reasonably priced goods

PROUD

Strives to maintain an establishment of quality and is cut down by criticism about their shop or products.

Effect: -2 Attitude to any criticisms, +2 Attitude for any compliments

SUSPICIOUS

There's nothing worse in the world to this person than window shoppers, knowing those who come in just to browse are probably waiting to pocket something...

Effect: -2 Attitude towards people snooping around their shop if they don't then buy anything

WHEN TO APPLY MODIFIERS

Trait modifiers are usually only applied once: when initially triggered. Additional applications of the modifier can be incurred, positive or negative, depending on player interactions.

Repeat insults to the shopkeeper should cause their Attitude score to continuously drop, but rapid, repeat purchases, shouldn't drastically increase it.

THICK AS THIEVES

They prefer the company of criminals, whether due to their shady past, or simply trying to keep out of sight from the law due to their less than scrupulous business.

Effect: +5 Attitude to those who already have a criminal reputation

YOUR REPUTATION PRECEDES YOU

They're well informed on the reputation of adventuring parties that have operated in their settlement.

Effect: Can start with an Attitude other than Indifferent based on the adventurers activities in the settlement, or how they have conducted themselves with other shopkeepers

PRICING

Most shops have a mix of items and services that players can purchase (it would be a pretty poor book of shops if they didn't...). Items in a shop will have a default *cost* to purchase them when a shopkeeper's default Attitude is **Indifferent**. As their Attitude changes their prices are altered to reflect this.

	REVERED	FRIENDLY	INDIFF.	SOURED	HOSTILE
ITEM	-25%	-10%	COST	+10%	+25%
Ram	3 gp	3.6 gp	4 gp	4.4 gp	5 gp
Rations	3.7 sp	4.5 sp	5 sp	5.5 sp	6.3 sp
Rope	0.75 gp	0.9 gp	1 gp	1.1 gp	1.25 gp

Some items and services are only available after a shopkeeper reaches the Attitude noted before the table. The standard array of pricing is still listed, but when the required Attitude is reached, characters pay the prices in the highlighted column.

PRICING MAGIC ITEMS

Unfortunately for DMs, Fifth Edition was not designed with buying and selling magic items in mind. Luckily for you, we've done our best to remedy this issue with easy to reference pricing guides. However, using our guides, the prices of official items can wind up woefully overpriced (scoundrel shopkeepers!) or fortunately underpriced (a bargain!). The contents of The Big Book have been priced with these guides in mind, but there

WORKING OUT % PRICES

We've done some of the maths for you that are relevant to our Attitudes, but what about a 33.333% discount or pricing an item of your own that you've added to a shop? Worry not, we propose a solution! Though you should probably have a calculator handy.

- Take your items base cost and divide it by 100. The result is 1% of your base cost.
- Multiply your 1% result by the **percent adjustment** you had in mind (10%, 13%, 47%, etc.) to get your **adjusted price**.
- Subtract from (discount) or add to (markup) the base cost to find your new amended price.

EXAMPLE

- A magic ring that has a base **cost** of 150gp, divide it by 100 to calculate 1% ($150gp / 100 = 1.5gp$ for every 1%).
- Multiply your 1% by 25 to get a 25% **adjusted rate** ($1.5gp \times 25 = 37.5gp$).
- **Subtract** it from the rings cost for a 25% discount ($150gp - 37.5gp = 112.5gp$) or **Add** it to the rings cost for a 25% markup ($150gp + 37.5gp = 187.5gp$)

Be careful with smaller single digit numbers as finding 1% can be tricky. If your item costs 1gp, instead treat it as 10 silver pieces. If it's 1sp, then do the sum as 10 copper pieces!

MAGIC ITEM TYPE

COMMON

UNCOMMON

RARE

VERY RARE

LEGENDARY

Armor & Weapons	250 gp	1,500 gp	5,000 gp	25,000 gp	75,000 gp
Staffs, Rods & Wands	200 gp	1,000 gp			
Wondrous Items	200 gp				
Rings	N/A				
Potions, Scrolls & Consumable	50 gp				

IN THE BIG BOOK WE DISCUSS HOW AND WHY THIS GUIDE WORKS, AS WELL AS OFFER SOLUTIONS FOR UNWIELDY OFFICIAL PRICES.

QUEST HOOKS

Each shop offers two brief quest hooks for adventurers to take up. These act as a source of inspiration for the DM with details and concepts relevant to the shop or shopkeeper. Although they are not fully fleshed out quests ready for immediate session running, their simplicity allows DMs to build upon and tailor the concepts to their table's level of play.

PICKING UP A QUEST

There are any number of routes players can take to receive quests from the shopkeepers, but we've spelled out a few here to get you started.

Asking For A Quest. Just ask! Shopkeepers frequently require the services of willing adventurers and are willing to offer the necessary info and, if you're lucky, a handsome reward for a job well done. Especially when trying to boost a shopkeeper's Attitude, offering to take care of any lingering tasks they may have is a swell place to start.

Although the Attitude system has no explicit mechanics that determine who a shopkeeper is willing to give a quest to, it is something that should be taken into consideration. If their Attitude is **Soured**, or even **Hostile**, would they truly entrust the players with an important quest? On the flip side, if the quest would send players to pluck a nose hair from a dragon, then the **Hostile** shopkeeper may be all too willing to send them to their likely demise.

Successful Negotiations. A shopkeeper doesn't need to always lower their price after a successful persuasion check, but they might be open to a proposed discount if the characters help them with a task they need completing. What the character's lack in coin they undoubtedly make up in skill as seasoned adventurers, and so they can trade their own services.

Job Boards. Front and center in most settlements sits a jobs board bursting with questing potential. Using a board in this way would provide quest hooks prior to even meeting the shopkeeper distributing them. Completing a quest and returning victorious to the

shopkeeper is a great way to make a positive first impression with them!

Quests found on the town notice board should be all but ready to run as players are primed to begin just after pulling them from the board. Of course, be sure to gauge player interest prior to spending the time preparing a multi-session quest, lest they crumple the parchment and move on.

Rumors and Gossip. Whether it's overheard gossip at the market or eavesdropped conversations in the tavern, players relish in finding information not intended for them... even if it was. Take these as opportunities to subtly enlist the players on a quest hook from one of the shopkeepers. Should they inquire further, perhaps their questions lead them to the shopkeeper themselves, and so the quest begins!

Finding An Item. As often as not players can pick up a quest and not even know it. Perhaps after clearing a goblin cave, players find that they were using fresh swords with a peculiar crafter's mark that looks awfully familiar... ah! Perhaps the blacksmith who made them would appreciate their safe return?



In The Book. There are more quest ideas and methods for implementing them in your campaigns, as well as mechanics on how quests are used to increase attitudes directly with a shopkeeper.

THE ART OF THE NEGOTIATION

We all know most players have an innate need to haggle with a shopkeeper, that they're already reaching for the dice to make their persuasion roll before the price of an item has even left the DM's lips. Trying to get a bargain and part with as few of their coins as possible is absolutely an element of the shopping experience that many players love. However, negotiations can also be problematic and bring with them a few common issues, such as where players want to:

- Negotiate with every NPC they meet before they will buy something
- Negotiate for every transaction with an NPC no matter how minor the item
- Try to adjust the terms after a failed negotiation so that they get to roll again

All of these things can make the shopping experience long and tedious even for the players that do normally enjoy it. For those at the table who don't particularly enjoy shopping excursions, then it can be a very boring (and very long) part of a session that can quickly have them reaching for their phones.

This section provides some practical advice for running negotiations and how to incorporate the mechanics in this book. This allows players to get out of the negotiating experience what they want, while keeping the whole process structured and streamlined.

1. ATTITUDES

Default Attitudes and trait modifiers allow the DM to determine whether any negotiation even needs to happen when characters first meet a shopkeeper. It's fine for a shopkeeper to just not be open to negotiating with newcomers, where others may already hold characters in such high esteem that they give them a discount when they meet them.

This mechanic not only removes any need for dice rolls, but also gives DMs parameters with how the shopkeeper will engage with characters and what their pricing thresholds are. If a character is trying to haggle

to get a 10% discount on an item, the DM already knows that the shopkeeper would only give that to someone who they have a friendly Attitude with. Here the DM can choose to either outright refuse such a discount, or knows that if they do allow some skill checks to haggle that even with success they're only going to shave the price so much.

In contrast, if characters come into a shop for the first time, but they have a good reputation, the shopkeeper can make a fuss that they've graced their humble store and want to offer them a discount. Here the need to roll dice is once again removed and gets over some of those initial need for unnecessary skill checks.

2. QUESTS

One of the opportunities with this book is to make the DM's shopkeepers a more consistent source of quest hooks. With this in mind quest hooks become an easy bargaining chip for DMs to control negotiations. By mentioning a quest is available then this can be a tool to ensure that the shopkeeper isn't open to negotiations or haggling on price, but if the adventurers completed a quest then they would be. Completing quests can improve the Attitude of the shopkeeper, which in turn grants the characters a blanket discount, it's trading the need for dice rolls and instead offering up a new adventure in its place!

3. THE NEGOTIATION

The key to our negotiation rolls is establishing at the table early on that during a visit characters get to make a single roll to negotiate with a shopkeeper, unless there is something extremely compelling that might justify another roll.

In general, the point of the negotiation roll is not to determine whether the shopkeeper will give a discount on a particular item, but whether they will give you a discount in their shop period. If characters are successful then they're open to talk discounts within reason, if unsuccessful then they feel no reason to shave the price.

THE FULL BOOK DEMONSTRATES HOW TO IMPLEMENT THE VARIOUS CONCEPTS AND MECHANICS AND TIE THEM ALTOGETHER, AS WELL AS PROVIDING SOME DM ADVICE FOR RUNNING BETTER SHOPS!

WEAPONS & ARMOR

(WEAPONSIMTHS, ARMORERS, BOWYERS)



The clang of hammer on anvil, the rhythmic chant of blade-smiths, and the soft murmur of leather being stitched together. These are the sounds of the orchestra of war - the quiet, ever-present symphony of the armorer's district in a settlement. Here, in these bustling marketplaces and shadowed alleyways, exists the very essence of the world's defense and offense: weapons and armor that are not merely tools, but works of art, testaments to the skill and passion of their creators.

These emporiums, scattered across lands of deserts and forests, mountains and valleys, are as diverse as the people who inhabit them. Some are sprawling, opulent showrooms glistening under golden chandeliers, where the elite come to purchase bespoke armors imbued with protective enchantments (not that they're ever likely to wear them themselves, with mercenaries being as cheap as they are!). Others are humble stalls, tucked away in the forgotten corners of bazaars, where the common folk can find a sturdy blade or a leather cuirass that could make the difference between life and death. Each store, no matter how grand or modest, holds within its confines stories of wars won, duels fought, and legends forged.

COMMON PROFESSIONS

Armorer	Designs and crafts various pieces of armor for protection in battle
Bladesmith	Specializes in forging bladed weapons like swords and daggers
Blacksmith	Forges iron and steel to produce weapons and armor components
Bowyer	Crafts longbows and other types of bows
Fletcher	Makes arrows for bows
Fluffer	Polishes and finishes weapons and armor to give them a smooth and gleaming appearance so they can stay in the fight
Harnesser	Assembles the various pieces of armor into a full suit or "harness"
Siege Engineer	Designs and operates siege weaponry like trebuchets, catapults, and battering rams
Swordsmith	Specializes in forging swords
Weapon Engraver	Engraves designs and insignia onto weapons



KOSOV "FOUR HORNS" IRONHOOF

Kosov Ironhoof is a dark grey and black coated Minotaur, with a hulking physique that allows him to trivially handle the physical aspects of weapon smithing.

For this reason, he needs fewer assistants in his store than most, and this is reflected in the slightly lower prices. This has made Kosov unpopular amongst his competitors – who spread rumours about Kosov. He has a rare horn growth which many Minotaur regard lucky – two pairs of twinned coiled horns, but these have resulted in distasteful rumours about his mothers' relationship with goats.

Total Recall. Kosov's memory is immaculate when it comes to directions, and he can perfectly guide characters around even the densest urban sprawl with faultless instructions. Kosov may be willing to direct favoured customers towards caches of abandoned supplies he is aware of around the settlement.

