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Credits

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Foreword

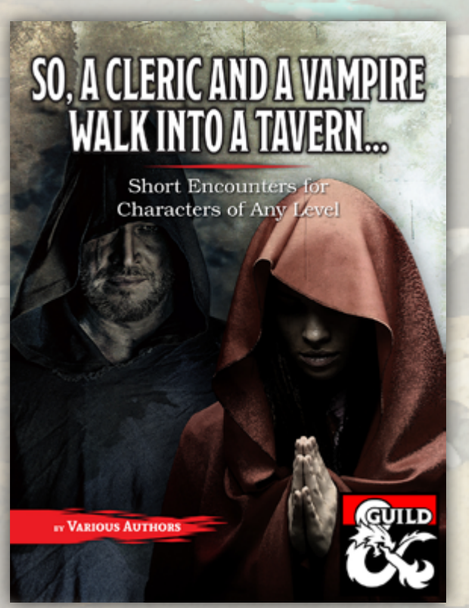
Sometimes the party just wants to go shopping! Potions, magic items, trinkets, and supplies—every adventuring group ends up in a magic shop at some point in the campaign. How about spicing up that shopping trip with an unusual encounter?

Following in the footsteps of the amazingly popular *So, a Cleric and a Vampire Walk Into a Tavern*, this collection of short encounters is set in your local magic shop or apothecary. Containing a baker's dozen of imaginative stories from some of the DMsGuild's best and brightest contributors, you're sure to find something to make the party's trip to the store one they'll never forget!

Also, be sure to look for the next in this series: Encounters on the road or campsite—because traveling from one place to another should never be boring!

I sincerely want to thank the tremendous community of DMsGuild authors, artists, and other contributors for their amazing support. This creative collective is absolutely top notch and true fans of this hobby we all love.

—Alan Tucker





Adventure Customs and Shorthand

Within the adventure, you will see text that is set apart in a box, like this:

> This text is meant to be read aloud or paraphrased to the players.

Other items will be highlighted in **bold**, referring to an ability check, saving throw, monster, or item from one of the published D&D materials, such as the *Monster Manual*. Text that is **bold and blue** indicates an active link where you can find more information about a particular NPC, encounter, or other reference. The core published books for 5th edition are abbreviated as follows:

PHB = Player's Handbook

DMG = Dungeon Master's Guide

MM = Monster Manual

VGtM = Volo's Guide to Monsters

XGtE = Xanathar's Guide to Everything

MToF = Mordenkainen's Tome of Foes

About the Authors

Alan Tucker

Alan is a contributor and author of a number of bestselling products on the DMs Guild, including ***Hey, Mister, Can You Help Me?*** and the highly acclaimed ***Myriad, City of Tiers***. Alan also has several fantasy and science fiction novels to his name. You can find more at **www.AlanTucker.net**.

Ciaran O'Halloran

Ciaran is a new contributor to the DMs Guild. He is a DM, Dad, and Drama teacher.

David McDonough

David is a new contributor on the DMs Guild and author of the adventures ***The Priest, the Witch, and the Lost Temple*** and ***Undermountain: Caverns of the Many-Legged***.

Elise Cretel

Elise Cretel works as a technical writer and editor in nuclear engineering by day and Dungeon Master by night. She is one of the authors of ***Undermountain: The Lost Chambers*** and ***Halaster's Hoard***. Elise has played on a D&D podcast, D&D live streams, and enjoys interviewing the RPG community. Her favorite classes are Wizard and Psion. She is also published through HitRecord productions. Find Elise on Twitter **@DNDElise**.

Aaron M Lopez

Aaron has written an adventure for the DMs Guild, as well as *Baker Street: Role-playing in the World of Sherlock Holmes* by Fearlight Games and *Glimpse the Beyond* by Aegis Studios, He has also contributed to additional projects on the DMs Guild.

Justyn Johnston

Justyn is a new contributor on the DMs Guild and has worked on a number of projects including the highly acclaimed ***Myriad, City of Tiers***.

Bryan Holmes

Bryan is a programmer by day, gamer and father by night, and DMs Guild writer by whenever he can find spare time. His works include ***Materials of the Realms*** and ***Feats of the Forgotten Realms***.

Jeromy Schulz-Arnold

Jeromy has written adventures and source material for the DM's Guild. He spends an irresponsible amount of time daydreaming.

Andrew Bishkinskyi

As part of the AL CCC program, Andrew's adventures have premiered at events from Nova Scotia to Ohio before becoming DMsGuild best-sellers. His passion-project is developing the drow city first introduced in the adventure ***Six Summoned Swords***.

Jeff C. Stevens

Jeff is a middle-aged man living a childhood dream. He's the producer of the highly successful ***Savage Encounters*** supplements and has written many best selling adventures.

Oliver Clegg

Oliver is a bookseller by trade, and brings the inherent resentment of humanity implicit in that job to his DMsguild material. He likes puppies, though.

Eddie Gioffre

Eddie has contributed to several blogs and publications, including *Polyhedron* magazine, the D&D Adventures League website, and the DMsGuild Silver Best Seller, ***Storm King's Barrows: Tombs and Crypts of the North***.

Richard Malena-Webber

Richard is a contributor and author of many projects on the DMs Guild, including the Ravnica adventure ***The Tomb of Svogthos*** and ***Rise of the Champions***.

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So, a Wizard and Her Simulacrum Walk Into a Magic Shop...

by **Alan Tucker**

Suggested Party Level: Any

After admiring the brightly painted sign of a wand and a book hanging above the door, you step into Trinkets & Treatises. A mixture of scents, dominated by old parchment and lavender, tickles your nose as you scan a number of overstuffed bookshelves and glass cabinets in the front portion of the shop. Beyond these, behind a polished wood counter, you see the muscular form of a female goliath, though she appears to be of human height. She looks up from an open book and greets you with a smile.

Constance Lightweaver is an unusual goliath who took to reading and the mystic arts at an early age. Shunned by her tribe and given a surname they deemed to be highly insulting, Constance made her own way in the world, eventually earning a spot in a prestigious magic academy. There she discovered a talent for enchanting and, within a few years, earned enough gold to open her own shop.

The front portion of the store holds books of a mundane nature: treatises, histories, and even a large collection of novels. She looks the other way while residents of the town use her shop as a library, taking books to read and returning them for more because most can't afford to purchase them. Constance even provides tutelage to those who wish to learn to read. The cabinets display a number of common magic items, such as an **ear horn of hearing** *(XGtE p137)* and a **staff of birdcalls** *(XGtE p139)*. She keeps the more interesting and valuable items in a secure room behind the counter. It is left up to the DM to decide what items or spells she might have available to purchase.

Interacting with Constance reveals her to be extremely conscientious and personable. She is actually kneeling on some pillows behind the counter because she doesn't want her patrons being intimidated by her height. The player characters can ask after desired items or attempt to gather information pertaining to their current adventure, but after a short discussion, another figure bursts into the shop…

A wild-eyed gnomish woman, dressed in deep purple robes rushes inside, slamming the door behind her. Her blonde hair, highlighted with streaks of gray at her temples, is foiling her attempts to keep it tied in a bun and an open cut beneath one of her blue eyes drips a bit of blood down her cheek.

"Constance!" the gnome shouts as she runs forward. "I need your help. My simulacrum is trying to kill me!"

The gnome's name is Mira Treehollow and she is an accomplished wizard who frequents Constance's shop for magical supplies—or at least that is what she believes. This actually happens to be the simulacrum in question.

Constance leans forward. "Mira, slow down. What happened?"

Before the disheveled gnome can answer, the door opens again, revealing a gnomish twin to the one standing before the counter and a perplexed Constance.

"Don't believe anything she says!" the newcomer declares. "I'm the real Mira!"

The player characters can attempt Wisdom (Insight) checks, but both gnomes fully believe they are the original and the other is the simulacrum. Any magic that enables *true seeing* reveals which is which, but won't dissuade the simulacrum from its convictions.

The two Miras square off against one another, preparing spells. For lower level parties, Constance implores the characters to protect the books and other items and stay out of the skirmish. They can make ability checks to put out fires or prevent shelves from toppling over, etc. Higher level parties may attempt to engage in the combat somehow, but which side will they choose? Neither version of Mira has a desire to harm the party, but will defend themselves if they are magically or physically attacked. Constance will intervene with *counterspell* whenever she senses something particularly dangerous to her shop being cast by any of the participants (such as *fireball*). Consider her a 9th level spellcaster with a spell save DC of 16 for this purpose. Neither version of Mira will attack Constance as they are trying to win her to their side in the fight.

Once the conflict has been resolved, either by the simulacrum's destruction, capture, or escape, Mira explains she was experimenting with the material components for the spell and added a pinch of mandrake, "for vitality and added realism." Constance admonishes her for meddling with tried and true methods and begin adjusting shelves and putting things to right within the shop.

If the simulacrum manages to defeat Mira Prime, she is unswayed by any evidence, such as blood or the fact that Mira didn't become a pile of slush upon losing consciousness, that she isn't the original Mira. The simulacrum is convinced its simply a result of the additional material components in the spell.

If the party was particularly helpful in protecting her wares, Constance may offer a reward of gold, or a potion or two, if the DM desires. A discounted price for a magical item is another option. She can also offer aid to any characters who might have been on the wrong end of *flesh to stone*, or similar spell.

Suggestions

DMs can use either Constance or Mira as a source of information for the player characters, or as quest givers for further adventures. This encounter can be used as an introduction to higher level magic or as an exercise in the creative use of non-destructive spells. Constance will be quite upset with anyone who causes damage to her shop and will refuse to help or sell to them. Recalcitrant characters may have to do something extraordinary to curry her favor if she happens to have something they need.

