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SHOPPES AND STORES SUPPLEMENTS

V0.5 (MARCH 9, 2020)

Note: This content is still being edited and playtested, new versions to follow!



Shoppes and Stores Supplement

INTRODUCTION

Any group of adventurers traveling the long trade roads that cross through Humblewood are bound to run into merchants of one specialty or another. From peddlers' carts laden with foreign curiosities to stores that have become local fixtures in their communities, the world of Everden is bound by webs of commerce. Listed within this supplement are a few such shops that characters might encounter in their adventures through Humblewood.

The shops and their wares are described in detail, as are the shopkeepers: a colorful band of characters from all walks of life. Each shopkeeper has a personality, background, and a storyline you can use to further flesh out your game. These stories can be used wherever needed, either as small side quests or as plot points in your own Humblewood adventure!

NEW ITEMS

The shop descriptions each contain new items, which are detailed in the shop entry. Any magic items that can be found in the *Humblewood Campaign Setting* book or in the **New Magic Items PDF** have been marked with an asterisk.

TRAVELING MERCHANTS

Whether they sailed a lengthy voyage from faraway ports or crossed through the western Horned Ridge mountains, folks from all over Everden can be found seeking their fortunes in Humblewood. The traveling merchants listed here can appear anywhere in the Wood. Each one is a member of a new race that hails from a foreign land. A brief description of each new race is included in their entries for reference.

HANNU'S PROVISIONS

Jonall Hannu is a middle-aged capran merchant who hails from the western land of Firnveldt. She treks across the mountains to Humblewood every few years during the spring and summer months to peddle her wares, which consist mainly of wilderness survival and exploration equipment.

Jonall chose to become a traveling merchant to see far-off destinations and has since journeyed the length and breadth of the continent. Though never formally schooled, she became a veteran explorer and an expert on many locations across Everden, entirely through exploration and a willingness to learn. Over the years, she has recorded her journeys in impeccably detailed traveler's guides, which she prints in small quantities and sells for a modest price.

Thanks to her time on the road, Jonall is in excellent physical condition, and her extensive experience has given her an eye for assessing both the quality of merchandise and the character of her patrons. Her pastoral manners may come across as rather rough, but her bluntness comes from a place of honesty, and those who hold her customs tend to appreciate her forthrightness.

> **The Caprans**
> Caprans are a goat-like folk who hail from Firnveldt, a land to the west of Humblewood, beyond the mountains of the Horned Ridge that encircle the Scorched Grove. Firnveldt consists of vast plains, high peaks, and boreal forests. The winters there are harsh and can last from mid-autumn to early spring. Caprans have adapted to life in the cold mountains and great steppes, and they possess an uncanny surefootedness on rocky cliffs. An old legend states that caprans are distantly related to the cervans of Humblewood and followed their Amaranthine, Arghan, across the mountains. There, caprans were given unique gifts to survive in their new home.

Background

During her childhood, Jonall lived in Firnveldt on the vast plains of the Gargan Steppe. Her family is a clan of steppe nomads, the Hannu, who travel seasonally across these plains. The clan lives in harmony with a herd of giant bison-like creatures called gargaths, caring for the sick or injured among them, protecting the herd from danger, and shepherding them to the best grazing areas throughout the year. In return, the Hannu harvest milk from the gargaths and shear their thick winter coats in the spring to make warm clothing and blankets.

Jonall's mother and father led the Hannu, and also traded with nearby towns and villages to obtain supplies for journeys to more remote parts of the steppe. These new places, filled with diverse peoples and differing ways of life, intrigued Jonall from a young age. This passion for discovery was fueled by Jonall's eldest brother, who taught her to read. Together, through books, they learned about the wondrous places beyond the vast plains of their home and planned to travel the world together. However, one year at the height of summer, a deadly plague known as "the languishing" spread throughout the Hannu camp. While the young Jonall survived, many, including her brother, did not. The loss devastated Jonall, but it drove her to pursue her dream of traveling the world.

Jonall has spent years living on the road, never staying in one place for too long, as her wanderlust and explorer's spirit drive her onward. She still returns to her home on the steppe occasionally to visit, sharing tales of her adventures with her clan. Though her parents have since passed away, Jonall's sister, Tashun, took over leading the Hannu clan, and the two remain close.