ITEM NAME	DESCRIPTION	-25%	-10%	COST	+10%	+25%
MARTIAL WEAPONS						
Battleaxe	1d8 slashing, Versatile (1d10), 4 lb	7.5 gp	9 gp	10 gp	11 gp	12.5 gp
Flail	1d8 bludgeoning, 2 lb	7.5 gp	9 gp	10 gp	11 gp	12.5 gp
Glaive	1d10 slashing, Heavy, reach, two-handed, 6 lb	15 gp	18 gp	20 gp	22 gp	25 gp
Greataxe	1d12 slashing, Heavy, two-handed, 7 lb	22.5 gp	27 gp	30 gp	33 gp	37.5 gp
Greatsword	2d6 slashing, Heavy, two-handed, 6lb	37.5 gp	45 gp	50 gp	55 gp	62.5 gp
Halberd	1d10 slashing, Heavy, reach, two-handed, 6 lb	15 gp	18 gp	20 gp	22 gp	25 gp
Lance	1d12 piercing, Reach, special, 6 lb	7.5 gp	9 gp	10 gp	11 gp	12.5 gp
Longsword	1d8 slashing, Versatile (1d10), 3 lb	11 gp	13.5 gp	15 gp	16.5 gp	19 gp
Maul	2d6 bludgeoning, Heavy, two-handed, 10 lb	7.5 gp	9 gp	10 gp	11 gp	12.5 gp
Morningstar	1d8 piercing, 4 lb	11 gp	13.5 gp	15 gp	16.5 gp	19 gp
Pike	1d10 piercing, Heavy, reach, two-handed, 18 lb	3.5 gp	4.5 gp	5 gp	5.5 gp	6.5 gp

In The Book. Each shop category in the book comes with a bunch of tables for common items that the shopkeepers in that section might sell outside of their specific shop items, allowing you to have a full inventory of items without having to scramble through multiple books!

PAQORIA'S DARNING SHOP

SHOP TYPE: BLADED WEAPONS
SHOPKEEPER: PAQORIA MINTNIP



QUEST HOOKS

• **The Wayward Ward.** Paqoria has received a covert message from her old assassin's guild, warning her that a former apprentice, Galoup, has broken away from the organisation and is now killing off members. Paqoria feels obliged to see to Galoup's downfall, but has sworn not to take up a blade to harm another. She enlists adventurers that she knows and trusts, entrusting them with a pair of magical returning throwing daggers to aid their mission. If possible, Paqoria will recruit the characters without revealing her former lifestyle.

• **Return to Sender.** Paqoria recently fulfilled a private commission for a wealthy merchant to craft a fine sapphire and onyx ceremonial dagger. The transaction was completed, but two days ago Paqoria awoke to find the dagger on the counter of her store, covered in blood. She came to learn that the merchant had been found stabbed to death in his home, with guards unable to discern a motive or locate the murder weapon. The characters are asked to discreetly investigate, find the killer, and bring them to justice before any suspicion falls upon her.

This workshop looks like the interior of a wooden cabin - the walls being large, rough-hewn logs and a thatched ceiling visible ahead over the beams. Despite this, a golden forge burns brightly in the middle of the room, embers drifting up to the ceiling but seeming to abruptly snuff out before reaching the thatch as if by magic. Glass display cases hang on the walls, filled with daggers, dirks, and shortswords - all ornately crafted.

PAQORIA MINTNIP

You see an older catfolk sat on a tall stool behind the counter, making her seem to loom over it. She has silver-tipped fur and a few wrinkles visible through the thinning hair around her eyes. She appears to be very tall, her long tail swishing absent-mindedly behind her, ending in a plumed tuft that looks almost like an artist's brush. She glances up at you from her task - whittling what looks like a simple wooden flute. She slowly turns the whittling knife over in her hand, and you see that that looks far too vicious and ornate to be a normal tool.

Paqoria is rather solitary, and although she is amiable with customers she is always prepared for vengeance or someone coming to settle a grudge from her old life, so remains cautious, alert, and aware of her surroundings. For this reason, she typically prefers to remain on her own, and she can be quite aloof and mysterious.

She speaks in a low, cryptic tone and often makes vague allusions to past experiences, without ever committing specific details. Paqoria can always identify whether a dagger has ever been poisoned, and can identify almost any poison from lingering scent alone.

Master Assassin. Paqoria spent many years as a Master Assassin, though she retired after a job went wrong (something she tries to keep to herself). She still maintains loose contact with a couple of individuals from that lifestyle, but tries to distance herself from that violent past as much as possible.

SHOPKEEPER ATTITUDE

TRAIT	MODIFIER	DETAILS
Budding Bard	+5	Paqoria is quite the accomplished musician with wind instruments, and appreciates bardic types
Bibliophile	+5	Has a great love of reading romantic fiction, and is more open to those who share an interest
Dubious Intent	-5	Anyone caught being sneaky, using stealth, deception or slight of hand, in her presence

SPECIFIC GOODS & SERVICES

ITEM NAME	DESCRIPTION	-25%	-10%	COST	+10%	+25%
CATEGORY						
Glyph of Knights' Bane	This magical glyph can be applied to any melee weapon that deals <i>piercing</i> damage. When making an attack against a creature wearing forged metal armor you gain +1 to hit, and +1 damage. Attacks against creatures that are not wearing forged metal armor or have natural armor, gain a -1 to hit and -1 to damage.	465 gp	560 gp	625 gp	690 gp	785 gp
Silvered Weapons	Paqoria has an extended supply of silver available and can silver a single weapon or ten pieces of ammunition.	75 gp	90 gp	100 gp	110 gp	125 gp
Whetstone Scabbard Lining	Can be fitted by Paqoria into a scabbard that holds any one-handed bladed weapon. When a weapon has been sat in the scabbard for at least 1 hour then when it is next drawn it is instantly sharpened granting +1 to attacks and damage for 10 minutes. The magical whetstone lining has five charges, which are automatically used when a charged weapon is drawn.	375 gp	450 gp	500 gp	550 gp	625 gp

ASSASSIN SUPPLIES (REVERED)

Paqoria still keeps a handful of her old supplies in her private stock that she makes available to those who have gotten close enough to her that she speaks more openly about her past profession. As part of trying to give up the old life, she is willing to part with the items.

Blade Bracer	A single bracer with a hidden retractable blade (dagger), that can be worn on the wrists or ankles. Wisdom (Perception) DC 12 to notice. As a free action with a gesture, a blade can be extended or retracted as needed. The damage dealt by the weapon can be used as part of a melee weapon attack or in place of damage dealt by an unarmed strike.	75 gp	90 gp	100 gp	110 gp	125 gp
Giddion's Dagger of Following	This small dark bladed looks like a throwing dagger with a shimmering pearl in the hilt. When a creature or surface is successfully hit with an attack from the dagger, the user gains the benefit of <i>locate object</i> or <i>locate creature</i> where appropriate on the hit target, with a duration of 1 hour. Requires attunement.	4000 gp	4780 gp	5300 gp	5850 gp	6700 gp
Throwing Blade Pendants	When first purchased Paqoria will provide a fine silver necklace that has five bell caps which can each hold a subtle glass throwing blade containing standard poison. The blades are sharpened reinforced vials that can each be filled with a single dose of poison. As an action a blade can be plucked from the chain and thrown as a dagger , the blade is smashed when thrown, on a hit the target is poisoned with the blades' contents, on a miss the blade and contents are lost.	300 gp	360 gp	400 gp	440 gp	500 gp
	The blades are a specialty craft and hard to get hold of. Roll a d6, on a 5 or 6 she acquired another 1d10 blades. Price listed is for an individual empty blade.	50 gp	60 gp	65 gp	75 gp	80 gp

SWEET SYRUP SWORDS

SHOP TYPE: BLODCURSED MAGIC WEAPONS
SHOPKEEPER: NADJA BALLANIC



QUEST HOOKS

• **The Power of the Sun.** Nadja has become obsessed with the seemingly impossible task of forging a sword that contains the essence of sunlight - something that she is incapable of experiencing without her immediate demise. Her research has led her to the Sunstone, a rare type of gem that can capture sunlight and release it harmlessly around creatures of the night. The group is asked to recover a sunstone from the lair of a nearby young gold dragon (who also happens to be a staunch Vampire Hunter).

• **Getting Blood from a Stone.** Nadja has been researching Blood Ore, a rare mineral that is said to form in deep caverns where great beasts have been slain. This ore melts into a substance that carries many of the same traits as blood, meaning that Nadja can work quicker and without the tiring risk of finding... donors. One such cavern is believed to be several miles to the north, where a manticore was hunted down last year in a deep mine.

Whenever passed by during the day this forge always appears to be closed, but by night a reddish-orange glow at the windows shows it to be open for business. The great chimney on its dark tile rooftop expels a shower of embers - the smoke vanishing into the darkness.

Within, this is a place of shadows and firelight, the dark corners seeming to consume the orange glow of the central furnace. Strange ornate bottles of crimson liquid sit on shelves next to the other oils of the craft.

Walls are lined with meticulously organized tools, dark iron contraptions, and several wicked-looking sharp implements that seem out of place with the smithing trade. A fine golden goblet sits on the edge of the dark forge.

NADJA BALLANIC

Following the source of the hammering of an anvil, the proprietor of the store appears closer than first thought. A female dwarf with a physical, muscular form, but even with such a manual profession and the sweat of the forges, she still has a youthful feminine way about her. She hammers tirelessly as red sparks cascade from the anvil to the floor, then looks up with a flash of a smile that can only be described as "hungry".

Nadja Ballanic is the bloodsmith who owns the shop, taking over from her late father Yetesh Ballanic, who taught her his techniques. Nadja made a powerful pact with an otherworldly entity, as her father once had, gaining access to dark powers and unique abilities in exchange for a price. While everything about Nadja's appearance suggests she is a vampire, and though she shares many similar traits as one, she is not an undead.

Bloodsmith. As a bloodsmith any item Nadja forges holds a magical quality, whether innate or one that can be cast, but all her crafts carry a curse (see *Blood Pact*).

SHOPKEEPER ATTITUDE

TRAIT	MODIFIER	DETAILS
Spoken For	-	Nadja's own pact patron discreetly informs her if someone is already in a pact with another being, such as a warlock, and so their ritual will not work and she cannot provide wares.
No Silver	-5	Though not hurt by silver, she has an innate repulsion of being in its presence. All her prices are rounded up to the nearest gold coin, and she will not take silver as payment for any of her wares.

BLOOD PACT

Nadja will craft and sell any metal weapons for their standard base cost, and is not interested in offering discounts. Her bloodsmith weapons she reserves only for those who seem like they will put her weapons to good use and bring death, and by completing one of the quests she has available, a group of adventurers will be considered worthy of her true creations. There is no extra cost for her to create a bloodsmithed weapon; the price will be paid in blood to her patron!

Attunement. All of the weapons Nadja creates require a blood pact to be attuned to them; a small ritual that is performed during the creation of a bloodsmithed weapon made by Nadja and completed with the letting of the user's own blood onto the weapon to bind them to it. When complete the user reduces their total hit dice by 1 for each bloodsmithed weapon they have bound to them in this way, this reduced total is permanent so long as a bloodsmithed weapon is attuned to them. Bloodsmithed weapons do not take up a standard attunement slot.

Breaking A Pact. Nadja will never disclose how a pact is ended with a weapon, but it is as simple as destroying the weapon itself, which will remove any benefits the weapon granted and restore total hitpoints that were reduced from attunement. In breaking a pact both Nadja and her patron will be aware of what has happened and dark forces will be sent to hunt down the offending pact breaker to claim "the blood that was promised". Breaking a pact in this way will end the pact on all blood bound pact weapons, and the pact breaker will never be able to reform the pact.

Changing Weapons. Once a user is pact bound to a weapon, Nadja will not willingly end the pact, but she will help transfer the binding to another newly formed bloodsmithed weapon that she has crafted.

Bloodsmithed Weapon Traits. A bloodsmithed weapon must be freshly forged and the blood pact ritual performed on it, which adds the template below to the base weapon statistics. Performing the ritual on an existing weapon (mundane or magical) has no effect.

Vigor. The binding power emboldens you and you always completely ignore the effects of level 1 exhaustion.

Focus. You gain half of your proficiency bonus score (rounded down) to attack and damage rolls with the weapon.

Night Eyes. You gain darkvision up to 30ft, if you already have darkvision, double your range.

Magic Weapon. The weapon is considered a magical weapon.

THE GROWING HUNGER

There are many dark entities that make pacts with mortals, and The Growing Hunger is but one of them (or just another name for one of the many that already exist in your campaign). Blood that is spent, or drawn by a bloodsmithed weapon, feeds this being making it stronger... but to what catastrophic end?

Consider making the Hunger's presence known from time to time in combat, showing that it is always watching. Whenever a critical hit reduces an enemy of an equal or higher combat rating (CR) to zero hitpoints, grant one of the below spell boons based on the creature's combat rating. Only one spell boon can be stored per pact weapon, and the spell can be cast once, after which it is gone; if another boon is earned before the other has been spent, then it is lost.