Mira Treehollow

Small humanoid (gnome), chaotic neutral

Armor Class: 15 (*mage armor*)
Hit Points: 88 (16d8 + 16)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	20 (+5)	9 (-1)	15 (+2)

Saving Throws: Int +10, Wis +4
Senses: passive Perception 9
Challenge 10 (5,900 XP)

Spellcasting. Mira is a 16th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Mira has the following wizard spells prepared:

Cantrips (at will): *firebolt (3d10 damage), mage hand, mending, minor illusion, prestidigitation*
1st level (4 slots): *feather fall, mage armor, shield*
2nd level (3 slots): *blur, invisibility, misty step*
3rd level (3 slots): *counterspell, fireball, major image*
4th level (3 slots): *fabricate, locate creature, polymorph*
5th level (2 slots): *Bigby's hand, hold monster*
6th level (1 slot): *flesh to stone*
7th level (1 slot): *simulacrum (expended)*
8th level (1 slot): *dominate monster*

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

Mira's simulacrum is identical in every way except that it has half Mira's hit points (44) and may have some additional expended spell slots—at the DM's discretion—that were used in its escape from Mira's laboratory.

About the Author

Alan is a contributor and author of a number of bestselling products on the DMs Guild, including ***Hey, Mister, Can You Help Me?*** and the highly acclaimed ***Myriad, City of Tiers***. Alan also has several fantasy and science fiction novels to his name. You can find more at **www.AlanTucker.net**.

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So, a Blind Man and a Boy Walk Into a Magic Shop...

by **Ciaran O'Halloran**

Suggested Party Level: Any

> Opening the door causes a tiny bell to ring. As the sound recedes, a stillness settles through the shop's clutter. Before you is the first of three heavy shelves, stuffed with oddments and curiosities— boxes small and large, vials and jars stacked high, fabric and materials piled on each other. Shafts of light spread from the pair of windows above your head.
>
> There doesn't seem to be anyone in.

If the party waits by the door, no one comes to attend them. When they decide to move forward, read the following:

> You edge your way around the shop, walking past shelves lined with old parchment, jars of colored powder, preserved insects and misshapen rocks. Once you reach the opposite side you see a heavy wooden counter along the wall.
>
> Behind the counter more shelves and drawers reach to the ceiling. You see various boxes of lenses, scrolls, crystals, a box of tails, and jars of yellow and orange paste. There is still no sign of movement and the door beyond the counter is closed.

Give the characters some time to decide on a course of action. As soon as they make a decision, read the following:

> The bell chimes again. The front door swings open beyond your sight. You hear something tapping on the stone floor.

Wait a moment, then read the following:

> Making his way through the shop comes a small boy. As he turns, you see his arm crosses his chest and grips a pale hand at his shoulder. He guides a figure in gray robes who taps a stick against the floor as he walks. The sun shines against the older man's hairless head. A smile spreads through his wrinkled face as he hears you, and his eyes open to reveal milky clouds that obscure his pupils.
>
> "My uncle likes meeting new people," says the boy.

The man is Tyriss, a local soothsayer and prophet. Tyriss was born blind but with the insight to 'read' personalities. By touching a person's face, Tyriss can sense elements of their background and motivations. The boy is his nephew and has been charged with his safekeeping. The two of them make a tidy profit from Tyriss's gift. Practice has given them a sense of the theatrical. Wait for a PC to respond and then read the following:

> The man shuffles past the boy, tapping out his way ahead. Hitting your foot, he leans into his stick and stretches his free hand to your face.

Pause between each passage below. Tyriss takes his time and deliberately creates an awkward atmosphere.

> His fingers touch your face. You feel them explore your hairline, then move down along your cheek bone.
>
> "Ah, let me see—yes, yes"
>
> He pinches your nose then presses his thumbs softly into your eyelids.
>
> He tweaks your ear gently before cupping your chin and raising your head.
>
> He brushes the backs of his fingers over your cheeks again.

> Finally, he holds your face in both hands and brings his own closer. You feel the warm draft of his breath as he nods up and down.
>
> "You'll have to forgive my uncle," the boy says. "He… sees things. He has visions… sometimes they overwhelm him, sometimes they fill him with joy. He doesn't really understand how to talk with normal people. He is blind—"
>
> "No, I can see clearly," the old man intones. "Much more clearly than most…"

The old man goes on to describe details of the character's background: places, people, and events. Tyriss can 'read' a character's traits, bonds, flaws and ideals. He uses his knowledge of their history to entice them into paying to have their future told. Depending on how the character has treated the blind prophet, he either predicts that a character will realize their ideal or that their destiny will be thwarted by their flaw. Tyriss 'sees' images and senses the atmosphere each creates. He describes this to the character. For telling the future he charges 50-80gp.

Here are some sample predictions:

- "Ah - I see you are all searching for something. Well, I can tell that this one will find it. I see him on a path. He knows to follow omens and to read the signs. My friend - you have the gift of finding paths. Follow the signs and you will find what you most desire."
- "You seem to be trying to put right a great wrong. But you have never learned to resist temptation. I see a dark path for you. I see you at a table, drinking and eating. Your friends need you, but you cannot overcome your selfish thirst."

As with all popular forms of futurology, there is enough truth in what he says for those who already believe to remain convinced. For some PCs, Tyriss's prediction could become a self-fulfilling prophecy.

About the Author

Ciaran is a new contributor to the DMs Guild. He is a DM, Dad, and Drama teacher.



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So, a Wizard's Apprentice and a Demon Walk Into a Magic Shop…

by **David McDonough**

Suggested Party Level: 4-5

Adaptable to Any

> With nightfall approaching, the magic shop is nearly closed. The shopkeeper sits behind the counter, wiping dust from the wooden surface and staring impatiently at your party.
>
> Suddenly, you hear the chime ring from the shop's entrance. A young man frantically enters, his white-trimmed blue cloak marked by arcane runes, identifying him as a wizard, albeit just an apprentice by his age. His clothes are dirty, weathered, and stained, including with what looks like dried blood.
>
> As the panic-stricken apprentice runs into the room, he looks behind him as though expecting someone to follow. He reaches the shopkeeper and whispers; the shopkeeper stares at the door as well.
>
> The front door's chime rings again, as another form enters. Covered in blood-stained gray robes, the newcomer's face is hidden in the cowl—though you notice hands that are pitch black. This figure leans languidly against the closed door, arms folded, and in a strange accent says "Come on Lucian, there's no running from the inevitable."

Background

The two figures who enter the shop are a wizard's apprentice named Lucian and a **babau** demon *(VGtM p136)*. Lucian, a student at a school for wizardry, was the frequent target of his classmates' taunts and bullying. The night before, when the school's archmage was away, Lucian used his master's spellbook to summon the demon and, with a scroll of planar binding, instructed the babau to protect him from his tormentors.

Soon thereafter, when Lucian's classmates confronted him, the demon slaughtered them all. Fleeing his master's tower, Lucian and the demon were stopped by the town guards. When the guards pushed the apprentice out of the way to attack the demon, the babau "protected" Lucian, and killed them too.

For nearly a day, Lucian had attempted to avoid contact with other people to protect them from his demon "guardian." The planar binding is almost over, after which the demon will be sent back to the Abyss. However, the demon has tricked Lucian into believing that its stay will be permanent – with the promise of a painful death for summoning it. In a desperate last minute gamble, Lucian had run into this town's local magic shop, hoping to find a scroll of banishment to use against the demon.

At the Magic Shop

Characters who succeed on a **DC 10 Wisdom (Perception) check** will notice the second figure has long claws, needle-like sharp teeth, and a horn that peeks out of its hood. Characters who succeed on a **DC 18 Intelligence (Arcana or History) check** will recognize it as a babau demon Characters who eavesdrop on conversation between Lucian and the shopkeeper, and who succeed on a **DC 12 Wisdom (Perception) check**, will hear a frantic conversation about the spells *banishment* and *planar binding*.

Characters who talk to Lucian will be told the story about the demon, though he will avoid commenting about his slaughtered classmates or guards, unless characters succeed on a **DC 18 Charisma (Persuasion) check**. The shopkeeper claims that he does not have a scroll of *banishment*. He is also trying to explain to Lucian that the demon should disappear in only a few minutes, after the end of the *planar binding* spell. Characters who know the spell, or succeed on a **DC 18 Intelligence (Arcana) check,** will know this information about the spell as well.

The Taunting Demon

The babau will ignore the adventurers; its attention is fixated on Lucian. It tells the wizard's apprentice:

> "Your time is nearly up," and "You cannot run from fate."

If the characters go close to Lucian, the demon will loudly ask:

> "Lucian, are these adventurers bothering you in any way?"
>
> Lucian quickly responds with alarm, "No! These people are my friends and are not to be harmed in any way." The wizard's apprentice offers a meek, scared smile at you before returning to talk to the shopkeeper. The demon remains by the door, staring at its long claws and occasionally using them to scratch the wall.

The demon has convinced Lucian that at the end of the *planar binding* spell, the demon will be unleashed to kill him. Without a means to banish the demon, the apprentice wants to recruit the characters to protect him. Characters are free to protect Lucian, attack the babau, or if they are able to do so, cast *banishment* (or a similar spell) on the demon. If the demon remains, Lucian goes into a panic— and starts to beg and plead for the demon to show him mercy. If the characters raise their voices at Lucian or tries to restrain him, the demon will also attack them, as per its instructions to "protect" the wizard's apprentice.

At the end, the babau turns to Lucian and says, "It's time Lucian. Your spell is over," and lunges at Lucian. Yet, before it reaches the apprentice, the demon starts to fade away. The characters hear jeering laughter, with the babau's final words being: "You mortals are all so gullible."

What Happens Next

Lucian will try to quickly leave the magic shop after the demon's disappearance. If characters learn about the dead classmates or guards, they might try to detain Lucian for his role in the deaths or alert the authorities. Sometime after the end of this encounter, the character could be visited by a variety of people connected to Lucian, including guards investigating the deaths at the magic school, hunters looking for the demon, or even Lucian's master, an archmage who has returned to his school only to discover his students murdered and the town guards killed. The archmage will be trying to find further information on what happened. Characters could also end up journeying to the school to further investigate the circumstances of what happened. Such encounters could lead to additional adventuring opportunities.