Some of the wares Jonall carries were purchased from her clan's craftspeople. She is proud of all that she sells, and she hopes that her stories will help inspire others to one day set out on journeys of their own.

Bello

Jonall travels the land with her faithful companion and friend, Bello, a **gargath**. She has known and cared for Bello ever since he was a calf, and when Jonall decided to strike out on her own, the clan considered it only fitting that Bello accompany her.

Bello's immense size makes it possible for him to carry Jonall's supplies in a hut on his back. In exchange for his friendship and service, Jonall keeps Bello groomed, fed, and sheltered. The pair regularly camp together beneath a large canvas tent stored in the hut. Bello is very protective of Jonall, and he enjoys the new sights, sounds, and smells of the places they visit together.

Jonall's Hut

Jonall carries everything she needs to set up her store tent, Hannu's Provisions, in a solidly constructed wooden hut made to sit on the back of a gargath. This traditional design is used by the nomad clans of the Gargan Steppe to carry their supplies and possessions over vast distances. The hut is fitted with a set of large wheels, which help the gargath support its weight, and a pair of supports which, when deployed, allow the hut to stand on its own and the gargath to walk out from under it.

A small trapdoor underneath the hut, accessed with a ladder, serves as the primary entrance. Jonall uses her hut both as a stock room and a place to store provisions for herself and Bello. The hut also contains a sizeable store tent in which Jonall sets up Hannu's Provisions, as well as banners, small tables, and a sturdy wooden chair.

Ready for Adventure

Hannu's Provisions caters to explorers and adventurers, and Jonall keeps her shop well stocked with items useful for traveling around Everden. Characters will be able to find any kind of adventuring gear here, especially lanterns, camping supplies, and rations suited for long journeys. Jonall also keeps a small supply of weapons, as such journeys can easily lead a traveler into danger. While players can find any simple weapon in Jonall's store, there is only a 40 percent chance that she will have a martial weapon. It's rare to see Jonall carrying weapons with the heavy property or weighty suits of armor, as these will only slow a traveler down. In addition to these wares, Jonall has the items listed on the **Exploration Gear table** for sale.

Exploration Gear

Item	Cost	Weight
Beast whistle	20 gp	1/4 lb.
Clothes, gargath wool	10 gp	8 lbs.
Lantern, traveler's	12 gp	1 lb.
Steppe rations	25 gp	1/2 lb.
Traveler's guide	25 gp	2 lbs.

Beast Whistle. This bone whistle is carved in the shape of a gargath. When blown, it produces a high-pitched sound that can only be heard clearly by certain creatures. When you blow this whistle, any beast within 100 feet of you that hears it can discern its distance from and direction to you. Friendly beasts can be trained to understand signals given with this whistle, and if you spend at least 24 hours training a friendly beast in this way, you can use it to deliver coded instructions to a trained beast within the whistle's range.

Clothes, Gargath Wool. Warm, heavy clothing from the Gargan Steppe made of spun gargath wool lined with coarse fur. When worn, these clothes allow you to remain comfortable in temperatures as low as -50 degrees Fahrenheit.

Lantern, Traveler's. This compact hooded lantern features a large metal ring on its top, allowing it to be affixed to a belt, sash, or similar article of clothing while still providing light. The lantern sheds bright light in a 15-foot radius, and dim light for an additional 15 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Steppe Rations. These small rations are made of smoked plants, dried berries, ground nuts, and honey, baked into a chewy bar. Though not sufficiently filling for a day of travel, a bar will stave off hunger for 2 hours. These rations are spiced in such a way that they warm you from the inside out. When you eat a bar, you gain resistance to cold damage for 1 hour.

Traveler's Guide. These handy books contain detailed information on a single large city or notable destination chosen by the GM. Most of these guides were written by Jonall, though some were written by other notable explorers. A traveler's guide allows you to add your proficiency bonus to any Intelligence checks you make related to the destination it details.