ENEMY CR	ROLL	AVAILABLE SPELL BOON (ROLL DICE BASED ON ENEMY CR)
1-7	1d6	(1) charm person, (2) darkness, (3) detect thoughts, (4) fog cloud, (5) misty step, (6) spider climb
8-14	1d10	(7) animate dead, (8) bestow curse, (9) gaseous form, (10) fly
15+	1d12	(11) dominate person, (12) greater invisibility

POTIONCRAFT

(ALCHEMISTS, HERBALISTS, POTION SELLERS)



Shrouded in fragrant clouds of lavender and sage, of sulfur and brimstone, potion shops are sacred grounds for alchemists—practitioners of an arcane art that stretches back into the mists of time. Here, the air hums with the potency of transmutation and possibility. Jars of exotic herbs, vials of liquid light, and cauldrons bubbling with mysterious brews fill the cluttered shelves, guarded by the watchful eyes of the shopkeepers who know the delicate balance between a cure and a curse.

Visitors are a varied lot: anxious mothers seeking remedies for ailing children, adventurers in search of elixirs to enhance their exploits, even skeptical academics who denounce alchemy as mere quackery but cannot resist its allure. The uninitiated may baulk at the overwhelming olfactory assault or the esoteric ingredients, like dragon's haemorrhoids or mermaid's toenails, yet they sense the undercurrent of something true and potent. It is a place where the line between science and sorcery blurs, where cautious experimentation melds with unbridled imagination, producing mixtures that can heal, transform, or destroy.

Yet, for all their wonder, potion shops are not places to tread lightly. The alchemists who run them are gatekeepers of secrets that can unlock the fabric of reality itself, but they are also the wardens of dangers unfathomable. In whispered conversations, seasoned patrons share cautionary tales of those who misused an elixir or mispronounced an incantation, their fates ranging from the tragic to the grotesquely comical. And so, while the bell above the door tinkles in welcome, a sign often hangs behind the counter, written in flowing script: "Be Careful What You Wish For." Because in a world where magic courses through its veins, wishes—like potions—are powerful, volatile things.

COMMON PROFESSIONS

Alchemist	Engages in the practice of turning base metals into gold and seeking the elixir of life
Apothecary	Prepares and sells medicines, drugs, and potions
Botanist	Studies plants and their properties, often for medicinal uses
Chirurgeon	Performs surgeries and often uses herbal remedies for post-surgical care
Distiller	Extracts essential oils and other substances from plants and herbs
Herbalist	Studies and uses plants for medicinal purposes
Potion Master	Specializes in brewing specific potions for various ailments or desires
Plague Doctor	Treats victims of the plague, often using aromatic herbs believed to ward off the disease
Spagyrist	Works with herbal alchemy, extracting essences from plants

SMEEBUL

Though somewhat goblin-esque, Smeebul is actually more plant than creature, which may slowly become obvious by his subtly erratic movements, speech, and love of putting his feet in a planter of soil, moaning like he's experiencing a luxury foot spa.

On his head sits a large wide red and white mushroom – it is unclear whether this is a hat, or part of his body.

Matter of Morels. Smeebul has a spore-like symbiosis and can communicate telepathically with plants, mushrooms, and fungal creatures. Characters with druidic powers can influence Smeebul easier.



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SMEEBUL

PAGE 49

EVERY SHOPKEEPER COMES WITH THEIR OWN PRINTABLE DIGITAL NPC CARD!



POTIONCRAFT

18

THE MIXOLOGIST

SHOP TYPE: COCKTAIL POTIONS

SHOPKEEPER: OLD-FASHIONED FRANCIS

Stepping over the threshold, you find yourself in an establishment that feels far more like a tavern than an alchemist's store. Pale grey herringbone flooring gleam pristinely underfoot, and a large shoe rack near the door offers a hint to the floor's longevity. The room is dimly lit but - judging by the strategic placement of expensive looking magical lamps, this is almost certainly by design on the part of the owner to create a certain ambiance for their clientele.

Noticeably, there are no shelves, racks, or islands of products on display. No trays or barrels of alchemical ingredients or jugs of potion suspensions. Instead, a handful of stone tables are placed around, matching stone chairs with a plush cushion perching them, and each table sports a small glass bowl of olives. A large wooden bar stretches the length of the far wall, adding further to the tavern vibe, behind it are shelves crammed with hundreds of bottles and glowing vials.

OLD-FASHIONED FRANCIS

You're caught off-guard as unexpectedly, a viscous blue ooze rises up from behind the counter and begins to spread out. "Wait! Wait! It's fine!" comes a muffled cry, and you see what seems to be the floating head of a dwarf inside the ooze, smiling widely. As he does, a liquid tendril emerges from his form and ...waves. Floating in the creature's translucent mass are potions, vials, and what seems to be a maraschino cherry?



For a period in his life Old-Fashioned Francis was a bartender of some renown in certain upper circles, working in upscale taverns and restaurants, or hired by nobility for their private soirees. His unique cocktail artistry: combining his alchemy knowledge with his bar-tending flair, had him in high demand.

Everything changed after an evening of mixology experimentation went terribly wrong. An alchemical explosion turned Old-Fashioned Francis into the amorphous, disembodied, potion-goop.

Francis has tried to reverse his state (obviously unsuccessfully), but in this new form he has learned he is able to mix and redesign potions within himself and change their entire magical makeup. Now, his new found ability has adventurers from across the world lining up to come to his store, and so fame has truly fallen upon his not-so-literal shoulders.

Unstable Personality. The nature of his physical state means that the potions Francis brews have a direct impact on his attitude and personality. When making new mixology brews, if Francis' attitude is hostile when he completes a cocktail, the components of the potion are boiled up by the process and the core potion that was used is permanently removed from his available Consumed Potions. The potion can be added back to the list if one is found and given to Francis to consume (see **Adding New Potions**).

CONSUMED POTIONS

The potion cocktails that Francis is able to brew up are made from his own amorphous body. Whilst some might find this gross, it allows Francis a deeper insight into alchemy and grants him the ability to break down and reform potions, combining multiple into a single concoction and even enhancing them.

Simple Cocktails. Francis can combine any potions on the table below into a single cocktail, characters must pay for any potions that are used in the process. Potions combined in this way do not gain the benefit of an enhanced effect.

POTION OF...	ENHANCED EFFECTS	-25%	-10%	COST	+10%	+25%
COMMON POTIONS		37 gp	45 gp	50 gp	55 gp	63 gp
Climbing	You gain the effects of the <i>featherfall</i> spell when the potions' effect ends					
Healing	Removes a single level of exhaustion					
UNCOMMON POTIONS		75 gp	90 gp	100 gp	110 gp	125 gp
Animal Friendship	You gain the effects of the <i>speak with animals</i> spell					
Growth	Apply effects of <i>enlarge</i> twice and deal 2d4 extra damage with enlarged weapons instead of 1d4					
Resistance	You can choose the damage type during creation.					
Water Breathing	You gain a swim speed equal to your walking speed					
RARE POTIONS		300 gp	360 gp	400 gp	440 gp	500 gp
Clairvoyance	You can cast the <i>dimension door</i> spell on yourself to the location you can see through your <i>clairvoyance</i> , providing you are within the range of the <i>dimension door</i> spell (50ft)					
Diminution	You can hide as a bonus action					
Gaseous Form	You instantly cast the <i>misty step</i> spell					
Giant Strength (Stone)	You gain the effects of the <i>stoneskin</i> spell					
Heroism	You are immune to being <i>frightened</i>					
Invisibility	You gain the effects of the <i>pass without trace</i> spell					
Mind Reading	You can probe deeper into a single target's thoughts once without it knowing you are probing into its mind, if you try to probe deeper a second time it is aware of what is happening					
VERY RARE POTIONS		1875 gp	2250 gp	2500 gp	2750 gp	3125 gp
Flying	You are able to cast the <i>call lightning</i> spell at any time during the potion's duration (if you do not have a spell save DC, targets are required to make a DC 14 Dexterity saving throw on the attack)					
Speed	Each time you use the dash action you gain the effects of the <i>water walk</i> spell until the end of your next turn. The effect ends if you do not use a dash action on a turn.					

Adding New Potions. Francis loves nothing more than adding new brews to his menu, a customer can add any of their own potions to Francis' cocktails, using it up in the process, and pay for one of Francis' available Consumed Potions to mix it with. If customers provide all their own potions, Francis charges a flat 100gp for his mixing service.

However, if a potion is sold to Francis he indulgently consumes it, after 24 hours of studying its effects the potion becomes part of his form and is added to the above Consumed Potions. The potion can now be used as a core potion with its own enhanced effect (it is up to the DM what this is) and is permanently available for mixology creations.

Legendary Potions. Francis is unable to contain the volatile magic that make up potions with a rarity of *legendary*, and he can only hold one of these powerful potions at a time for no more than a few hours before it burns itself away. As such, characters can give Francis a legendary potion that they have acquired and make a cocktail with it straight away, but they won't be able to make any additional legendary potions from it and it cannot be used as a core potion.



MIXOLOGY

Anything outside of combining two potions is an experiment for Francis, even for those mixes he has made previously, the chaotic nature of magic means that disassembling and reassembling potions is always a completely different process as the magic itself changes and fights against being harnessed.

The main concept for cocktail mixology is combining potions into a single consumable, this is the minimum that a patron will get from Francis, any potions used in the process will always be successfully combined. However, through multiple successful skill checks the mixology process can yield enhanced effects, and even allows the combining of more than two potions!

Points Make Potions. The mechanics of mixing cocktails is an attempt to combine multiple potions, with each potion's rarity having a set number of points. When the points are added together they make a cocktail score, which determines the state of the cocktail, giving different results to the process.

POTION RARITY	CORE POINTS	MIXER POINTS
Common	5	2
Uncommon	10	4
Rare	15	6
Very Rare	20	8
Legendary	-	10

Step 1. Choose a Core Potion. The process starts by the patron choosing which potion is the core potion, no matter how many potions are used in a cocktail, the core potion determines the initial *enhanced effect* that will be added to a successful mix. A potion costs more points when used as a core potion.

Step 2. Choose a Mixer. Any potion added to a cocktail that isn't a core potion is considered a mixer or mixer potion. When added to a cocktail the number of points are less than that of a core potion.

Step 3. Determine the Cocktail Score. Add the potion points together to determine the score and the cocktail's state.

COCKTAIL SCORE	COCKTAIL STATE	RESULT
0-10	Stable	The potions can be combined successfully and gain the benefit of the base potions <i>enhanced ability</i>
11-19	Unstable	The potions can be combined.
20-29	Volatile	The potions can be combined, but Francis' attitude becomes soured . Additional Enhanced Abilities and Additional Mixers cannot be used while a cocktail is in a volatile state or higher.
30+	Catastrophic	The potions can be combined, but Francis' attitude becomes hostile . The base potion is also burned up and removed from the available consumed potions table, as per Francis' <i>unstable personality</i> trait.

If the character's wish to combine the potions at this stage, then they are able to and see the outcome of their mixology based on the result above. However, if they wish to continue experimenting, then they can.

Step 4. Flairs. With the character's help Francis can continue trying to experiment with the potions, whether trying to improve the cocktail's state, improve Francis' attitude, add additional potions, and unlock more enhanced effects. Flares are skill checks performed entirely by the characters to try and improve, or salvage, a cocktail. Flairs can be used multiple times until the characters have finished with their experimentation, or something forces Francis to stop.

FLAIRS	RESULT	REQUIREMENT
Stabilize Cocktail	Remove points from the cocktail score to try bringing it to a stable state	Muddle various natural ingredients and give them to Francis; success is based on Wisdom (Medicine) checks
Improve Attitude	Increase Francis' attitude, to lower the price of additional mixer potions	Keep Francis focused and calm through Charisma (Persuasion) skill checks
Additional Enhanced Effect	Allows the <i>enhanced effect</i> of a mixer potion to be added to the final result if stable.	Provide knowledge and incite to further augment a cocktail through Intelligence (Arcana) checks
Additional Mixers	Adds another potion to the mix, adding additional mixer points to the cocktail score.	Can purchase another potion as a mixer potion from Francis' consumed potions, or use one they own

FLAIRS

Stabilize Cocktail. Characters can try to stabilize a cocktail in order to gain additional benefits, this is done by “muddling” natural ingredients into a paste and adding it to Francis’ body to counteract the mixture’s reactivity (and also adding additional flavor!) It costs 200gp worth of special natural ingredients, which are consumed in the process as the muddled mix is used. It requires a DC12 Wisdom (Medicine) check to successfully create a muddled mix; on a failure half of the natural ingredients are lost in the process. On a success, for every point rolled over the DC12, reduce the current cocktail score by this amount. Anyone proficient in the Intelligence (Nature) skill can assist in making the muddled mix with the help action. Using the Stabilizing Cocktail flair does not improve Francis’ Attitude, which requires a separate Improve Attitude flair.

The ingredients for making a muddled mix can range from rare plants and herbs, to harvested parts of a slain creature. If characters have collected particularly rare components already, then consider allowing them to use them for the mix, Francis may also know some locations where more potent ingredients are available for possible quest hooks.