Alternatives

The babau demon can be replaced with almost any type of medium or even large demon—though, if the demon doesn't look vaguely humanoid, the DC check to recognize the demon would need to be much lower or be eliminated altogether. While combat could take place in this encounter, characters are not meant to defeat the demon, which will disappear once the *planar binding* is over; this could take place in the midst of combat. As such, the CR of the demon could be somewhat higher than normal for the party's size and level.

About the Author

David is a new contributor on the DMs Guild and author of the adventures ***The Priest, the Witch, and the Lost Temple*** and ***Undermountain: Caverns of the Many-Legged***.



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So, a Cleric and a Cultist Walk Into a Magic Shop…

by **Elise Cretel**

Suggested Party Level: Any

An ethereal tinkle fills your ears as you enter the magic shop. An elderly couple is busy pulling potions and trinkets from behind counters for patrons while a hurdy gurdy man winds his music box singing songs of druidic lore. Musicians play quietly as young spell casters practice their craft to illuminate the corner of the shop with beautiful dragons and lights. Enamoring potion bottles bubbling with magic and glowing elemental orbs gently swirl behind the many glass cabinets as the chimes tinkle again. A strong cleric with engraved armor walks into the shop followed by her cultist friend. The cleric's ponytail falls over her shoulder as she easily carries a heavy wooden box. The cultist's staff gently taps the store floor with each step as the cleric's armor falls in stride with each turn of the music box.

The cultist appears to be a human wearing thick robes and a golden amulet. A **DC 11 Intelligence (Religion) check** will reveal the pendant has the symbol of the goddess Tymora delicately engraved into the soft metal. Her beautiful voice fills the magic shop as she asks guests to donate tribute and offer a prayer to her goddess. If questioned, she will honestly tell travelers that the money is for those in need who seek help at her temple. They say that their goddess is Tymora, the goddess of luck and good fortune. Treat the cleric and the cultist of Tymora as **devas** *(MM p16)*, treat the shop keepers as **mages** *(MM p347)*, the three musicians as druids *(MM p346)*, and the two young spell casters as **acolytes** *(MM p342)*.

Anyone who puts an item they view as valuable in the box will be asked to say a message to the goddess. Characters must make a **DC 13 Wisdom or Charisma check** (player's choice). On a success, the DM will roll from the **Tymora's Blessing Roll Table**. For those who fail the check or attempt to utilize Deception, Intimidation, or anything ill-willed toward the women, must roll from the **Tymora is Displeased Table**.

Tymora's Blessing Table

d12	Encounter
1	A **Philter of Love** appears *(DMG p184)*.
2	Outside, a rainbow appears, and a small herd of unicorns runs by gracefully.
3	50 gp appear in the PC's coin purse.
4	A spell scroll of *feather fall* appears.
5	A **Stone of Good Luck** appears *(DMG 205)*.
6	Colorful butterflies pour out of the box and fill the room.
7	A 100 gp three leaf clover appears in the PC's palm.
8	A 250 gp art object *(DMG 135)* appears.
9	A **Pearl of Power** appears *(DMG 184)*.
10	When the party steps outside, the wind sends cherry blossoms raining from the sky.
11	A set of **Nolzur's Marvelous Pigments** appears *(DMG 183)*.
12	A portal appears in the floor with spiral stairs leading to a small crystal cave. The cave has a clear pond with bioluminescent creatures darting about. Stepping in the water brings full healing and cures any poison or disease. The only way out is back up the stairs. The portal closes once everyone has exited the cave.



Tymora is Displeased Table

Note: You have angered the goddess, PCs do not have time to react to all encounters.

d12	Encounter
1	A **giant centipede** *(MM p323)* suddenly fills the adventurer's backpack until it tears and the beast crawls out, attacking immediately.
2	The PC trips and falls taking 1d6 bludgeoning damage.
3	A **giant vulture** *(MM p329)* ridden by a **rat** *(MM p335)* crashes through the store window.
4	An angry **black bear** *(MM p318)* begins scratching at the store door.
5	When the PC steps outside, something from a large bird lands on the PC's head.
6	A cursed item (determined by the DM) magically appears in the PC's pack without their knowledge.
7	An angry **centaur** *(MM p38)* runs toward the PC, steals their favorite weapon, and runs off.
8	A **gelatinous cube** *(MM p242)* appears and completely engulfs the PC except for their head and begins to slide away (out the door if inside).
9	The next time the character sleeps, a **black bear** *(MM p318)* steals their backpack thinking there is food in it. Their gear ends up strewn down a long path toward a bear cave.
10	An **ochre jelly** *(MM p243)* magically fills a water skin, potion bottle, or other container on the character. Next time they open the container, the very large jelly pours out.
11	1d4 **will-o-wisps** *(MM p301)* appear.
12	The PC is grappled by a **green hag** *(MM p177)*.



Use the optional **Magic Shop Patron Reaction Table** for the disruptive monster encounters.

Magic Shop Patron Reaction Table

d6	Encounter
1	The shopkeepers kindly ask everyone to go outside.
2	The patrons join the battle!
3	Everyone scatters and soon the city guard arrives.
4	Members of the Fighters Guild enter the shop and asks if everyone is ok.
5	The music stops and guests run out the door screaming.
6	An uncomfortably loud alarm sounds off and a magic water sprinkler system triggered.

Aftermath

When everyone is done giving tribute, both the cleric and the cultist thank everyone. The person who rolled the highest check will notice a glimmer of Mount Celestia in the cleric's eye as she smiles and walks out. They feel a strong spiritual sense overcome them as the chimes of the door gently fall over themselves.

About the Author

Elise Cretel works as a technical writer and editor in nuclear engineering by day and Dungeon Master by night. She is one of the authors of ***Undermountain: The Lost Chambers*** and ***Halaster's Hoard***. Elise has played on a D&D podcast, D&D live streams, and enjoys interviewing the RPG community. Her favorite classes are Wizard and Psion. She is also published through HitRecord productions. Find Elise on Twitter **@DNDElise**.

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So, a Tyrannosaur and a Wizard Walk Into a Magic Shop…

by **Aaron M Lopez**

Suggested Party Level: Any

Encounter Overview

While perusing the aisles of the most wonderful magic shop known, the party is suddenly interrupted by a "tyrannosaur" bursting through the walls being chased by a "wizard" causing chaos and mayhem throughout the store.

Barashi's Magic Shoppe:

The shop is immense, standing 4 stories tall and made of stone. The exterior is well maintained and the stones are polished to reflect the sun/stars clearly and add to the overall mystique of the shop.

Inside, each floor is the same size (100 ft. wide by 100 ft. deep by 20ft. tall) with a single, wide staircase leading to the next floor above. The room is well lit by magical means. The inside of the shop is a cross between a crowded general store, a museum, and a zoo with many objects and creatures—many still alive!—in glass cases on display. The gurgling and bubbling of brewing potions can be heard along with various creatures screeching and squawking throughout. A variety of scents assail the adventurers noses, bringing pleasant aromas, nauseating smells, and some that can even bring one to tears. Barashi himself can be found on any of the upper floors wandering about the shop. In addition to the adventurers, there are also 2d10 patrons (**commoners** *MM p345*) on each floor.

The Chase

As characters wander through the crowded aisles, the following happens:

A **tyrannosaur** *(MM p80)* bursts into the shop, recklessly charging directly through the establishment. Immediately after, a wizard (**mage** *MM p347*), obviously in pursuit, bursts in after the beast. Though this is not known to players, the wizard is really an **allosaurus** *(MM p79)* and the tyrannosaur is really a **goat** *(MM p330)*. Both were transformed into their new forms by a freak magical accident, but still see each other as they truly are. The allosaurus is trying to eat the goat, which in turn is running for its life.

The Chaos!

The demolition of the shop brings even more problems magical components are combined randomly and delicate devices are destroyed. Magic surges everywhere!

Characters must succeed on a **DC 15 Wisdom (Perception) check**, or are surprised for one round by the sudden entrance of the tyrannosaur and the wizard and are unable to dodge debris from the walls as the tyrannosaur bursts through. On a successful check characters can have the opportunity to dodge the debris by making a successful **DC 20 Dexterity Saving throw**. This roll is made at advantage for those who are more than 20 feet from the wall where the tyrannosaur comes through. Failure results in 1d6 bludgeoning damage.

Once ability checks are resolved, read or paraphrase the following:

> The patrons of the store erupt into a frightened mob at the sight of the tyrannosaurus. You witness a few commoners throwing things at the dinosaur, and a few running after the obviously mad wizard. Others try to keep shelves falling over on loved ones, while most attempt to run out of the store.

At this point it is a good idea to allow each character to roll for initiative in order to track actions for each party member as well as the tyrannosaur and wizard.

Due to the utter chaos and destruction, characters must make a successful **DC 20 Dexterity Saving throw** each round or take 1d6 bludgeoning damage from falling debris and must roll on the **Magic Surge table** below.

The tyrannosaur and wizard should go on the same initiative and, unless they are attacked, will only continue the chase, completely oblivious of their surroundings. The DM should roll on the Magic Surge table once per round for each of them as well.

Magic Surge Table

d12	Result
1	You cast *polymorph* on yourself. If you fail a DC15 Wisdom save, you become a **badger** *(MM p318)* for the next minute.
2	You grow a long beard of beef jerky that stays with you until the next day, or until you eat any of it. (Counts as a day's rations for the entire party)
3	A *confusion* spell is cast, centered on yourself.
4	You teleport to the feet of the tyrannosaur and are stunned for one round.
5	You turn into a potted plant until your next turn. While a plant, you have vulnerability to all damage. If you drop to 0 hit points or are incapacitated, you immediately revert back to your normal form.
6	Your skin turns brilliant shades of pink and blue
7	An explosion next to you releases random creature(s) from the cage(s) containing it. (There can only be one occurrence of this. If a creature is already spawned, ignore this roll). See **Magic Creature table** below
8	You immediately levitate to the ceiling of the room.
9	For the next minute, every time you move, a small cloud of thick smoke erupts from each of your ears. (This will reveal your location if you are invisible or hidden)
10	A piece of a broken table hovers near you for the next minute acting as a shield, granting you +2 to AC. After 1 minute, the table falls to the floor and breaks apart becoming useless.
11	A comical-looking eye appears on your forehead and remains until the next day. During this time you have advantage on Wisdom (Perception) checks that rely on sight, but disadvantage on Charisma (Intimidation/Persuasion) checks.
12	On your next action, instead of performing said action, you cast *magic missile* on three random creatures in the room (including party members!)

Magic Creature Table

APL	Creature(s)
2	5 Stirges *(MM p284)*
4	2 Griffons *(MM p174)*
6	a suit of Animated Armor and a Mummy *(MM p19, 228)*
8	a Treant *(MM p289)*
10	2 Yuan-Ti Malisons riding Elephants *(MM p309, 322)*
12	5 Weretigers *(MM p210)*
14	a Mind Flayer Arcanist and a Vampire Spawn *(MM p222, 298)*
16	2 Medusas and 4 Succubus/Incubus *(MM p214, 285)*
18	a Balor *(MM p55)*
20	a Solar driven insane by a previous captor *(MM p18)*

The Aftermath

After three (or more) rounds, the chase makes its way through the shop where a portal suddenly appears in the path of the dinosaur. Both the tyrannosaur and wizard exit through the opening, which snaps closed after they pass through. Shortly after the portal closes, an individual comes through the hole in the wall the tyrannosaur created. His clothes are smoldering and half of his beard, part of his mustache, and one eyebrow have been burned away.

Obviously winded, he introduces himself as Kovius of Chult and addresses the party.

> "Hello, so sorry about all this mess! Did anyone see a tyrannosaur a minute ago? I am really eager to find out what happened to my pet."

Barashi, hearing the destruction in his shop, immediately appears next to Kovius, where they talk excitedly in hushed whispers.

Barashi, who looks like a rotund human, dressed in a sari and bright blue turban, then turns to the party.

> "This is a disaster and will not do! Are any of you hurt? Can you tell me what happened?"

Allow the characters a chance to describe the events as they saw it.

After taking statements from the party, Barashi will again turn to Kovius and continue their hushed conversation.

A successful **DC 10 Wisdom (Perception) check** will allow the characters to learn the following:

- Barashi, hearing the destruction in the shop, caused the portal to open
- The "tyrannosaur" and "wizard" are now safe in individual cages elsewhere in his shop
- The "tyrannosaur" and "wizard" are actually an allosaurus and a goat, respectively
- They were transformed due to an accident that happened in his laboratory

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So, a Beggar and a Thief Walk Into a Magic Shop…

by **Justyn Johnston**

Suggested Party Level: 1-4

> A small, silver bell hangs down from the ceiling behind the wooden door at the front of the long and narrow store. The glass windows on either side of the front door have an array of weapons and armor on display. There are dusty, wooden bookshelves lining the walls, and a couple of wooden tables run right down the length of the store's middle. Scattered on the tables are a range of oddities and gimmicks, ranging from weapons, to trinkets, to potions. The store's owner, a rotund, balding man, in his late fifties, is busy behind the glass counter at the back of the store, arranging his wares and tidying the cabinet.

The characters should already be in the store, so get the players to choose and/or describe any action(s) that their characters are taking here. Read the following to all players who succeed on a **DC13 Wisdom (Passive Perception) check**;

> You hear the ring of a bell, signaling the entrance of another patron. A young man of slight build, dressed in dull, plain robes, walks in. Hot on his heels is another man, one with the distinct look of a beggar: dressed in dirty, tattered clothes that perfectly match his unkempt and scruffy face. The first young man walks casually towards the front of the store glancing at the different trinkets and magical items on display, ignoring the beggar who followed him in.

The beggar approaches a table next to one of the player characters. Have all characters within 5 feet of the beggar roll a **DC13 Constitution check**. On a failure, the character gags at the smell of the beggar. Struggling to concentrate, any Wisdom or Intelligence checks the player makes in the store are done with disadvantage.

> The beggar approaches a table next to (player character) and even before he reaches you, your nose is assaulted by the fumes coming off of him. Looking up at you, he lurches and stumbles, crashing into the table, sending items flying everywhere. Half falling as he tries to untangle himself from the myriad of items on the floor, he apologizes profusely for his clumsiness. The store owner comes running over, scolding the drunken beggar as he busies himself cleaning up the mess, declaring that, "one way or another, you will pay for the damages."

A 10-foot-radius area around the table is now difficult terrain.

Amid the commotion, and unaffected by the difficult terrain, the young man (see the **Thief** stat block at end of the encounter) will stealthily make his way toward the back counter that the store owner has just vacated, reach behind it, unlock a small wooden box, and grab the magical **ring of realms**, before simply disappearing out the back door and into the shadows.

Roll a **Dexterity (Stealth) check (+5)** for the young man, contested by the player characters' Wisdom (Perception) checks. On a failure, the character notices broken glass amongst the recently made mess. On a success, the character sees the young man heading towards the counter and can now make a **DC13 Intelligence (Investigation) check**; on a failure, the character wonders just how drunk someone must be to cause so much havoc in a store. On a success, the character realizes that the beggar's 'stumble' was a staged decoy for the young man.

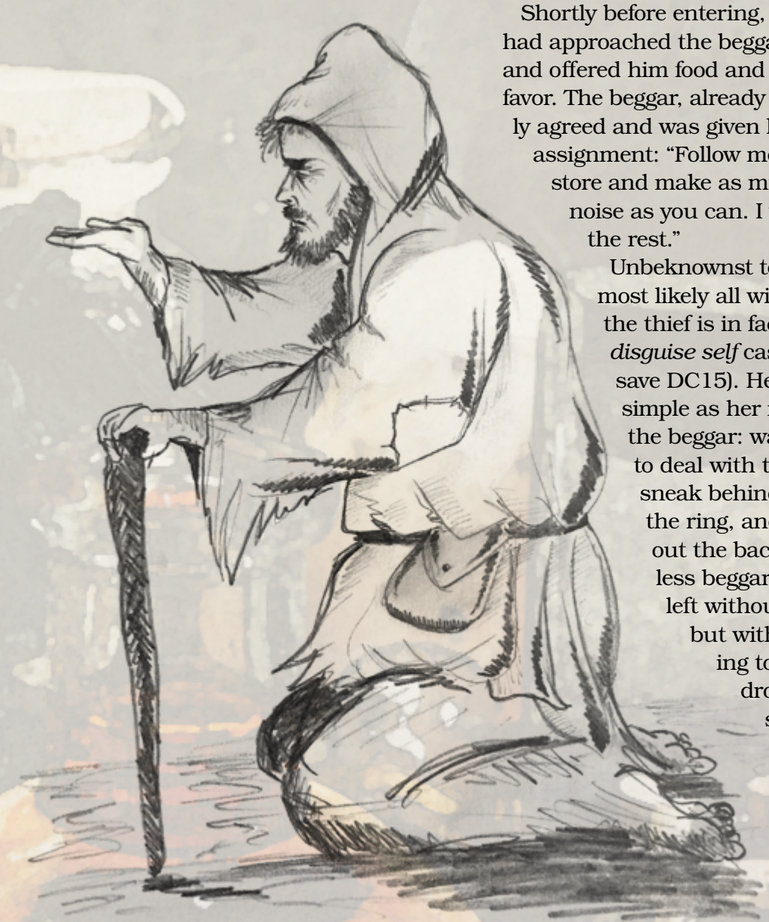
If none of the player characters realize this was a staged robbery, read the following;

> After cleaning up after the drunken beggar, escorting him to the front door, and kindly kicking him out, the owner of the store returns to the back counter. A moment later, you see him look at the floor before throwing his hands to his head, and yells, "I've been robbed!"

The thief will have disappeared by now and headed to meet with the kidnappers (or others, if the list of alternative motives is used). The beggar can be easily found in the street. Questioning the beggar can yield the following information:

- He was approached by the young man in the nearby alley.
- He was supposed to get food and drink for his services.
- He doesn't want to talk until he's been paid what he's owed (some food and drink)

Speaking with the store's owner, the player characters will be able to get a description of the ring, along with the basic information about the ring's abilities.



Ring of Realms

Ring, very rare. Requires attunement.

While wearing and attuned to this ring, you can travel to any plane of existence that you have physically been to before. You can use this ability once per day.

The ring can be located with the *locate object* spell (or similar magic).

If any of the player characters succeed on a **DC13 Intelligence (Investigation) check**, they see the young man behind the counter, unlocking a small wooden box, before taking 'something' out. Player characters can roll a **DC15 Wisdom (Perception) check** to see that the object is a ring. The young man then makes his escape out the back door, closing it softly.

Shortly before entering, the young man had approached the beggar in a nearby alley and offered him food and drink, for a small favor. The beggar, already half drunk, quickly agreed and was given his rather simple assignment: "Follow me into the magic store and make as much mess and noise as you can. I will take care of the rest."

Unbeknownst to the beggar, and most likely all witnesses as well, the thief is in fact a woman with *disguise self* cast on herself (spell save DC15). Her plan was as simple as her instructions to the beggar: wait for the owner to deal with the disturbance, sneak behind the counter, steal the ring, and slip unnoticed out the back door. The hapless beggar will most likely be left without food or drink, but with plenty of explaining to do. The thief will drop the *disguise self* spell immediately upon leaving the store.

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So a Bifurcated Bard and His Duplicate Walk Into a Witch's Hut...

by **Bryan Holmes**

Suggested Party Level: Any

Background

Cade Delvicious is a tiefling bard. Legends tell how the gods conspired to make a bard who had an ego so great, it was more than the sum of all bardic egos ever. Of course, the way Cade tells this story, he replaces "egos" with "talent."

So great is his legend that no other bard would work with Cade. This brought him to a witch named Agatha. Cade wished for a backup performer with as much talent as himself.

The crone granted his wish, but it resulted in a horrible curse that created an exact duplicate of himself.