Improve Attitude. Trying to keep Francis’ calm is an important task, if his attitude becomes **soured** or **hostile** then not only are the prices increased to add additional mixers, but Francis’ anger may burn up the core potion making it unavailable in the future. With a successful DC15 Charisma (Performance) check Francis’ attitude can be improved from **hostile** to **soured**, or **soured** to indifferent, in doing so it is only his current Attitude that has changed and not the Cocktail State, which can only be altered through the Stabilize Cocktail action. A failed check when Francis’ Attitude is **soured** will result in him becoming **hostile**.

Additional Enhanced Effect. With some extra help and knowledge, Francis is able to gain the enhanced effects of the mixer potions that have been added. A character proficient in arcana can try to provide their own knowledge and guidance to Francis to help further explain how the magic he is harnessing works and make a DC15 Intelligence (Arcana) check. If the potion being augmented grants the effects of a spell that the characters has learned, or has available to them on their class spell list, they gain advantage on the roll. If Francis’ Attitude is **soured** then his frustrations make it hard for him to focus and the DC increases to 20. If Francis’ Attitude is **hostile** then the DC increases to 25 as he second guesses the characters knowledge, at times even ridiculing their expertise. On a success the new enhanced effect is added to the final cocktail, on a failure, the newest enhanced effect that was added is lost. Lost enhanced effects can be re-added through this same process, however, if on a fail there are no enhanced effects to remove then the cocktail mixing immediately ends and the characters are left with their cocktail of combined potions.

Additional Mixers. New mixer potions can be added, whether Consumed Potions that Francis’ already has, or additional potions belonging to the adventurers. It costs nothing to add a new mixer potion, but it does increase the cocktail score and in turn its stability.

QUEST HOOK

- All Burned Out.** Francis has recently fallen victim to a mixology attempt with an extremely powerful potion that has left him out of sorts. Until his equilibrium is restored he is unprepared to perform any mixology due to the devastating effects it might have. Francis has already asked around and a mage friend told him a *harmony crystal* might be just what he needs; a naturally growing geode usually found underground. They can be located at the center of the lush biomes that they unexpectedly form around them in the most unlikely places.

ATTEMPTING MIXOLOGY

Francis’ initial services to combine potions into single cocktails can be available when meeting him, as it’s a fairly simple concept.

However, the mixology mechanic may be too confusing to try and teach at the table due to its many parts. Instead we recommend telling characters what Francis can do, but requires them to complete the quest hook first. In this time the players can be given copy of the mechanics to learn outside of the session and put them into practice when they next return.

GENERAL CRAFTS

(CARPENTERS, TRADERS, TAILORS,)



Not every vocation is destined for fable and legend. Beyond the grandeur of castles and the mystery of enchanted forests, lie the unsung heroes of everyday life. Here, nestled between cobblestone streets and the whispers of cloaked adventurers, you'll find the simple yet magical charm of mundane goods and general crafting stores. These establishments, often overshadowed by their more glamorous counterparts, weave the fabric of everyday existence for countless citizens, providing tools and items that, while not enchanted, are essential to daily life.

A stroll through a nondescript lane reveals these treasures: spools of thread gleaming with the promise of garments yet to be sewn; jars and bottles of household cleaning agents or basic remedies; shelves lined with iron nails, wooden toys, and ornate lampstands. There's a certain beauty in the predictability of these items, a comforting assurance that amidst dragons and sorceries, some things remain wonderfully ordinary.

COMMON PROFESSIONS

Bookbinder	Binds pages into books using leather, cloth, and other materials
Carpenter	Constructs and repairs wooden structures and objects
Chandler	Produces candles from tallow (animal fat) or beeswax
Cobbler	Repairs and sometimes makes shoes
Cooper	Makes and repairs wooden barrels, casks, and tubs
Fuller	Produces and launders cloth and clothing made from wool
General Goods Store	Constructs and repairs wooden structures and objects
Mason	Cuts and shapes stone for construction
Potter	Molds and fires clay to produce ceramics and pottery
Scrimshander	Engraves or carves intricate designs, typically on whalebone or ivory
Tailor	Designs, fits, and sews clothing
Tanner	Treats animal hides to produce leather
Thatcher	Crafts and repairs roofs using materials like straw, water reed, or rushes
Wainwright	Makes and repairs wagons
Weaver	Creates cloth from threads or yarns

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EMAIL



SUBMIT

*Characters must work within the theme of the book and our team will have final approval of all characters, so we avoid any Shoppy McShopface scenarios... although that would actually be a pretty cool shopkeeper.

ERKHARD WIDEWANDER

Erkhard is a thrill-seeker, an accomplished and famous athlete, renown for her victories and awards in many different sports and practices. Through it all, her true passion has always been climbing and free-running. Indeed, the shelves of her store extend far higher towards the ceilings than they normally would, and faint chalk handprints can be seen on several of them.

Although an adrenaline junkie, Erkhard is extremely safety conscious, and many informational displays, instructional posters on the correct use of pitons, hygienic maintenance of mess kits and more can be found hanging around her store, including “101 knots for 50 feet of hempen rope”

Belayar Buddy. For a fee of 200gp and a total of 20 hours spent one-on-one training with her, Erkhard can train someone to intermediate climber level. They gain a permanent +1 to athletics checks made for climbing.

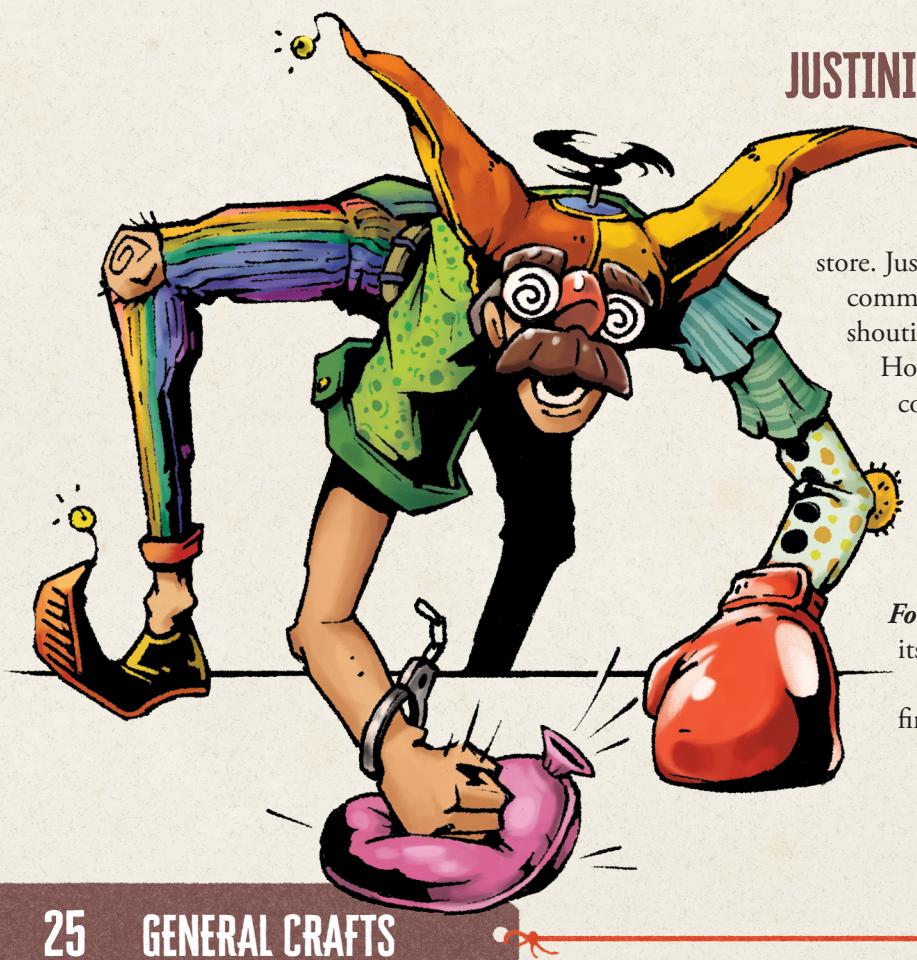


JUSTINIUS P. BUZZWODDLE

A disconcertingly tall and spindly fellow who twists and contorts himself rather unnaturally whilst moving around their store. Justinus doesn't speak so much as he yells, communicating in an extremely loud and stressed shouting manner even when his words are kind.

However, Justinus' words are rarely kind. He considers humour to be the great uniter, and feels that how someone handles mockery shows their character. Unfortunately, Justinus' japes are often personal or crude, so his store doesn't retain many customers.

Forgetful. Justinus often misplaces stock or forgets its location. There's a 15% chance that a desired item will be unavailable, but a 10% chance of finding a hidden gem at half its market price.





SIMA STORMSHROUD

Sima is tall and slim, but with broad powerful shoulders and arms. They wear a number of pelts and hides, which are all kept in fantastic condition - seeming almost lifelike save for the cheap glass eyes. Their hands appear bloody at first, but on closer inspection appear to be filled in with solid red tattoo ink up to the elbows.

Sima is a hunter, but prides themselves on being responsible and renewable. They seek to preserve the balance of the wilds, controlling population numbers to prevent harm, but never hunting for sport or glory. Their store is not dirty, but is a poorly maintained building as they spend so little time in town. There is however, a rosewood harp hanging on the wall behind the counter.

Those Who Balance. Sima is an active member of a semi-secret organisation, dedicated to preserving the balance between nature and society, and protecting the innocent. Many of their lengthy absences from the settlement may be due to their activities for this faction.

THREADERICK

Threaderick is a particularly short Satyr, with a slender frame and the goat-like legs typical of his people, though only the hooves are visible as he wears a fine pair of dark blue silk pants embroidered with constellation patterns.

Threaderick is friendly and jovial, with an utterly filthy sense of humour and is quick to lean into innuendo and rude limericks, though he is good at judging the sensibilities of his audience and adjusting his manner accordingly. Although he will craft clothing for adventurers, his real passion is making daring new designs for social events and gatherings - which he doesn't get to do nearly as often as he'd like.

Don't Touch the Merchandise. Threaderick does not like to be touched or to touch other people. He has an assistant, Penny, who takes all the measurements of customers.



ANIMAL HANDLER

(PET SHOPS, STABLES, TRAINERS)



In almost every settlement, nestled between cobbled streets and towering spires, lies a unique breed of establishment: the magical menageries. These are not just restricted to the ordinary pet shops with mundane kittens or docile canaries; they also teem with creatures that whisper secrets of forgotten lands (sometimes using very inappropriate language), winged serpents that glide silently, and tiny beasts that can conjure storms in teacups, and even worse things in cups of coffee. To the uninitiated, the storefronts might seem merely curious, but to those in the know, these emporiums represent a bridge between the known and the unknown, a delicate balance of the natural and supernatural.

The keepers of these magical menageries are as varied as their inventory. Some are learned scholars who meticulously research the behaviors and needs of mythical creatures, from the cuddly to the fearsome. Others are wanderers who have traveled through rifts in time and space to collect species from worlds that most people could only dream of visiting. They've faced hydras, negotiated with tree spirits, and navigated labyrinths to bring back eggs, seeds, or younglings.

COMMON PROFESSIONS

Aviarist	Keeps a collection of live birds, often for sale
Beekeeper	Maintains beehives and harvests honey
Falconer	Trains and uses birds of prey for hunting
Farrier	Shoes horses and cares for their hooves
Hound Master	Trains and cares for hunting dogs
Huntsman	Leads hunting expeditions, often with trained hounds
Menagerist	Maintains a collection of exotic animals for viewing, often for nobility
Ostler	Looks after guests' horses at inns
Stable Hand	Cares for and maintains horses in a stable
Swineherd	Tends to and raises pigs

KALLISTO

Kallisto is a centaur, cutting an imposing figure standing 8 feet tall with a muscular humanoid torso atop the body of a powerful horse. She has a long mane of chestnut brown hair that she often braids and decorates with colorful ribbons, and her eyes are a deep and piercing blue.

Kallisto is strong-willed and independent, and she takes great pride in the care she provides to the horses in her charge. Kallisto always talks to the horses in her stables as if they are her children, and is quick to give commentary and unsolicited advice on how customers could and should be taking better care of their steeds.

Not Foalin' Around. Kallisto refuses to do business with those she believes mistreats horses. If she is asked to care for or stable a horse that seems mistreated, or pushed to the point of exhaustion, she will refuse to return it, instead offering a character 110% of the horses value in gold and barring them from her stables.



ALL OUR SHOPKEEPERS COMES WITH
THEIR OWN 1" POG TOKEN, IN A
PRINTABLE CUTOUT VERSION AND
PRE-MADE DIGITAL TOKENS TO BE
USED IN YOUR FAVOURITE VTT!