Setup

The party should already be assembled in the hut of Agatha, the witch. She's a snarky old woman, but not without charm. Her hut resides near a large town where folk come asking for their fortunes told or charms to ward away sickness.

> You're browsing the wares laid out for display: silken head scarves and wooden carvings. Agatha even mentions having some more lewd carvings in the back, beyond a beaded curtain. The wooden walls of the hut seem to store more on the inside than appeared possible from the road.
>
> Your concentration is broken when you hear a shouting match outside. A moment later, twin tieflings walk in through the door arguing with one another. Their crimson skin is beaded with sweat, cascading down their faces as they continue to shout louder and louder.

Cade and his duplicate are identical. Red skin, blackened horns, and taut physiques. Each wears a vest, which does nothing to hide their muscular frames. Their eyes are pools of liquid orange and yellow, shifting constantly. The characters can make either Wisdom (Perception) or Intelligence (History) checks to see what they notice or remember.

DC	Perception
10	The twins aren't letting either get a word in edgewise. It seems one knows precisely what the other is about to say and counters it early, making it hard to follow along.
13	You spy tattoos visible just under their vests. An intricate delicate design. Whoever created the sigil must have a very steady hand to be able to mirror it so perfectly.
15	It takes you a while but you realize from their conversation: they're not twins. They're both Cade Delvicious.

DC	History
10	The twins look exactly like the fabled bard, Cade Delvicious. Although he's far more famous for being a primadonna than he is for having good musical talent.
13	Cade Delvicious was recently visiting some of the larger cities of the region and was thrown out of nearly every tavern he could find. Each tale describing why is more unbelievable than the last.
15	Not long ago, Cade was searching for assistants. He wanted to perform more elaborate musical pieces, and was unable to secure partnerships with any other talented musicians.

> Agatha stomps through the beaded curtain, lifts a finger and both tieflings are rendered silent by a spell. She smiles crookedly. "Good. Now please customers, excuse this lout. He's unhappy with services rendered and refuses to accept that his fate is out of my hands."

If asked, Agatha explains her story: Cade came to her wanting a magically created backup singer. She cast a spell which split Cade into two, but unfortunately his copy has an equally large ego.

> "I told him the only way to reunite his halves is get along with himself. And—"
>
> Suddenly free of her magic, Cade interrupts. "This horrific, warted hag cursed me! It's embarrassing, being around someone who is always trying to—"
>
> "Cut you off!" his duplicate finishes, to the visible annoyance of Cade.
>
> Agatha smiles and motions to you "Please allow me to offer a proposal. I don't want either of these charlatans in here. Finish your purchases, take them with you, and help break this so-called curse. If you do, I'll return your money on whatever you buy."
>
> Cade pipes up. "And, I'll let you come to all my shows, for free, for life. That's a Delvicious promise and those are as good as gold. Better, really. In fact there are some banks in distant lands who now only accept my word as their local currency."
>
> Cade's duplicate nods enthusiastically.

The Task

The characters must try to get the two halves to work together. This must take the form of the duplicate (whose tattoo is backwards) playing backup to the original Cade and successfully performing a song.

The players need to roleplay this encounter outside the hut. The DM should roleplay Cade and his duplicate as total divas, refusing to play second fiddle (even if it's to the greatest musician that ever played).

Have the players use their character's skills to help the two agree to perform a song together. Allow them to determine what skills to use, but don't allow them to simply say "I use persuasion." Ask them, "How do you persuade them?" For each check, the DC is 14. If they come up with a particularly good idea, or use magic in a creative way, grant them advantage on the roll or even an automatic success.

Depending on how quickly you want the encounter to go, allow each player one or two attempts at convincing the bards. Keep track of how many successes they achieve.

Time To Shine

> "Alright, alright, we'll do it." the duplicate relents, with an annoyed expression. After taking a moment to figure out which song to play, the bards begin.

Make a **DC 16 Charisma (Performance) check** for each version of Cade. Their bonus is +6 and add +1 for each success earned above. If both bards succeed, then you have a great success. If only one succeeds, you have a conflicted success. If neither succeeds, you have total failure.

Great Success:

> "Ok so maybe that's not so bad. Hey, we sounded great, harmonized perfectly and maybe I've been a bit rough on you, but I have such high expectations when someone is as talented as we are."

The two are getting along, but the duplicate is still here.

Proceed to **Agatha's Bargain.**

Conflicted Success:

> "Well we don't sound bad, but honestly I still don't think this is going to work. We did manage to play a song together, perhaps the hag will be nice and lift the curse anyway. Couldn't hurt to ask nicely, could it?"

Cade seems unsure, but you can see something has changed. His larger than life ego has shrunk just a little. Maybe Agatha will lift the curse after all.

Proceed to **Agatha's Bargain**.

Total Failure:

> The song, as predicted, is horrible. Each performer tries harder to play louder than the other. It ends up in an all out fist fight that requires you all to pull them off of each other. It's obvious this will never work.
>
> That's when a voice from within the hut calls out 'I've had enough of you two. All of you, get in here now!'. She sounds mad, and you doubt ignoring her would have any good come of it.

Proceed to **Agatha's Bargain**.

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So, a Cleric and a Zombie Walk Into a Magic Shop…

by **Jeromy Schulz-Arnold**

Suggested Party Level: Any

The PCs are shopping when a cleric and a zombie walk in and the cleric asks for help. She explains that the zombie used to be her friend until he drank some potions and, due to potion miscibility, he was turned into a zombie. She thinks that if the correct combination of ingredients are combined by mixing potions, the effect can be reversed. She pleads with the shopkeeper and the PCs to help restore her friend.

This is a logic puzzle with the goal of recreating a **Potion of Zombie**.

The puzzle works as follows:

- Each character begins by knowing the ingredients of a number of potions equal to their Wisdom or Intelligence modifier (whichever is higher). Characters may select the potions for which they know the ingredients. Characters with a negative or zero ability modifier in both Wisdom and Intelligence know at least one potion's ingredients.
- The shopkeeper knows the ingredients for a Zombie Potion but does not have one in stock, nor does she have the ingredients.
- Only two potions can be mixed at a time.
- Once two potions are mixed, the DM consults the ingredient list of both potions. Any ingredient that is common to both potions "cooks off" in the bubbling reaction. A new potion is formed (if possible) from the remaining ingredients. For example, if a **Potion of Invisibility** is mixed with **Potion of Heroism**:

Dragon Blood, ~~Silver Dust~~, Yew Ash

Eye of Newt, Grave Dirt, ~~Silver Dust~~

Dragon Blood, Eye of Newt, Grave Dirt = **Potion of Zombie**

Yew ash remains but the puzzle is solved! *(Potion of Zombie takes precedence over any other potion that can be created)*

The new potion can be ladled out of the cauldron or it can be left and another potion added. Any leftover ingredients can also be ladled out or left in the pot.

Always remove doubles of ingredients first, then see if any new potion(s) can be formed.

If two potions could be formed, the DM chooses the potion to be formed. Again, the Potion of Zombie takes precedence over all other potions.

Once the Potion of Zombie is made and given to the zombie, he returns to human form. The cleric thanks the PCs and the shopkeeper for their help.

Finishing The Encounter

The cleric offers payment for potions used in the encounter and leaves. The the shopkeeper gives the PCs the potions made by mixing the philters during the puzzle solving process. One wonders if all that mixing may have created some flawed potions with interesting quirks. If this is run as first adventure, this might be a good chance to provide PCs with weaker forms of potions they might need but that they can't yet afford.

Alternately, if the PCs are more experienced (and richer) the cleric could forget to pay for the potions and depart; leaving the PCs to foot the bill for the potions used. The potions the PCs acquire may turn out to be extremely potent, perhaps even permanent.

About the Author

Jeromy has written adventures and source material for the DM's Guild. He spends an irresponsible amount of time daydreaming.

Potion Formula Table

Potion Name	Potion Ingredients
Potion of Animal Friendship	Dragon Blood, Eye of Newt, Yew Ash
Potion of Clairvoyance	Eye of Newt, Faerie Tears, Silver Dust
Potion of Climbing	Faerie Tears, Silver Dust, Yew Ash
Potion of Diminution	Eye of Newt, Grave Dirt, Yew Ash
Potion of Fire Breath	Dragon Blood, Grave Dirt, Silver Dust
Potion of Flying	Faerie Tears, Grave Dirt, Silver Dust
Potion of Gaseous Form	Eye of Newt, Faerie Tears, Yew Ash
Potion of Giant Strength	Dragon Blood, Eye of Newt, Faerie Tears
Potion of Growth	Dragon Blood, Eye of Newt, Silver Dust
Potion of Healing	Eye of Newt, Silver Dust, Yew Ash
Potion of Heroism	Eye of Newt, Grave Dirt, Silver Dust
Potion of Invisibility	Dragon Blood, Silver Dust, Yew Ash
Potion of Invulnerability	Dragon Blood, Faerie Tears, Yew Ash
Potion of Longevity	Eye of Newt, Faerie Tears, Grave Dirt
Potion of Mind Reading	Dragon Blood, Faerie Tears, Grave Dirt
Potion of Poison	Dragon Blood, Faerie Tears, Silver Dust
Potion of Resistance	Grave Dirt, Silver Dust, Yew Ash
Potion of Speed	Eye of Newt, Grave Dirt, Silver Dust
Potion of Vitality	Dragon Blood, Grave Dirt, Yew Ash
Potion of Water Breathing	Faerie Tears, Grave Dirt, Yew Ash
Potion of Zombie	Dragon Blood, Eye of Newt, Grave Dirt



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So, a Priestess of Lolth and Her Slave Walk Into a Waterdeep Magic Shop…

by **Andrew Bishkinskyi**

Suggested Party Level: Any

> The pleasant scent of cinnamon that always permeates the magic shop dissipates as the entrance door is flung open. Crisp cold wind rushes in only a moment before the complex bouquet of an exotic elf's perfume hits you like a runaway flower cart. The dark-skinned elf's sharp voice has the unmistakable air of superiority and causes all—patrons and clerk alike—to pay heed. "Shopkeep! This whip is entirely inadequate! We must have something louder! Something sharper! How is this slave to receive his proper beatings with this pathetic thing?"