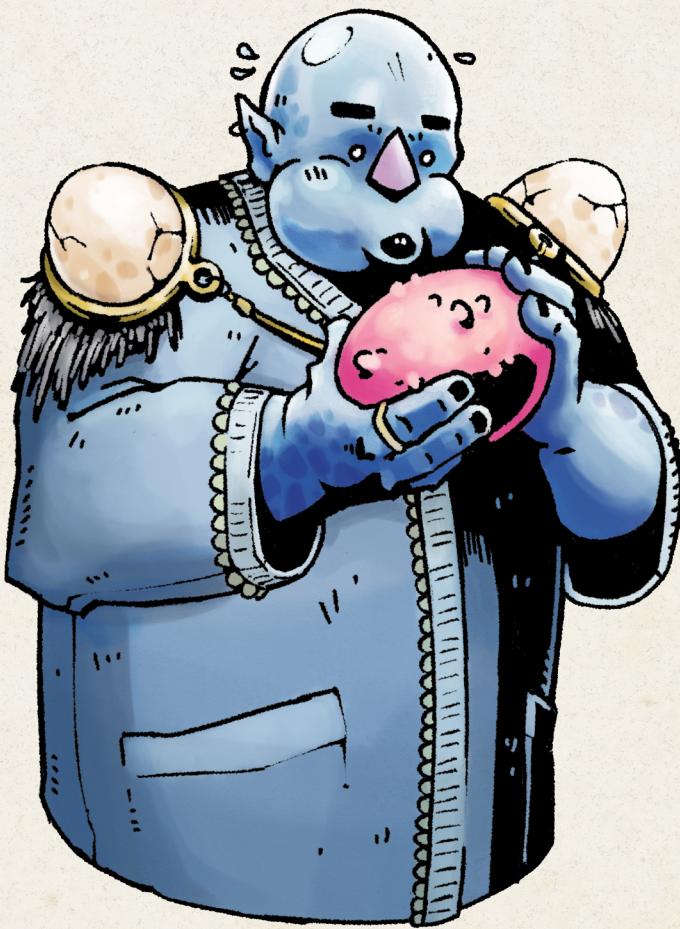


Tokens are to 1" scale

THE HATCHERY

SHOP TYPE: EGG SHOP

SHOPKEEPER: SHELDON L'OEUF



QUEST HOOKS

- **One Egg Is Enough.** Sheldon recently became the guardian of a Brass Dragon egg, after its parents were killed by a band of poachers. These bandits have since been brought to justice, and the dragon wyrmling wants to return to their ancestral home. Sheldon asks the group to escort the wyrmling to the desert foothills (which may gain them a dragon ally!)

- **More Than One Way to Uncrack an Egg.**
Sheldon has a rare egg in their care that, due to an accident, has been damaged and has several cracks that may harm the growing creature

Sheldon has heard of the Kintsugoose, a magical golden goose whose enchanted feathers are said to repair any crack with a magical gold filling. The party is asked to find the Kintsugoose and to convince it to spare a single feather. If they succeed they'll reward them and even let them keep the creature (it will be a *lucky egg roll*, with a kintsugi appearance).

¶ You find yourself in a large, sparse, almost clinical room - reminiscent of a new born ward in a hospital. Sparkling black and white ceramic tiles spread across the floor, dotted with rows of incubators, each housing a various-sized egg.

Musical chimes hang in bunches from the rafters of the room, and each incubator has an ornate cushioned wicker stool next to it. Gentle string music can be heard, though its source is not immediately apparent.

SHELDON L'OEUF

“ An air-kith of rather portly build with an entirely bald head, but a swirling soul patch on their chin. They sport large cracked epaulets that resemble eggs, and are particularly mismatched with the sky-blue silk robe and slippers they also wear. They have what appears to be a hot water bottle tucked underneath one arm.

As they glide around the store you notice their movements are slightly erratic. The air-kith seems to chuckle to themselves occasionally, as if remembering some old jest fondly.

Sheldon is fiercely protective of the eggs in their care, and does their best to regulate the temperatures of the rooms; they get irate when the store's door is left open.

Sheldon's expertise ends the moment that a creature hatches from an egg and is stable. They enjoy the process of bringing an egg to hatch, but are allergic to most creatures and is grateful that responsible owners are always on hand to take hatchlings off their hands.

The exception to this rule is Zelleria, a months-old brass dragon wyrmling currently in Sheldon's care since hatching. Sheldon may speak to characters they deeply trust about a quest to help Zelleria get home.

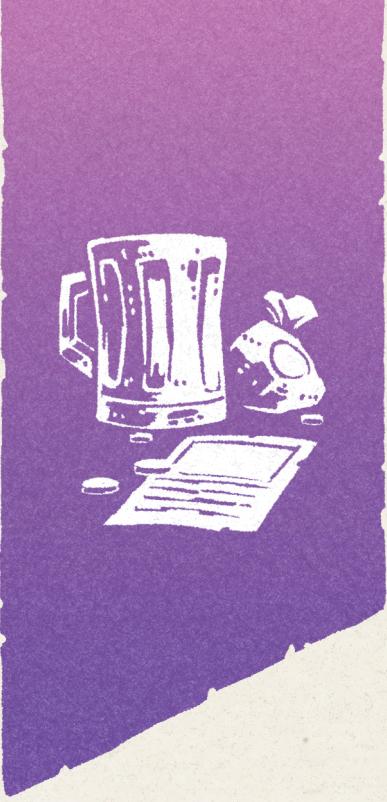
Eggspert. Although Sheldon makes a business practice off never disclosing the contents of the eggs they sell, they have an innate ability to identify what creature will hatch from a wild egg brought to them. They charge an equivalent to the *identify* spell for this service.

SHOPKEEPER ATTITUDE

TRAIT	MODIFIER	DETAILS
Bad Egg	-10	Anyone showing any ill will or aggression towards animals
Good Egg	+5	Anyone showing care and appreciation towards animals

SPECIFIC GOODS & SERVICES

ITEM NAME	DESCRIPTION	-25%	-10%	COST	+10%	+25%
LUCKY EGG (INDIFFERENT*)						
Customers can buy a random egg from one of the many incubators, devilishly Sheldon has carefully painted the shells of each egg in elaborate patterns to stop anyone from identifying them. Sheldon prices the eggs based on their size, even though he innately knows what animal will hatch from them. Some extra surprises for buyers, even animals that are normally live birthed can hatch from Sheldon's eggs! Roll a d100 when the egg hatches to find out what the animal is! Roll a private d100 to see how many days it will hatch in!						
Small Creature Egg						
Awakened Shrub [1-4], Baboon [5-7], Badger [8-10], Bat [11-14], Blood Hawk [15-17], Cat [18-21], Cockatrice [22-24], Crab [25-28], Darkmantle [29-31], Eagle [32-34], Flumph [35-37], Flying Snake [38-41], Frog [42-44], Giant Centipede [45-47], Giant Fire Beetle [48-51], Giant Rat [52-55], Hawk [56-59], Lizard [60-62], Magmin [63-65], Octopus [66-68], Owl [69-71], Poisonous Snake [72-75], Pseudodragon [76-78], Quipper [79-81], Rat [82-85], Raven [86-88], Scorpion [89-91], Sea Horse [92-93], Spider [94-96], Stirge [97-98], Weasel [99-100]	22.5 gp	27 gp	30 gp*	33 gp	37.5 gp	
Medium Creature Egg						
Basilisk [1-3], Black Bear [4-6], Blink Dog [7-9], Boar [10-12], Dragon Wyrmling [13-15], Death Dog [16-18], Deer [19-21], Fire Snake [22-24], Giant Badger [25-27], Giant Crab [28-30], Giant Frog [31-33], Giant Poisonous Snake [34-36], Giant Wasp [37-39], Giant Weasel [40-42], Giant Wolf Spider [43-45], Goat [46-48], Gray Ooze [49-51], Grick [52-54], Hyena [55-57], Mastiff [58-60], Mimic [61-63], Mule [64-66], Panther [67-69], Peryton [70-73], Pony [74-76], Reef Shark [77-79], Rust Monster [80-82], Shrieker [83-85], Violet Fungus [86-89], Vulture [90-92], Wolf [93-95], and Xorn [96-100]	75 gp	90 gp	100 gp*	110 gp	125 gp	
Large Creature Egg						
Allosaurus [1-3], Ankheg [4-6], Axe Beak [7-9], Brown Bear [10-12], Bulette [13-15], Camel [16-18], Chimera [19-21], Chuul [22-24], Constrictor Snake [25-27], Crocodile [28-30], Dire Wolf [31-34], Elk [35-37], Griffon [38-41], Hippogriff [42-44], Lion [45-48], Manticore [49-51], Owlbear [52-55], Phasel Spider [56-59], Plesiosaurus [60-62], Polar Bear [63-66], Remorhaz [67-69], Rhinoceros [70-73], Riding Horse [74-76], Roper [77-80], Saber-Toothed Tiger [81-83], Salamander [84-87], Tiger [88-90], Winter Wolf [91-94], Wyvern [95-97], and Yeti [98-100]	375 gp	450 gp	500 gp*	550 gp	625 gp	
COMMON GOODS						
Egg Carry Case	A bespoke reinforced satchel for carrying an egg without worrying about it getting damaged. Can hold 3 small eggs, 2 medium eggs or 1 large egg.	3 gp	3.5 gp	4 gp	4.5 gp	5 gp
Egg Sandwich	Not every egg makes it, various exotic eggs served on two rustic slices of buttered bread	1.5 gp	1.8 gp	2 sp	2.2 gp	2.5 gp
SERVICES						
Identify Egg	Able to identify what creature will hatch from a wild egg that is brought to him and how long it will take to hatch.	75 gp	90 gp	100 gp	110 gp	125 gp
Incubate (per day)	Will help look after an egg and bring it to hatch (which takes 100 days regardless of the type of egg).	3.5 gp	4.5 gp	5 gp	5.5 gp	6 gp
Purchase Egg	Sheldon will purchase an intact monster egg for the cost 50 gp per combat rating (CR) of the adult version of the creature, for example a CR3 Owlbear egg would be worth 150gp.					



ESTABLISHMENTS

(TAVERNS, RESTAURANTS, INNS)

In every corner of the world, tucked between the bustling marketplaces and the silent alleys, there are doors that lead to places of refuge, camaraderie, and wonder. These are not just mere establishments where one can find food and drink; they are sanctuaries where stories are born, secrets are whispered, and adventures are planned. Every town, city, or humble village hides at least one such place, waiting to be discovered by the keen-eyed traveler, the weary wanderer, or the local in need of an escape.

Step into one of these establishments and you'll immediately feel the ambient warmth, not just from the roaring fireplaces or the lit candles, but from the very soul of the place. The walls resonate with tales of old, echoed laughter from countless patrons, and the occasional tune from a bard looking to make their mark. The air is rich with the aromas of hearty stews, freshly baked bread, and aged wines. Patrons sit on mismatched chairs, their conversations a symphony of languages, their attire a testament to the vastness and variety of this world. Every corner and crevice of these venues tell a story, and every patron has one to share.

Some proprietors aim to focus on the dining aspect of the establishment, and forgo the saw-dust covered floor and regular bar brawls in favour of menus, table reservations, and pompous sommeliers. These venues may have slower traffic and higher expenses, but can be financially lucrative for a highly-regarded restaurant.

COMMON ESTABLISHMENTS

Alehouse	A basic establishment focusing on the sale of ale or beer
Bathhouse	A building where people can bathe, socialize, and sometimes enjoy entertainment or food
Café	Typically smaller, more casual, and specialised than taverns or restaurants. Cafés may provide hot beverages and a cheaper dining experience than a restaurant
Inn	A place where travelers can find food, drink, and lodging
Lodging House	Simple accommodations for travelers, without the amenities of an inn or tavern
Mead Hall	A large wooden structure where warriors and nobles gather to drink, celebrate, and hear tales of old
Restaurant	An establishment that focuses on the in-house dining experience, though alcohol may still be served
Social	A location where the foremost focus is on the social interactions between customers, with refreshments and entertainment being a secondary factor
Tavern	Primarily a drinking establishment serving ale, mead, and sometimes simple food

STORMINA TEACUP

Stormina is extremely excitable, fast talking and always moving. Some find her often childlike energy endearing and fun, others can find her terribly overbearing and annoying. She will always let people talk themselves to exhaustion, asking engaging questions to continue getting more information about of them even about seemingly innocuous things.

Bitter Brew. Stormina becomes unhealthily attached to customers she feels she has a rapport with, often using the information they share with her to turn up 'unexpectedly' and help them out of situations (that she may have orchestrated in the first place to ingratiate herself). If rebuffed, Stormina becomes rather unpleasant and manipulative.



In The Book. To help add a little more of the exotic to your venues, we have even more tables with various elaborate drinks, foods, and set meals, as well as a breakdown of different cooking nomenclature and terms, so you can spice up your descriptions and know the difference between a parfait and a flambé! We've also come up with a selection of artists and entertainment /shows that you can drop into a venue to add some ambience or something for your players to get involved in for the evening!

ITEM NAME	DESCRIPTION	-25%	-10%	COST	+10%	+25%
STARTERS						
Basilisk Bruschetta	Toasted bread topped with diced basilisk meat, tomatoes, garlic, and fresh basil	1.7 sp	2.1 sp	2.3 sp	2.5 sp	2.9 sp
Goblin Goulash	Anything goes, whatever is left over from the day before, or found in the chef's pockets, go into this stew which is then heavily seasoned.	1.4 sp	1.7 sp	1.9 sp	2.1 sp	2.4 sp
Mimic Tongue Croquettes	Crispy breaded croquettes filled with mimic tongue and cream cheese, served with tangy berry dipping sauce	1.7 sp	2.0 sp	2.2 sp	2.4 sp	2.8 sp
MAINS						
Dragon Steak	Tender cuts of dragon meat, grilled to perfection, served with fire-roasted vegetables and arcane-infused potatoes.	18.8 sp	22.5 sp	25 sp	27.5 sp	31.3 sp
Gorgon Medusa Linguine	Gorgon snake hair and black squid ink linguine, tossed in a spicy garlic sauce with olives and capers	3 sp	3.6 sp	4 sp	4.4 sp	5 sp
Roasted Chimera Trio	Trio of roasted chimera meats, including lion, goat, and dragon, accompanied by a medley of roasted root vegetables and a drizzle of chimera jus	2.3 sp	2.7 sp	3 sp	3.3 sp	3.8 sp
DESSERTS (MONSTER THEMED)						
Gelatinous Cube Parfait	Layers of fruity gelatin, whipped cream, and cake crumbles, topped with a glowing, edible sugar cube.	7 cp	8 cp	9 cp	1 sp	1.1 sp
Golem Fudge	Thick, dense chocolate fudge studded with crushed nuts and dried fruit.	8 cp	9 cp	1.1 sp	1.2 sp	1.3 sp
Serpent's Tail Sundae	Green tea ice cream topped with black sesame praline, candied ginger, and a white chocolate serpent tail	6 cp	7 cp	8 cp	9 cp	1 sp

BEANS & BREWS™

SHOP TYPE: COFFEEHOUSE
SHOPKEEPER: ULYSSES EMBERMANE



A sound like a gong echoes throughout the coffeehouse as the door opens into a small shop with an otherwise calming atmosphere - the noise causing several patrons to jump with shock and chuckle in embarrassment at their fright. Gentle music plays from an unseen source, and the air is warm and sweet.

ULYSSES EMBERMANE

A tall, broad lionfolk hums behind a counter, preparing orders for patrons. There is a rich copper tinge to his illustrious mane, which bobs slightly as he sets down bottle and mixes together an array of liquids and ingredients. Peeking through the mane you notice a pipette is held behind his left ear, like a pencil.

Occasionally this pipette is whipped out with an enormous flourish and a dazzling display of sharp teeth, rich with showmanship, as the lionfolk uses it to collect some cream from a jug and create an ornate pattern in the foam, that seems to move with a life of its own.

QUEST HOOKS

• **Lionzoni.** Ulysses has a dangerous admirer in the form of Shereen Kahn, a Weretiger sorceress who has set up a small potion shop opposite Beans & Brews. Shereen has followed Ulysses from city to city, an obsessive fan of his former career as Lionzoni, the model. Now Shereen keeps trying to trick Ulysses into drinking a concoction, and he fears she has brewed a love potion. Dissuade Shereen, one way or another!

• **Better Latte than Dead.** Ulysses has a remarkably regular customer; Charles, a friendly revenant who credits his daily coffee with being the source of his unusually amiable undeath. Charles is several hours late for his daily coffee and Ulysses is worried what might have happened to him. He asks characters to run his usual to the nearby crypt Charles resides in to deliver his fix and make sure he's ok!

Ulysses keeps a calm demeanour, talking in a soft, husky, seductive tone when he speaks - almost a purr. He is clearly aware of the effect he has on his admirers.

Ulysses is put off by fast paced personalities and will work and do business at his own pace - refusing to be hurried or pressured under any circumstances. Coffee and all manner of energizing elixirs can be purchased here, but all come from a single type of bean and come in a single large size.

Ulysses went by another name in a nearby city and is famous for being the model on the cover of a series of smutty books that were extremely popular 10 years ago. Admirers frequently recognise Ulysses from his past profession, and small crowds often congregate outside or come in to nervously place orders.

Loyalty. Ulysses puts good service first and his prices are consistent, so are not impacted by his attitude. Instead repeat customers benefit from loyalty points to be used in store. Ulysses is willing to refuse an order if someone is trying to buy all their stock just to get loyalty points.

LOYALTY REWARDS

LOYALTY POINTS (LPs)	LOYALTY REWARD
5	Free Pastry. Get a free pastry or tart on your next visit. Every 5 loyalty points!
10	Free Coffee. Get your favourite, delicious Beans & Brews™ coffee on your next visit. Every 10 loyalty points!
50	Limited Edition T-shirt. A t-shirt that says "I Found The Bean, And Loved It!" Comes in various colours and sizes
100	Beans & Brews™ 1gp Gift Card. A gift card with 1gp paid onto it to use in any Beans & Brews™ establishment
10,000	Beans & Brews™ Loyalty MEGA Mug. A gilded magical mug that keeps any Beans & Brews™ branded coffee at your preferred temperature. Entitles bearer to a free Potion Shot in their coffee. Can be redeemed once a month, one mug per person. <i>Terms & Conditions may apply, see in store for details.</i>

SPECIFIC GOODS & SERVICES

ITEM NAME	DESCRIPTION	EARNED LPs	COST
COFFEES, SUNDRIES & MERCH			
Neat	Concentrated coffee served in small amounts	1	1 sp
Light	Diluted with hot water	1	1 sp
Fancy	Made with steamed milk and a little foam on top that has a pattern or a picture drawn into the foam	1	1 sp
Sweet	Chocolate syrup and steamed milk added, topped with whipped cream (and sprinkles if you're lucky)	1	1.2 sp
Spicy	A blend of secret spices that give a unique flavor	1	1.1 sp
Iced	One of the above drinks, but magically flash frozen so frost forms up the side of the mug in order to keep it chilled	1	2 sp
Pastries & Tarts	A wide selection of delicate, flaky pastries and rich, fruity tarts made with artisanal flair. Buy two get one free.	1	5 cp
Happy Brownies	Gain the effects of the <i>slow</i> spell (only affects you) with a duration of 1 hour. During this time you cannot be <i>frightened</i> and your esoteric understanding of the world grants you a +5 on all knowledge checks	400	420 gp
Beans & Brews™ Branded Beans	Beans & Brews™ branded beans offer a "unique flavor, transporting drinkers to another plane. Buy yours today and start your brews at home!"	1	2 sp
Beans & Brews™ Gift Card	A magical piece of parchment that tracks an amount of pre-paid money on it that can only be used in any Beans & Brews™ establishment. Items bought with a Gift Card will also return loyalty points!	1 per 100gp	-
POTION SHOTS			
Pick Me Up	Gain the effects of the <i>haste</i> spell	2000	2500 gp
Alert	Gain +5 on all initiative rolls for the next 1d4 hours	1500	2000 gp
Chill Vibes	Gain advantage on charisma checks for the next 1d4 hours	1000	1200 gp

EVENING EVENTS

DAY	DESCRIPTION
Firstday of the Week	Evening of poetry slams and readings with a chill beatnik vibe. Sign up during an event for the following week, participants get 5 Loyalty Points .
Fifthday of the Week	Jazz night with half price on <i>chill vibes</i> drinks. The house pianist is Melodious Monk, a holy man by day who by night makes the audience his congregation though he leaves the sermons at the pulpit. Always appreciative of bards looking to jam along with him, and Ulysses never forgets a good performance .

THE GAUNTLET

SHOP TYPE: TAVERN / DUNGEON RUN EVENT

SHOPKEEPER: AXE, KRIS & WAND

"Upon entering, the initial impression of this room is that it may have originally been the main area of a tavern. Large grey brick walls, with varnished wooden panelling added on the bottom meets a floor of wide, misshapen stone slabs. Several large desks, like gambling tables, are dotted around the chamber - though there isn't a card game or dealer in sight.

On each stone wall of the room is a large rectangular mirror, magically enchanted to be showing an image that does not reflect the scene in front of it, but instead seems to be scrying upon and closely following a group of adventurers elsewhere.

Groups of patrons seem to be excitedly following the events on these mirrors with all the fervor and excitement of watching the final stretch of a horse race - tankards of ale and cups of coffee clattering and splashing with the drama. Amidst all the chaos, a trio of gleaming magical weapons float around the room performing mundane activities, almost entirely overlooked by the distracted customers.



AXE, KRIS & WAND

"Looking at the floating weapons with more scrutiny, you are able to detect subtle differences in their movements:

Wand, the smallest of the trio, loops and weaves in complex flourish as she passes from table to table.

Kris has a heavy bob in each 'step' she takes as she floats around the room, occasionally tapping a patron on the shoulder with her ribbon.

Axe, the largest, has no flair to their movement. Indeed, the entire axe just drifts along utterly stiff and upright, their hilt dragging on the floor, occasionally slowly turning to regard someone with their own reflection in their crystal blade.

Once wielded by adventurers that sacrificed themselves heroically to save the realm, this trio of sentient weapons continued their adventures long after their owners demise, tackling many dungeons on their own and ridding evils from across the planes. Their original owners had always dreamed of settling down after their adventuring careers were over and running a tavern for the quiet life, so when it was time, the trio did just that.

EVENT: THE GAUNTLET

There is only one event at the tavern, that occurs every night, and it shares the same name as the establishment itself. The Gauntlet is a foray into a dungeon (known as "a delve"), where a team of adventurers (or multiple teams) enter a gate and arrive in a chosen dungeon located somewhere across the planes. Here they must find their way to the being that controls the lair, kill it, and get out. Meanwhile, from the comfort of their seats, eyes fixed to the scrying mirrors and tankard in hand, patrons of the tavern watch, drink, cheer and gamble at the exploits of the brave and the foolish!

SHOPKEEPER ATTITUDE

Pain in the Arsenal. Though the trio have individual personalities, they communicate with each other telepathically and so share a singular attitude towards people. They are not inclined to offer benefits to anyone outside of those who have proven themselves, and would sooner be difficult, challenging and combative to new comers.

TRAIT	MODIFIER	DETAILS
Delver	+2	Participating in a delve
Contender	+5	Winning a delve
Benevolent	+1	Purchasing Patron Supplies for a team (spectating)

AXE (HE/HIM)

Wielded in life by a stoic paladin, Axe retained much of his former companion's strength and temperament. He quietly drifts around The Gauntlet, collecting bets on upcoming delves, but also just making a point of being seen. Many a raucous gambler has approached anger but found themselves swiftly sobered by the imposing sight of a stern magical axe drifting by. Belligerents have whispered that seeing yourself (and nothing else) reflected in the crystal blade of the axe leaves you in no doubt that Axe is staring straight at you...

KRIS (THEY/ THEM)

The former sidearm of a Gnomish bard who was originally a daring but unambitious pirate, known as a scourge of the seven local quaint canals.

Kris is the quickest to violence of the trio, and handles security for The Gauntlet. They suffer no fools, and many a rude customer has felt the cold kiss of Kris resting gently on the back of their neck suggesting they calm themselves before somebody gets hurt. The subtle threat is rarely lost. Despite their former life upon a canal boat, Kris is terribly afraid of water.

WAND (SHE/HER)

Once the spellcasting focus of a powerful Dwarven mage who dedicated themselves to transmutational magics, Wand remembers a vast repertoire of transformational spells - which she uses to great effect organising, arranging, and implementing the delves offered within the Gauntlet. She is somewhat warmer in nature and considers herself to be rather affectionate, although this can be lost in translation sometimes when a loving caress of the cheek is actually just a sharp bone wand being dragged down a stranger's face.

AXE

(FRIENDLY) Axe allows a maximum bet of 50gp that must be paid up front (bets are paid into a magical betting box at the front of the bar). With a friendly attitude Axe will allow a bet of up to 100gp.

(REVERED) Axe will loan money up to 1000gp per person, but requires it be returned within 14 days. The trio are very capable with recovering unpaid debts.

KRIS

(FRIENDLY) Kris also likes to work the bar alongside some of the hired staff. The bar doesn't serve many drinks, offering common ales and wines at standard prices, but those few who are friends of The Gauntlet will be honored with a discount.