The drow female is dressed in an exquisite black and silver dress adorned with spiderweb motifs. On a leash she holds a male drow, dressed in dark clothing. One of the male's shirt sleeves is tattered and on his bare dark shoulder can be seen a number of hideous scars, caked with what looks to be fresh blood. In her other hand, the female holds an elaborate multi-tailed whip, its handle clearly broken.

Background (DM Only)

Lady Luskana Tobelshaw is one of Waterdeep's social darlings. Known for her bubbly personality and questionable fashion choices, the human female is the talk of every noble ball. For tonight's Midnight Masquerade, she has talked her male companion into a "pairs costume" that features her as a drow priestess of Lolth and him as her drow slave.

"Costume" in this case refers to the clothing and makeup, as turning into drow has been accomplished with the *alter self* spell. The idea that dressing up as a member of an evil religion and a slave might be inappropriate has entirely escaped Luskana's attention.

Adjusting the Encounter

- This is a social interaction encounter that can be done by a party of any level.
- It is recommended that the DCs for the skill checks are set at 15, with any particularly outlandish ideas being set higher.
- For a low-level party, the checks can be lowered to DC12 or raised to DC17 for high-level parties.

Character Intervention

After setting the scene, characters should be given the opportunity to make checks and intervene if they so wish. Some appropriate checks here are as follows.

Intelligence:

- ARCANA can be used to ascertain that there are spells used for disguise and one may be at work here.
- HISTORY to recall that there are no known Lolth temples in the city.
- RELIGION to determine that neither the whip, nor the various symbols on the woman's dress are actual Lolth symbols.
- INVESTIGATION can substitute for some of these checks if the character specifies them. It can also determine that the woman seems to be speaking perfect Common, while most drow not only despise the language, but have an accent when they do use it.

Wisdom:

- MEDICINE reveals that the male's scars and blood do not look real.
- INSIGHT that the female is being purposely over-dramatic.
- PERCEPTION that the whip, while broken, does not actually have any blood on it or even looks like it has been used.

If the adventurers wish to intervene, it's easy enough to draw the couple's attention. Should the party aim to do something violent, Luskana squeals: "Oh no! Ruffians! Kidnappers! Call the watch!" and the store's clerk rushes to clear up the confusion.

If the characters do not intervene at this point, the scene continues. If they do intervene, adjust the clerk's reaction as needed.

> The startled clerk, who was busy helping another customer, drops what she is doing and rushes toward the drow. "Oh my! Wow! That's just… wow! When you said you were doing something special, I didn't think… wow. Ok, yeah, new whip. Hrmm… well, as you know, that was a special order…"
>
> The drow interrupts, "I care not what you do. You have thirty minutes, make it happen. Surely there must be props here that can be sufficiently enchanted to act as a weapon? What about those, those look very realistic!" and she points directly at the party's weapons. The clerk rushes toward you.

The clerk asks where members of the party got such realistic-looking weapons. Once it's explained that they're real, she visibly saddens. "But perhaps they can be enchanted to be less deadly?" At this point, the clerk shares that Lady Luskana is an extremely well-paying customer and someone that absolutely cannot be told "no." If they haven't already, the adventurers now find out that these are not real drow.

The desperate clerk asks for assistance in helping Lady Luskana and her companion either complete their costumes or (if the party wishes) in coming up with different costumes. Some of the store's magic items are offered as reward for the adventurers' gear and their help.



Resolving the Encounter

Success Criteria. To prevail, adventurers must succeed on at least one skill check per character in their chosen activities. These are in addition to any Charisma checks needed to convince Lady Luskana to allow them to help.

Failure. If they fail to help, Lady Luskana storms off—either intending to go to the masquerade or crying and going home. The clerk is also distraught.

What checks to use? For the enchanting to work, the character must succeed on a special Arcana check using their main spellcasting ability—the DC of the check is reduced by 1 for each level of the spell used (multiple spell slots can be used in the same check). Checks for non-magical ideas can use tool proficiencies, strength, dexterity or deception.

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So, a Treasure Hunter Carrying a Bag of Holding Walks Into a Magic Shop…

by **Jeff C. Stevens**

Suggested Party Level: 1-6

Wilhelm Holt, a well-dressed, self-proclaimed master treasure hunter, walks into a magic shop in which the characters are shopping. He greets them cheerfully while striking up a conversation with the merchant Jacob Gobb.

Wilhelm wants to sell his newfound **bag of holding** but Jacob explains he already has an overstock of such items. Wilhelm continues to press the merchant into buying the bag of holding, but to no avail.

Wilhelm them approaches the party, asking them if they would be interested in purchasing the magic item for 50 gp. He can be haggled down to 20 gp.

Wilhelm allows the item to be inspected and tested. Though the interior of this particular bag of holding can't be seen, reaching into the empty bag, a character retrieves one of the below:

d4	Item
1	A silver candlestick worth 10 gp
2	A spell scroll of *identify*
3	A small leather purse containing 30 sp
4	A finely crafted dagger with a pearl on each side of the hilt (worth 15 gp)

The Ruse

Wilhelm and Jacob are deceiving the characters. This is not a true bag of holding. Instead, this is a **bag-of-not-so-holding**: a bag created to resemble a bag of holding but instead with a portal at the bottom. The portal leads to a room in the back of the shop, where the third accomplice Larch sits, placing an object in the character's hand who reaches into the bag.

The trio want the party to take the bag, hoping the characters place valuable loot in it, which then drops into their hidden room in the shop.

Bag-Of-Not-So-Holding

Wondrous item, uncommon

This bag appears to be a bag of holding and resembles one if targeted by an *identify* spell. In fact, the interior of the bag is cloaked in a *continual darkness* spell and holds a portal that leads to another location. Anything placed in this bag is teleported to a hidden room in the merchant shop and is not retrievable.

Since it is not a true bag of holding, a creature may enter the bag, passing through the portal and being teleported to the hidden room in the magic shop, where one or more of the con artists may be counting their coin or polishing their treasure.

If asked about the strange darkness inside the bag, Wilhelm shrugs and says, "Eh, I never noticed that." If the characters succeed on a **DC 17 Wisdom (Insight) check**, they will know Wilhelm is lying.

The bag loses all properties if targeted by the dispel magic spell.

NPCs

You may use whichever NPCs from the *Monster Manual* for Wilhelm, Jacob, and Larch you would like. Suggestions include:

- 1st–3rd level party: Jacob (Priest), Wilhelm (Scout), and Larch (Thug)
- 4th–6th level party: Jacob (Mage), Wilhelm (Veteran), and Larch (Bandit Captain)

About the Author

Jeff is a middle-aged man living a childhood dream. He's the producer of the highly successful ***Savage Encounters*** supplements and has written many best selling adventures.

So, a Priestess of Lolth…continued from previous page…

Changing the Costume

Lady Luskana and her companion have six-hour versions of *alter self* cast on them and can change their physical form. Their make-up and costumes, however, are already done to match drow forms. Convincing them to change costumes requires not only a Charisma (Persuasion) check, but also ideas for what to change them to and how to do with what's available at the magic shop. After all, the masquerade is in an hour!

Characters can use their own clothing and armor if they wish (the clerk offers to pay for it, exchange it, or have it returned). The magic shop sells all common magic items listed in *XGtE*, other than weapons and armor. The clerk knows how to create more elaborate illusions for items but is out of magic energy for the day. The clerk can guide other casters in applying their own Illusion or Transmutation spells to enchant items with illusionary sights and sounds.

Characters without magic can help construct mechanical ways of enhancing the costume using various magical and mundane items at the shop.

Fixing the Costume

Lady Luskana has a broken magical whip that would make it look like her companion is being hit—there was a snapping sound and an illusion of blood splashing. Fixing the item is hopeless, even with *mending*. However, a new item can be made. If the adventurers do not have a whip or a flail for her, they must persuade Luskana to accept a different weapon.

In either case, the new weapon needs to be dulled and enchanted. The dulling can be done by the clerk, who is able to cast a basic spell making the weapon inert. However, the clerk doesn't have enough magic energy to enchant it with the sort of magic that's needed to make it into the same sort of prop as the whip was. She can, though, assist in a ritual to do it and characters can channel their own Illusion or Transmutation spells to provide power.

If the characters do not possess magic, the clerk can dull the weapon, but the sound and blood illusions need to be crafted mechanically. The store is full of knick-knacks and various potions and fluids. Allow the characters to come up with a way to construct something that makes noise and splashes blood.

Rewards

As reward for their successful assistance, the owner of the magic shop provides each character with a common magic item of their choice as listed in *XGtE*, other than weapons and armor.

Additionally, the clerk helps each character to create a minor illusionary enhancement for one magic item they already own. This gives their item the Minor Property: Illusion, as listed in the *DMG p143* (those rules apply).

About the Author

As part of the AL CCC program, **Andrew's** adventures have premiered at events from Nova Scotia to Ohio before becoming DMs-Guild best-sellers. His passion-project is developing the drow city first introduced in the adventure ***Six Summoned Swords***.



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So, a Lich and His Dog Walk Into a Magic Shop...

by **Oliver Clegg**

Suggested Party Level: 5 and up

Summary

A lich walks into a bookstore/magic shop to collect a book it has ordered. Unfortunately, things do not go according to plan, when the **gray render** *(MToF p209)* it has on lead decides to eat the vendor. The lich "requests" help from the characters to find the book it was looking for. Pointedly. Characters need to either help find the book, or find a way to excuse themselves... while avoiding the playful (and lethal) embrace of the murder puppy.

Setup

The characters need to be in their local bookstore, or passing through a store in the area. Like most bookstores, the area is filled to the brim with stacks of disorganized books. How anyone ever finds anything in here is a mystery.