(REVERED) Kris actually longs to return back to their life of adventure, at least to have a taste of the glory days, but would miss the company of their companions too much to leave permanently. They are always keen to hear what adventurers are up to, and if the destruction of a powerful evil is mentioned, she may offer up her services to help slay it.

Kris has the following abilities applied to a statblock of any legendary magical sword, or existing sentient sword, of the DMs choosing:

Reforge. Kris can change their form to that of any one-handed bladed weapon to suit their wielders needs.

One Last Ride (Optional). After killing the evil that they agreed to assist in vanquishing, Kris will be looking to return back to The Gauntlet. With a successful DC25 Charisma (Persuasion) check, they can be convinced to join the group on their next adventure if the next evil sounds interesting enough! Increase the DC by 5 each time someone tries to convince Kris to stay with the group. If the DM prefers, Kris will leave the group as planned.

WAND

(FRIENDLY) Playing favourites Wand is willing to discreetly offer additional insights into what the next planned delve is, giving a group a chance to be better prepared for it ahead of time.

(REVERED) If an adventurer dies during The Gauntlet, and the remaining members of the team appear unable to recover them and bring them back, Wand will recover the body. The body is returned to the tavern to await the rest of the team's return, in the meantime the team has the option of substituting a fallen comrade with an available adventurer* from The Gauntlet.

*If the DM wants to allow players to have a backup character join in the adventure while the fate of their main character is decided, they can!

SPECTATING & GAMBLING

There is near always a delve going on and so the tavern remains open, given the owners don't eat, sleep or rest. As soon as a delve is over, whether its participants were successful or not, the next adventurers are usually lined up ready to jump in! The scrying mirrors are dotted around the tavern, always tracking the active teams, though Wand is able to change what they show and so gives glimpses of the traps and creatures the adventurers are about to head into.

For the purposes of the spectator teams advancing, they must gain **six successes** to complete the dungeon, which requires a result of 4 or higher (after modifiers are added) on a single rolled dice for a challenge, a result of less than 4 is a failure, and a result of less than 1 means a total party kill where the team is killed, and everyone loses their bet!

Step 1: Roll a d4 to see how skilled the current team is.

d4	TEAMS' SKILL	DICE ROLLED	ODDS TO FINISH	ODDS PER ROOM
1	Rookies	d6	100 to 1	5 to 1
2	Skilled	d8	10 to 1	3 to 1
3	Veterans	d10	5 to 1	2 to 1
4	Favorites	d12	3 to 1	EVENS

Step 2: The DM chooses how many successes a team has already, or rolls a d4 and the result determines how many. Let the players know. If the DM decides a team has not yet began then the spectators can place an "Odds to Finish" bet, which pays out if the team makes it to the end of the dungeon.

Step 3: Roll a d8 on the Room Challenge to see what challenge the team will face, narrate the results and allow characters to place any "Odds Per Room" bets

Step 4: Roll the "Dice Rolled" dice based on the Team's Skill, the lower the skill of the team, the lower their dice and chance of success. Add modifiers from "Challenge" results or found Patron Supplies. Narrate the results and mark down any successes as well as the results for successful and failed results. Repeat from Step 3 until the team earns 6 successes, or is killed.

PLACING BETS

When betting "odds" determine how much you win, in multiples, for the bet you placed. A bet of **5 to 1** would mean for every 1gp you bet (your stake), you get 5gp back on a winning bet, plus your stake money. Betting 5gp on a **5 to 1** bet would return 25gp, plus your stake.

A bet of **EVENS** means you double your money, betting 10 gold would win you 10 gold back, as well as your stake.

Spectators can try to help a team (and their own bet...) by purchasing Patron Supplies. When purchased these items are discovered in an "Empty Room" (7) roll. Patron items disappear when they leave the delve.

SUPPLIES	EFFECT	COST
Magic Potion	Allows a +1 to be added to a result, one use only	50gp
Magic Item	Add a +1 to all rolls	250gp
Healing	Remove all penalty modifiers accrued from injuries	100gp
Resurrection Scroll	Bring back a single killed party member and remove penalty modifier	200gp

d8	CHALLENGE	SUCCESS	FAIL
1	Monster (Elite) -1 to Roll	Carrying useful magical item (+2)	A party member died (-3)
2	Monster	Carrying useful potion (+1, one use only)	Party members were injured (-1)
3	Trap (Single)	Success	Party member was injured (-1)
4	Trap (Party)	Success	Party members were injured (-2)
5	Hazard	Success	Party members were injured (-1)
6	Hazard (Environment Changes)	Passage opens and cuts out part of the dungeon (grants an additional success)	The room changes and splits the party (half the result on their dice rolled)
7	Empty Room, here the team find any Patron Supplies that have been donated to them		
8	Blind Bet! Wand will not reveal the room, but offers double payout on any Odds Per Room bets. When bets are placed, roll a d6 to see which Challenge the team faces.		

PARTICIPATING IN THE GAUNTLET

Any group of adventurers is able to sign up to the next delve, Wand is particularly accommodating and keen to let adventurers test their mettle. Information about where the next delve will be is kept secret until the team (or teams if a competing multi-team delve) have signed up. When ready, Wand will open a *gate* to the selected location, which she will close when the last adventurer has entered.

DELVE LOCATION

The trio, during their time, have visited dungeons all across the planes and cleared them out once, the versions that adventurers are sent into have either been repopulated by Wand with magic (she is an extremely powerful artefact) to reflect how they once were, or have naturally become populated by new denizens. Wand has a fairly intimate knowledge of the dungeons that she sends delvers into, and is always watching (along with the rest of The Gauntlet's patrons). When a team completes the final objective, typically killing the boss of a dungeon, she will open up a gate to return the team home. There is no way to leave the dungeon other than through Wand's *gate*, and spells that would allow you to leave (*plane shift*, *dimension door*, etc.) do not work and fizz out.

DELVE REWARDS

Wand has made a diligent effort to repopulate the dungeon with supplies, make sure traps are reset, and give adventurers an authentic experience (as per the details of an adventure module). Any loot or items found during a delve can be kept by the team members, with the exception of Patron Supplies (see below) which disappear upon leaving the dungeon.

Any team that completes a delve has an iron buckler shield placed as a trophy, which are all affixed to large wall above the bar. For each subsequent delve that has been completed, Wand marks them with a glowing glyph for all to see who the most seasoned delvers are. The Gauntlet's most experienced team, the favourites, have a buckler made of adamantine, standing out from all the others. Currently the favourites are a group of dwarves that go by the group name of "Minax", currently they have 7 glyphs glowing on their shield!

PATRONS

There are a number of interested parties in The Gauntlet, typically the high rollers with big bets, that are keen to back a team heading into a delve and aid in their survival in different ways. Throughout the course of the delve, DMs can be more mindful of granting inspiration (as we always forget about it...) for more exciting and entertaining moments that the characters are involved in (and makes great watching for the spectators in The Gauntlet), players can spend inspiration for one of the following Patron supplies, that Wand will conjure into the dungeon. Inspiration can only be spent in this way while a character is within a delve.

PATRON SUPPLIES

	DESCRIPTION
Potion of Healing	A single level potion of healing or higher, appropriate to the level of the characters
Clue	Either a clue to a puzzle, hidden location, or a portion of the dungeons layout
Information	Information on the challenges that they might face ahead, whether monsters, traps or hazards

RUNNING ADVENTURES

Introducing the location and concept of The Gauntlet into a campaign allows DMs to run adventures for their group that might otherwise not make sense for the campaign they are running. If you're running a more traditional fantasy campaign, but would love to suddenly throw the players into the Hells or the Astral Plane for a new adventure module, now you can!

Visiting these adventure locations can have as many, or as few, of the module's story-arc elements as you like. Perhaps they're ways to revisit ancient history, or uncover new distant threats, or perhaps it's just a cool adventure location and you ignore all the story elements!

CURIOSITIES

(TRINKET SHOPS, BOOK STORES, MAGIC SHOPS)

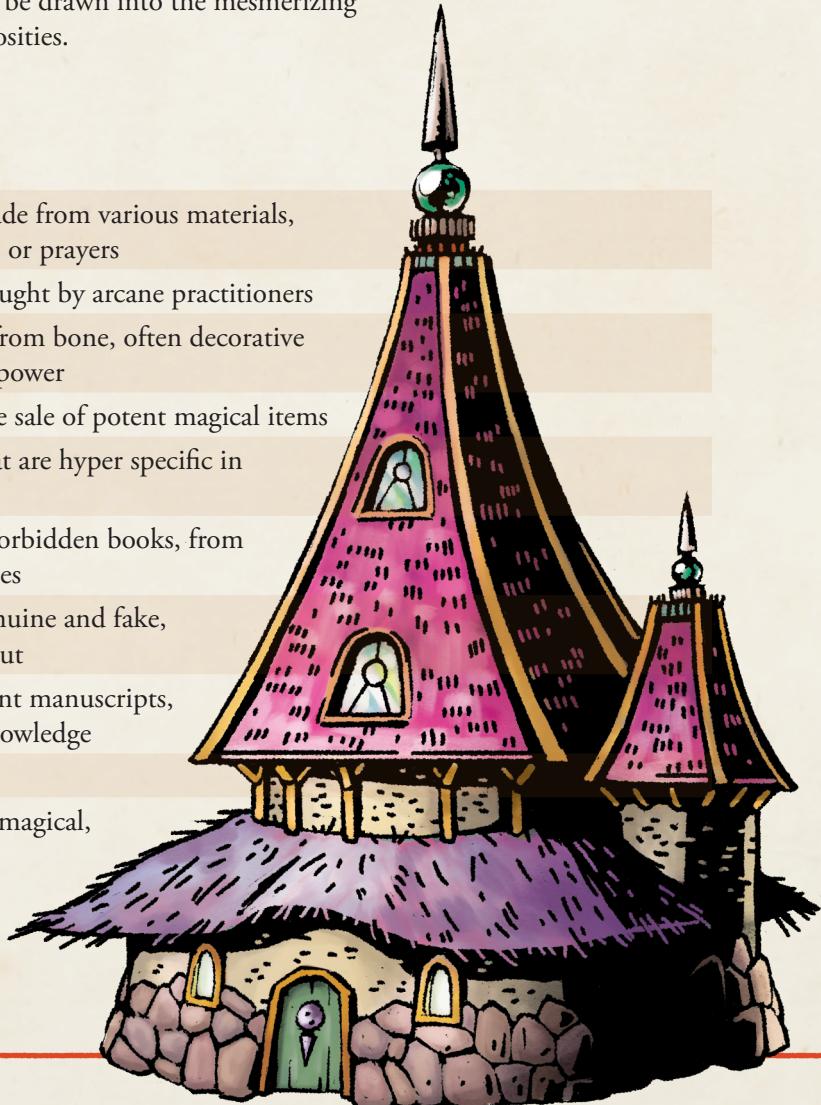
Wherever you go, and whatever town you end up in, one must normally only venture a little off the main pathways, ducking into dimly lit corridors and winding backstreets, to discover the heart of magic pulsating in hidden corners. Here, nestled between the ordinary façades of mundane storefronts, the shops of magical oddities and curios beckon, their windows glowing with otherworldly light and filled with items that defy understanding.

Each shop possesses a character as unique as its wares. Some are diminutive, hardly more than a hole in the wall, with barely enough space for the shimmering trinkets they hold. Others stretch on impossibly, their interiors expanding beyond the limits of their outward appearance, drawing customers into mazes of wonder. A faint scent of age-old spices, mixed with the tang of mystic potions and the hum of enchanted objects, fills the air, teasing the senses and promising adventures untold.

The uninitiated might walk past these portals of magic without a second glance, their eyes blinded by the ordinariness of everyday life. But for those in the know, those attuned to the subtle vibrations of the arcane, these shops are a treasure trove, a place to barter, to learn, and to be ensnared by the allure of the fantastic. And so, dear reader, step closer, listen to the whispers of ancient relics, and let yourself be drawn into the mesmerizing world of magical curiosities.

COMMON PROFESSIONS

Amulet Vendor	Offers protective amulets made from various materials, often inscribed with symbols or prayers
Arcane Supplies	The sundries and reagents sought by arcane practitioners
Bone Carver	Crafts and sells items made from bone, often decorative or believed to hold mystical power
Magic Items	Vendors who specialise in the sale of potent magical items
Oddities	Bizarre and strange items that are hyper specific in nature or focus
Rare Book Collector	Trades in unique and often forbidden books, from spell books to ancient histories
Relic Peddler	Sells religious relics, both genuine and fake, often to pilgrims or the devout
Scroll Seller	Deals in written spells, ancient manuscripts, and sometimes forbidden knowledge
Seal Engraver	Specializes in forging swords
Trinkets Vendor	Sells small curio, sometimes magical, and other peculiar items



LOANSOME GEORGE

This grey-shelled turtol is wide and barrel chested, even for his species, with a jagged and angular shell. His serrated, wicked jaw and serious expression is peculiarly jarring against the star-shaped, pink plastic glasses he is wearing.

Loansome George's shoulders, chest, and any area of his shell that he's able to reach himself are covered in dozens of small, colourful post-it-notes, on which can be seen elegantly scrawled details of current loans and pawned items he is currently holding. Peering through his enchanted glasses, George is immediately able to detect minor magical items which make up most of his stock. He speaks with a slow, almost hesitant voice - with almost everything sounding as if it is being framed as a question.



Stick Your Neck Out. Loansome George often downplays just how expensive his services are, and will encourage people to take the risk on taking small loans out with him without sharing all of the details. George is quick to pull people up on his debts, though he lacks much of a threatening streak and would rather pass on non-payment to other collectors.

FOUNDRY VTT MODULE

The entire **The Big Book of Spectacular Shops** will be added into its own module for Foundry VTT including shopkeepers with their traits, inventory, attitude tables, read-alouds and more. Digital card art and VTT tokens will be automatically added to each of our 100+ shopkeepers as well as any additional artwork in their own compendium.

All stretch goals that are unlocked during the Kickstarter campaign will be included in the final Foundry VTT Module.



You can grab this Bitesized Book as a free Foundry VTT module already, just search for “The Bitesized Book of Spectacular Shops” in the Foundry Free Packages! 

SHOP

SHOP TYPE: MAGICAL TRINKETS & CURIOS
SHOPKEEPER: "MR SHOPKEEPER"



QUEST HOOKS

- **EEEEEK!** Mr Shopkeeper has an ancient artifact that recently began to glow with a mysterious light and hum with eerie energy. Unsure of its origin or its power, he's too scared to touch it, fearing a curse. He seeks brave adventurers to uncover its secrets and, if dangerous, dispose of it safely.
- **AAAAAAAH!** Mr Shopkeeper recently received a menacing letter, seemingly from his old draconic master, demanding back its stolen gold. Mr Shopkeeper implores the party to help him deal with the threat – by negotiation, repayment, or a show of force.

This store appears to have been a reputable and well-stocked establishment at one point, but has seemingly fallen into disarray. Elaborate, sturdy shelves hewn from rare wood line the walls, and large polished marble islands are dotted around the floor to display wares.

Sprinkled throughout the chaos of curios and cobwebs, is a huge variety of partially-consumed food – in various stages of decomposition. The occasional mouse can be seen darting behind magical items and castaway muffins.

"MR SHOPKEEPER"

This individual is of average height, and moves with clumsy erratic movements. Despite the long dark coat, full plague doctor's mask, and tightly pulled down woollen hat – there is still no disguising that this is clearly two kobolds – one standing on the other's shoulders. Grumbles and hushed bickering can be heard coming from the coat almost constantly, but especially whenever Mr Shopkeeper has to move around 'his' store.

"Mr Shopkeeper" is extremely unpredictable in conversation. They are clearly having a lot of fun and genuinely seem eager to please and provide a service, but are easily distracted (often from within their own coat by the other kobold) and know very little about basic things such as currency, prices, bartering, and how windows work.

"Mr Shopkeeper" is not the owner of this store, who has been missing for some time. The two kobolds, Bur and Kek, are not particularly interested in running a business, and are just as likely to accept nice-smelling food as they are proper tender. They are however, fiercely protective of their stock against thievery.

Even when it is clear that "Mr Shopkeeper" is indeed two kobolds, and even if they both talk at the same time, they will still insist that they are only one person fearing that the moment *the truth* is revealed, they'll be forced out of the store.

SHOPKEEPER ATTITUDE

TRAIT	MODIFIER	DETAILS
All That Glittergolds	-10	Kobolds have a hatred for pranks due to how their deity was tricked by the God of Gnomes and trapped forever in an underground maze
Dragonkin Supplicant	+5	After generations of subservience to dragon rulers they are overly gracious to any dragonkin
Impostor Syndrome	-5	Any mention that Bur and Kek are kobolds, or implying that they aren't "Mr Shopkeeper" nor the owners of the store
Mr Who?	-5	Asking questions about where the previous owner went

SPECIFIC GOODS & SERVICES

Kobold Commerce. Each kobold has their own preferences of what they like to trade, and so each of them has taken “ownership” over certain types of stock (see Goods table for details): *Pretty Things* and *Shiny Things*. If an item falls under one or more of these categories then they will have to appease that kobold with their preferred item for trade: a “pretty thing” requires paying Bur, a “shiny thing” requires paying Kek, but a “pretty shiny thing” would mean paying them both (typically resulting in more squabbling beneath their coat).

Both kobold's will need appeasing for any *Glowy Things* (magic items); while they do not fully understand the magic items, they have taken note that previous shoppers have given these types of items the most interest and so must be worth more food and shinies... a lot more.

ITEM NAME	EXAMPLES	COST
MUNDANE ITEMS		
Pretty Things (Bur)	Anything that is intricate, colorful, or patterned: paintings, tapestries, books of pressed flowers, fabrics, maps, books, rugs, figurines, mechanical toys	Exotic Foods. Bur enjoys exotic foods that she hasn't tasted before, the rarer the food the more easily she will part with the desired items. What the kobolds might consider “food” is essentially anything edible that doesn't kill them, that to them tastes good... that doesn't mean it tastes good to a normal palate.
Shiny Things (Kek)	Anything made of metal and is particularly shiny: jewelry, fine gilded boxes, watches, picture frames, spectacles, spyglasses, mirrors, silver cutlery	Shinies. Kek understands that metal is more valuable, and the sparkly gems are more valuable still. All the jewelry has had their respective stones removed by Kek. Kek will trade shinies for shinies, either bigger shinies or more shinies.
GLOWY THINGS (MAGIC ITEMS)		
Any common or uncommon magic item can be placed here, but assign one of the traits from the table below to see how the damage/disrepair has affected the item. The user can identify this penalty with a DC15 (Intelligence) Arcana check.		
Badly Broken	The item is badly bent and damaged. When this item is used roll 1d6, on the roll of a 1 the magic item breaks and loses all its magical properties. <i>Item Requirements:</i> The item must require an action to trigger one of its effects.	
Used Charges	The item looks intact, but looks like it has been used. The magic item starts with half of its charges already used (round up). <i>Item Requirements:</i> The item must have a set number of charges that do not replenish.	
Wild Magic Surge	The magic item sparks and flares within noticeable cracks. Whenever the magical properties of this item are gained, roll on any Wild Magic Surge table. Alternatively, the item explodes dealing 4d6 force damage to all creatures and objects within a 20ft radius. <i>Item Requirements:</i> Any magic item.	

THE ENCHANTED SLEEVE

SHOP TYPE: MAGICAL ROBES & CLOAKS
SHOPKEEPER: RINGWOLD LIGHTSTROM



QUEST HOOKS

• **What are you inking about?** Ringwold has been commissioned to craft the 'Shroud of Shadows', a robe said to grant great stealth powers. The key ingredient for making shroudsilk (see *materials & modifications*) is the ink from a shadow squid, a rare and dangerous creature from the Shadowfell. Unwilling to risk the journey himself, he seeks able adventurers to retrieve it. In return, there is a reward as well as a piece of his finest magical attire.

• **The Great Barrier Thief.** One of Ringwold's most utilized dyes comes from Rainbow Coral, which can be found in a nearby reef. This coral reef has been reported to be rapidly dying off and the color fading so Ringwold wants adventurers to investigate what is harming the reef. The party will find that a nearby undersea settlement of sahugin are carving off large chunks of the reef for display in their deepsea gardens, in a new trend spreading through their town. This is causing the reef to stress and die off. The party can stop the sahugin by reason, or force.

■ A flashy exterior with large windows showcasing their brightly colored robes. Inside is bursting with colour. Small trinkets are scattered everywhere, robes and other wizardy garments hang from the walls and mannequins.

RINGWOLD LIGHTSTROM

■ Sat atop a pile of books behind the counter, is a wizened-looking gnome, with enormous bushy ginger eyebrows that almost droop over his eyes, causing him to lean back when he speaks and peer 'down' towards customers. He squints a lot and speaks rather slowly and carefully.

He is wearing a faded blue robe that is rather ill-fitting, and sits in stark contrast to the resplendent selection of robes available in his store.

Ringwold is a highly suspicious and untrusting individual, having actually been a prisoner of the evil wizard who originally ran this store. After a spell gone awry, the wizard accidentally banished themselves to another plane. Ringwold has been selling the robes to try and make enough gold to start a new, free, life. Although he has some residual knowledge from time spent imprisoned below the floorboards of the store, he was not particularly well-informed on the details of the robes he sells.

Ringwold quickly found that he actually had an innate skill for learning and changing the nature of the magically-imbued robes in the store, and has now embraced the craft. He takes pride in having far exceeded the skills of his former captor and now is able to modify and augment magical robes - a tremendously difficult task.

Cut From a Different Cloth. Though he would be horrified to realise it, Ringwold has inherited some of his former captor's opinions about adventurers. Ringwold only has time and patience for robe-wearing adventurers, who he considers to be 'respectable'. The heavier the armor type an individual is wearing when they speak to Ringwold, the more sarcastic and passive aggressive he will find himself slipping.

SHOPKEEPER ATTITUDE

TRAIT	MODIFIER	DETAILS
Not Fond of Children	-5	With their dirty hands and their runny noses, he'd prefer if they weren't in his store...
Love of Garish	+3	Has an appreciation of flamboyant and garish clothing, finding inspiration in new styles
Untrusting	-5	Naturally untrusting and always suspicious of new people.

SPECIFIC GOODS & SERVICES

MODIFICATION	DESCRIPTION	COST			
Spell Level	Cost for robe based on the spell imbued into the robe	Cantrip 100 gp	Level 1 200 gp	Level 2 500 gp	Level 3 1000 gp
ROBE MODIFICATION COSTS		x1	x2	x3	x4
Number of Charges	Number of times the spell can be cast	1	2	3	4
Recharges	When the charges replenish (applies to all spells)	-	Dawn	Long Rest	-
Number of Spells	How many spells can be cast from the robe	1	-	2	-
$[\text{Spell Level Cost}] \times [\text{Number of Charges Modifier}] \times [\text{Recharges Modifier}] + [\text{Material / Modifications Cost}] = \text{Final Cost}$					

For robes with multiple spells work out the **[Final Cost]** as though a separate robe for each spell, add the crafted robes cost together then multiply the combined cost by the **[Number of Spells]** modifier, and then add the **[Material / Mod Cost]** for the final price. All crafted robes require attunement.

Robe Example 1: A basic material robe that allows the user to cast *misty step* (2nd level), can be cast twice, with charges resetting after a long rest:

[Spell Level Cost]	x	[Number of Charges Modifier]	x	[Recharges Modifier]	+	[Material / Modifications Cost]	= Final Cost
<i>misty step</i> (2 nd level) 500gp		2 Charges x2		Long Rest x3		Basic Cloth 0gp	3,000 gp

Robe Example 2: A robe that allows the user to cast *resistance* (cantrip) twice, and *shield* (1st level) three times, with charges resetting at dawn, and made with a Pocket of Holding modification. The cost would be as follows:

<i>resistance</i> (cantrip) 100gp	x	2 Charges x2	x	Dawn x2	=	400 gp	x	[Number of Spells Modifier]	+	[Material / Modifications Cost]	= Final Cost
<i>shield</i> (1 st level) 200gp	x	3 Charges x3	x	Dawn x2	=	1,200 gp		2 Spells x3		Pocket of Holding 2,500 gp	7,300 gp

MATERIALS & MODIFICATIONS	COST
Elematerial	Resistance to a single elemental damage type, choose one of the following when the item is created: acid, cold, fire, lightning, or thunder
Fine Cloth	Fine silks and velvet for the finest looking robes and cloaks
Frostflame Fleece	A magical lining to the garment protects you from getting exhaustion in both extreme cold and extreme heat conditions
Living Cloth	The clothing has a semblance of sentience and gains the statblock of a <i>rug of smothering</i> , the clothing is under the control of whoever is attuned to it. Removing the garment can be performed as an action
Pocket of Holding	Planar magic conveniently sewed into the lining provides a built in <i>bag of holding</i> in the robes interior
Poly-Ether Blend	The robe can be sent to or summoned from an ethereal pocket plane as a bonus action even when wearing it. The item remains attuned when in the ethereal plane, but you cannot gain its benefits
Mithweave	Interlaced strands of mithril that grants +2 AC to the wearer
Shroudsilk	When in dim light or darkness you gain +2 bonus to Dexterity (Stealth) checks, and if you take no actions for your turn you become <i>invisible</i> , this ends if you take any actions

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