> It's late in the morning, and the store is quiet with the sound of turning pages. Suddenly, the door slams open, and a rather gaunt man, bedecked in pompous finery, walks in with a tiny (but noisy) dog trailing behind him on a thin leash. "I'm here for the book I inquired after," he demands imperiously.
>
> The store owner wilts a little, then scuttles past the dog toward one of the bookshelves. Suddenly, the dog's jaw distends to a gruesome size and it swallows him whole with barely a pause for breath.
>
> The owner turns around and curses. "Bad, Mr Bitey!" He begins smacking the dog with a newspaper.

As the lich beats the dog, it accidentally breaks the illusion it was using to disguise itself, revealing the full horror of its undead appearance to the shop's clientele, most of whom scream and run— either hiding in the book stacks or dashing out the door— while the abomination admonishes its 'dog.'

If the characters interact with the lich, it rather curtly introduces itself as Maximus Dire the "archwizard extraordinaire." With the shopkeeper dead, Maximus knows he will have trouble locating the book he wants. He asks nicely if the characters will help him find the book. While doing so, he subtly casts a variant of *guards and locks* to seal the store shut (he doesn't like taking chances on the inherent goodness of human nature). The lich has the following spells prepared:

Level	Spells
1st	*charm person, tasha's hideous laughter, disguise self*
2nd	*hold person, levitate, suggestion*
3rd	*counterspell, dispel magic, slow*
4th	*confusion, private sanctum*
5th	*animate objects, dominate person, geas*
6th	*globe of invulnerability, mass suggestion*
7th	*reverse gravity*
8th	*mind blank*
9th	*invulnerability*

Finding A Book

The lich is not satisfied until he finds what he came for. The book in question is actually Maximus's spellbook, sold long ago to a second hand book store by unhappy accident, and which he has finally tracked down to this store after some considerable inconvenience. He can't remember the title (like all liches, he is a little mad) but knows he hid the spells between the cover of a storybook (to keep it concealed from prying eyes).

Once Maximus has sealed the store shut with *guards and wards*, the shop becomes rather difficult to escape from (DC30 to break open or pick the sole door to the establishment, behind where the lich is standing.) He uses *suggestion* and *mass suggestion* liberally to convince people to look for the book. The lich has no intention of killing anyone except in the most dire of circumstances.

Searching: Takes 1d4 minutes, and characters can make **DC 15 checks with Intelligence (Arcana), (Investigation), or Wisdom (Perception).** Success finds a **Suspicious Book** from the table below. The fourth book found will be the one the lich needs.

Suspicious Books Table

d8	Suspicious Books
1	One Thousand and One Wights
2	Tess of D'Undercroft
3	The Mayor of Casketbridge
4	The Picture of Dorian's Grave
5	Morte D'Aboleth
6	MacDeath
7	Salesman: Return from the Grave
8	Great Exhumations

Characters who fail their check by four or less instead find a **terrified customer**, who panics and either attacks the character or attempts to flee (DM's choice). Roll on the table below.

Terrified Customers Table

d4	Terrified Customer
1	Snark the **goblin** *(MM p166)*, clutching a pile of spoons. He has wet himself.
2	Madame du Ponce, (LE **noble,** *MM p348*) wealthy heiress and socialite, hiding behind a hatstand.
3	Basil, a halfling book thief (NE **spy** *MM p349*) who has since decided that today was a bad day to venture outside.
4	Tomas, an **apprentice wizard** *(VGtM p209)* on an errand for his master. He's rapidly regretting choosing to become a wizard.

Characters who fail by 5 or more trigger a Barely Plausible Disaster. Roll on the table below to determine what happens.

Barely Plausible Disaster Table

d4	Barely Plausible Disaster
1	The gray render is still hungry, and starts devouring the other customers or party members
2	The shop is lit by candles (what foolishness), one of which is knocked over and sets the books alight.
3	The lich can't decide which book he needs, so demands the characters fetch ALL of them.
4	One of the terrified customers tries to break out of the store by rushing past the lich. Their end is likely to be grisly.

When the lich finds the book he wants, he leaves without a farewell, completely forgetting about his pet gray render, which the beast doesn't seem to mind.

About the Author

Oliver is a bookseller by trade, and brings the inherent resentment of humanity implicit in that job to his DMsguild material. He likes puppies, though.



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So, Elminster of Shadowdale Walks Into a Magic Shop…

by **Eddie Gioffre**

Suggested Party Level: Any

The following encounter can be easily added to an existing campaign the next time your party finds itself in a large city. With a little work, DMs can make this part of a larger adventure or campaign.

Overview

The party is in town when an Elminster impostor attempts to steal a magic item from a local magic shop. The heroes will be asked to use all their skills to track down the thief and retrieve the stolen item.

The Ruse

A few months ago Ever Parkman was just a small time criminal in the backstreets of Shadowdale. One night, after a very successful burglary, Ever found himself in possession of a **hat of disguise** *(DMG pg173)*. Having seen The Old Mage on an occasion or two (from a distance), the young criminal cooked up his most ambitious plan to date. With the aid of the magical hat, Ever would cloak himself in the guise of Elminster and attempt to swindle magic items from local shops. Through trial and error, Ever learned that he can only approximate Elminster's appearance, so the disguise falls short for anyone who has actually meet the mage. This is when he started traveling to nearby towns, where the Sage of Shadowdale was likely to be heard of, but not well known enough where his disguise would be detected. His typical plan is to pose as Elminster and "acquire" a magic item in one town, and sell it off (under a different disguise) in another town.

The Encounter

The party finds itself in a magic shop for whatever reason within a local town in the Dalelands (except Shadowdale). While they are waiting in the shop, an older man rushes in. His white hair is slicked back, and a thick beard covers his face. He's wearing various robes, rings and pendants. He rushes up to the main counter of the shop.

> "Good person," the old man begins, "I'm Elminster of Shadowdale, and I'm fighting a terrible Demonbane Lichmonger from the Other World. I need your most powerful magic item for a spell of Banishing Destruction that will protect the Realms forever!"

At the slightest hesitation, Elminster will appear slightly disgruntled, and add, "On my good word, I will return the item promptly! Now make haste!"

If the party takes no action, the store worker (an apprentice wizard to the store's owner) hands over a magic item (DMs choice) and the Sage of Shadowdale rushes out of the store.

Detecting the Ruse

If the party is watching the exchange, allow individual characters to make whatever skill checks might be appropriate for them. Depending on what skill checks the party is successful with, they may learn all or some of the following:

- While Elminster initially asks for "the most powerful item", he was actually pointing to the nearest item in the store [DC 12 Wisdom (Perception)]
- Elminster kept his back to the party as much as possible. Ever is afraid the party may know the real Elminster and can see through the disguise [DC 15 Wisdom (Perception or Insight)]
- Elminster is more concerned with getting to the door than in making sure the item is powerful enough for his spell [DC 12 Wisdom (Insight)]
- There is no such creature as a "Demonbane Lichmonger" [DC 12 Intelligence (Arcana)]
- There is no such spell as a "Banishing Destruction" [DC 12 Intelligence (Arcana)]
- There is no such outer realm called the "Other World" [DC 15 Intelligence (Arcana)]

If the party tries to start a combat within the magic shop, its magical defenses cast a *hold person* spell on the attacker **(DC 17 Wisdom save)**. At this point Elminster rushes out of the shop, even if he doesn't have a magic item in hand.

Finding Elminster

Once Elminster makes his way out of the magic shop, the party should be encouraged to give chase. If the party needs any prompting, the shop worker will beg the party. The shop worker can also release any under the effect of the *hold person* spell mentioned above.

> "I think I've tricked by a con man!" the shop worker shouts. "That couldn't have been Elminster! Please, I can't leave the shop, but if can get back what he took before my master returns, I'll help get you a good deal on anything in the store."

Instead of just tracking movement each round, the DM should treat the chase through the city as a skill challenge. The rules for the skill challenge are as follows:

- The party needs to achieve 6 successes before getting 3 failures.
- PCs can use any skill they can reasonably justify to the DM. DM has final say on the use of any skill.
- Each PC can use each skill only once during the skill challenge.
- DMs should set the DC for each check somewhere between 15 and 17 (depending on the skill and the rationale for the check).
- (Optional) PCs can only use skills they are proficient in.

If the players need some suggestions, the following skills will definitely aid the party: Wisdom (Perception), Wisdom (Survival).

DMs are encouraged to use each success and failure to describe in "action movie" detail what's happening during the chance. Perhaps have the party describe their success, while DMs describe their failure.

Examples of descriptions might include:

Successes

- The party sees Elminster ducking down an alley
- The party sees Elminster change from the Elminster disguise into his true form.

Failure

- The party briefly chases the wrong target
- Someone trips on debris in the street.

Have fun with the chase!

The Resolution

This depends on whether or not the party was successful in their chase (did they get their 6 successes before getting 3 failures).

If the party failed the skill challenge, Elminster gets away. The party may choose to look for Elminster in neighboring towns, and may even be hired by a group of local mages that have all fallen victim to this con.

If the party succeeded in the skill challenge, they catch up to Elminster, either in an abandoned building, a dead-end alley, or some other location of the DM's choosing. Ever will immediately drop his disguise (if he hasn't done so already) and beg mercy. He's willing to turn over whatever he's taken. He's hesitant to turn over the hat of disguise, but will do so if threatened (DC 10 for characters using Intimidation or Persuasion).

Alternately, for DMs and players who want a bit more combat in their games, the chase could lead to an ambush, where several of Ever's allies lie in wait. In this case, if the party fails the skill challenge, Ever and his allies surprise the party during the first round (with the enemies using as many readied actions or sneak attacks as possible), if the party is successful, they catch Ever's allies unprepared.

No stats are provided for Ever or his possible allies. DMs are encouraged to build out this party based on the party level, and their appetite for combat.

About the Author

Eddie has contributed to several blogs and publications, including *Polyhedron* magazine, the D&D Adventures League website, and the DMsGuild Silver Best Seller, ***Storm King's Barrows: Tombs and Crypts of the North***.

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So, a Ghost and Her Dog Walk Into a Magic Shop…

by **Richard Malena-Webber**

Suggested Party Level: 5-10

Summary

The door to the magic shop is just about to close behind the PCs when a small dog bursts inside, fleeing from its ghostly owner, Amalia. The ghost attacks the party with a barrage of powerful spells. However, if the ghost is destroyed, Amalia's polymorph enchantment fails, and the dog suddenly becomes a raging owlbear.

Encounter

A bell rings when you enter the small magic shop, and the smiling shopkeeper takes a deep breath as he prepares to tell you all about his mystical wares. Just as the door is about to fall closed behind you, it flies open and slams against a shelf of potions as a small, gray puppy wearing a big, red bow bursts through. The shopkeeper cries out as two potions shatter on the floor in a hissing, bubbling pool, but the puppy's attention and sharp barks are wholly pointed at the shop's front door.

As the dog arrives, have each character make a **DC 13 Wisdom (Animal Handling) check**. Players who succeed can tell that the barks are frantic and terrified. The young dog seems to be a Moorhound who might someday reach the size of a small pony. It looks up at the heroes, immediately running to stand behind the character who rolled the highest on the check.

Within a few moments, a voice is heard from outside the shop. "Where are you, Mister Buttons? Come out, come out, wherever you are!"

The girl who strides through the open door seems to be a well-dressed noble carrying a formal cane. However, Amalia is slightly transparent and floats slightly above the ground. Her mouth freezes into a manic grin when she sees her dog hiding behind the heroes. Though she appears in the form of a young girl, Amalia is more than a hundred years old. The powerful spellcaster is uninterested in conversation, and wastes no time making her demands before attacking the heroes. Given the opportunity, Amalia only speaks three times before using her **horrifying visage**.

"There you are, Mister Buttons! Kind adventurers, if you wouldn't mind, please bring me my dog."

"I have no patience for wasted time. Give me my pet."

"Thrice I ask and done, fools. Return my dog to me. Now."

Encounter Tactics

Amalia is a canny combatant and has been preparing to use her horrifying visage as soon as the heroes come into sight. She is free with her spellcasting, though she won't allow any of her spells to hit Mister Buttons, who remains behind the character who it chose as its guardian.

Hazards

As the battle begins, characters have little room to maneuver without bumping against one shelf or another. If a character casts a spell affecting an area or misses with a melee attack, have them roll a **DC 13 Dexterity saving throw**. Characters that fail knock a potion or trinket off the shelf. Roll 1d6 for the resulting effect.

d6	Result of Failed Saving Throw
1	The shopkeeper groans, "My shop! Who's going to pay for all these damages?"
2	A shattered potion eats away at the carpet and deals 1d6 acid damage to the nearest character.
3	The shopkeeper shouts, "Get out of my store, you whippersnappers!"
4	A fallen trinket's aura lashes out, cursing a random character with disadvantage on their next attack.
5	The shopkeeper whines, "Not my prized umber hulk tusks!"
6	A broken vial glimmers with divine light and grants a random character five temporary hit points.

Development

As Amalia dissipates under the heroes' attacks, her cane clatters to the floor. One turn later, the dog starts making an odd noise mixing a high-pitched bark, a squeal of pain, and a sudden deep growl. The heroes now see the dog writhing amidst some kind of transformation. Within moments, the dog has become an **owlbear** covered in some kind of ectoplasmic ooze. It wipes the fluid from its eyes, roars, and attacks its recent defenders.

Spectral Rod

Rod, rare (requires attunement)

The wood forming this formal wooden cane was harvested from a haunted forest and exists in both the Material and Ethereal planes. While held, it doubles the duration of any spell or effect which grants the frightened condition.

About the Author

Richard is a contributor and author of many projects on the DMs Guild, including the Ravnica adventure ***The Tomb of Svogthos*** and ***Rise of the Champions***.

Raging Owlbear

Large monstrosity, unaligned

Armor Class: 13 (natural armor)
Hit Points: 59 (7d10 +21)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +3
Senses: darkvision 60 ft., passive Perception 13
Challenge 4 (1,100 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Reckless Attack. The owlbear throws aside all concern for defense to attack with fierce desperation. While attacking, the raging owlbear gains advantage on melee weapon attack rolls, but attack rolls against it have advantage.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Amalia, the Ghost Girl

Medium undead, chaotic evil

Armor Class: 11
Hit Points: 45 (10d8)
Speed: 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft., passive Perception 11
Languages: Common, Elven
Challenge 5 (1,800 XP)

Ethereal Sight. Amalia can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. Amalia can move through other creatures and objects as if they were difficult terrain. Amalia takes 5 (1d10) force damage if she ends its turn inside an object.

Spellcasting. Amalia is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *firebolt (2d10 damage), mage hand, minor illusion, prestidigitation*
1st level (4 slots): *charm person, color spray, magic missile*
2nd level (3 slots): *hold person, phantasmal force, suggestion*
3rd level (3 slots): *fear, fireball, tongues*
4th level (1 slot): *ice storm, polymorph (expended)*

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 2) necrotic damage.

Etherealness. Amalia enters the Ethereal Plane from the Material Plane, or vice versa. Amalia is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Amalia that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 2 minutes. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Amalia's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a lesser restoration spell.

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- Apparently, the creatures only see each others true form and have no idea they have been transformed

Following the conversation, the shop, its owner, and Kovius disappear leaving the party and a lot of stunned patrons standing in an empty field/space where the magic shop had been a few moments earlier.

Roleplaying Barashi

Barishi, an ancient being of considerable magical means, is a collector of magical items and curiosities. His shop, though extensive, is really filled with items that he has studied and gotten bored with. Though he will be angry at the destruction of his shop, his ire will be quickly overshadowed and turned to excitement and even happiness at the discovery of a mystery involving magic. He will take the discovery of Kovius' accident as another adventure to embark on.



Roleplaying Kovius

Kovius is powerful archmage. He is kind but occasionally absent minded. He had just served lunch (a goat) to his pet allosaurus and returned to his laboratory when an explosion caused the magic accident which transformed the two beasts. The goat's sudden increase in size broke the cage and it immediately ran in fear. The allosaurus, being exceedingly hungry, followed after his lunch.

Note: Neither Kovius nor Barishi will attack the party or any other creature in this encounter. Should any attack be made on either of these, Barishi will use his legendary actions to disappear along with Kovius and cause the shop to teleport to parts unknown leaving the party and bystanders in a field alone.

Alternatives

As an alternative, the portal can be opened in the shop where the tyrannosaur and wizard run from it, through the shop, through the wall, and off into the wilderness or city. In this alternative scenario, the portal is caused by the same magical accident that polymorphed the two creatures. Additionally, Barashi will capture the two using magic and trap them into cages in the shop.

About the Author

Aaron has written an adventure for the DMs Guild, as well as *Baker Street: Roleplaying in the World of Sherlock Holmes* by Fearlight Games and *Glimpse the Beyond* by Aegis Studios, He has also contributed to additional projects on the DMs Guild.

So, a Beggar and a Thief…continued from page 8…

Thief

Medium humanoid (human), chaotic neutral

Armor Class: 13
Hit Points: 20 (3d8 +6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws: Dex +5, Int +2
Skills: Acrobatics +5, Investigation +2, Sleight of Hand +5, Stealth +5, Thieves' Tools
Senses: passive Perception 12
Challenge 1/2 (100 XP)

Sneak Attack. Once per turn, the thief deals an extra 7 (2d6) damage whenever she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of her's that isn't incapacitated.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

The thief is tall and slender, with red hair, green eyes, and fair skin. She is in her early 20s and a member of the Shadowstalkers, a local thieves guild. Such is their reputation that they are virtually unseen and rarely spoken of out loud.

She needs to deliver the ring before her family is slaughtered by their kidnappers. She has no idea of their whereabouts and is dealing with the kidnappers via a **sending stone** *(DMG p199).*

If confronted by the player characters, she will throw herself on their mercy and ask for help. She explains she has only limited time to deliver the ring to the kidnappers. If using the alternative motives list, adjust the thief's reaction to best reflect her motivations.

Alternative motives list:

- She's being paid a lot of money to steal it
- It's her initiation to become a fully fledged member of the thieves guild
- It was a family heirloom stolen by an 'acquaintance' of the store's owner

About the Author

Justyn is a new contributor on the DMs Guild and has worked on a number of projects including the highly acclaimed ***Myriad, City of Tiers***.

So, a Bifurcated Bard…continued from page 9…

Agatha's Bargain

> You all enter the hut, where Agatha holds a pendant in the shape of a silver harp. "I'm feeling generous. I've shifted Cade's curse to this pendant. Cade, you can decide to break it and absorb the other Cade. Duplicate, you can break it and absorb the original. Or, one of you can take it and trust the other to never break it, allowing you to keep your new compatriot."

Great Success: At this juncture, Cade offers the players the silver harp pendant in order to keep it safe, and know that their trust will never be tested.

Conflicted Success: For this condition, the DM should have whoever played better take the pendant. Give the players a moment to bargain, but unless they come up with a good argument, the harp is broken and the other Cade disappears.

Total Failure: Read the following:

> As Agatha holds out the pendant, Cade steps forward. 'No tricks, hag?' he skeptically asks. She shakes her head. "Well then I…' is all that comes out of Cade's lips. Faster than you realize, his duplicate glides over and slides a dagger in his back. As Cade bleeds out over the floor, his duplicate looks at you with sad eyes. "I didn't ask for this. I don't want to die."

How the players deal with the repercussions of this should be left up to the table.

Aftermath

Dealing with the infamous Cade Delvicious is certainly going to stay with you for a long time. You get the feeling you'll never meet anyone quite like him ever again. But you find yourself having a greater appreciation for the phrase "We are our own worst enemies."

About the Author

Bryan is a programmer by day, gamer and father by night, and DMs Guild writer by whenever he can find spare time. His works include ***Materials of the Realms*** and ***Feats of the Forgotten Realms***.