Special Supplies

Jonall has 1d3 magic items in her inventory at any given time. These are rare acquisitions she obtained during her travels. You can roll randomly on the **Jonall's Inventory table** for appropriate magic items, or decide what she has in stock. Jonall primarily sells to explorers and adventurers, and her wares are mainly focused around themes of exploration, navigation, and utility outside combat. She prefers smaller, portable items which are easily carried by travelers and don't take up too much room in her hut. Owing to her straightforward and honest nature, Jonall tries to set fair prices for these special supplies, and she will agree to an exchange for a magic item if a character makes her a reasonable offer.

Jonall's Inventory

d100	Magic Item	Price
1	Rope of climbing	350 gp
2–5	Belt of the weald*	400 gp
6–11	Boots of the winterlands	700 gp
12–17	Antlers of the true path*	500 gp
18–23	Staff of climbing ivy*	400 gp
24–31	Ring of warmth	350 gp
32–37	Gloves of swimming and climbing	350 gp
38–43	Goggles of night	350 gp
44–49	Figurine of wondrous power (ivory goats, only sells the goat of traveling)	500 gp
50–55	Immovable rod (two, sold as a pair)	700 gp
56–61	Bag of holding	350 gp
62–67	Ring of the sky hunter*	1,200 gp
68–73	Handy haversack	1,000 gp
74–79	Ring of the ram	1,200 gp
80–85	Wand of enemy detection	900 gp
86–91	Band of fruitfulness*	1,000 gp
92–94	Pathfinder's pebble*	1,200 gp
95–97	Ring of free action	1,500 gp
98–99	Flame of ingenuity*	2,000 gp
100	Carpet of flying	2,000 gp

Quest: Spreading on the Wind

In this side quest, characters find Jonall distressed about a terrifying rumor she's heard in her travels, and they have a chance to help ease her troubled mind by investigating it. This is best suited to a party who has had at least one encounter with Jonall prior to this.

Jonall seems uncharacteristically distressed when they visit wherever she has set up shop. At first, she doesn't wish to speak about her concern. If pressed, however, she relents and tells the party what is bothering her.

> **"My last customer told me a rumor about folks falling ill in a village not far from here, and I can't get it out of my head. They said the sickness came swiftly, that it causes a strange fatigue that lasts for days, and that it's spreading rapidly." Jonall looks away, and then continues grimly, "This sounds too much like the languishing sickness that ravaged my clan and took my brother from me. I can't leave this alone, but just thinking about going there myself makes me freeze. Please, if this is the languishing, then there are steps to slow the spread that healers need to know about. Can I count on you to help me find out what's happening over there? I'll gladly reward you for your efforts… I only hope I'm wrong about the sickness."**

If the party agrees to help, Jonall provides them with a large satchel of herbs that smell faintly of mint. This mix of dried firnflowers, rhonasblade nettles, and king's wreath leaves can be brewed into a tea that will help abate the symptoms of the languishing and slow its progression. These herbs are native to Firnveldt, and Jonall carries them with her as a precaution. Jonall is prepared to head back to Firnveldt to obtain more herbs if the languishing sickness is truly to blame.

Mystery in the Village

This village can be anywhere in the Wood that works logistically for your game, ideally about a day's trek away from where the party encounters Jonall. You can either modify the information about the village presented here to fit within an existing city or town in Humblewood, or use the information provided, choosing your own name for this place. The small forest village consists of a few houses standing in a clearing. When the party arrives, they can learn that the plague started only a week ago and that a traveling apothecary calling himself Fibble the Meek has thankfully already arrived with medicine to treat the sick. At 50 gp per vial, only enough to treat one patient, the cure is unreasonably expensive. According to this apothecary, however, if the villagers don't act soon, the sickness will likely be fatal. The apothecary is actually **Spleck Smandra** **(pg. 6)**, a con artist who has paid a group of forest brigands to repeatedly dump a mild poison into the local well so he can trick villagers into buying his "miracle cure." However, the cure is simply the poison's antidote.

If the party administers the tea provided by Jonall to any ill villagers, they will find that it appears to have no effect on the subject's symptoms. Anyone who succeeds on a DC 15 Wisdom (Medicine) check to examine an afflicted villager will recognize the symptoms as the effects of a mild poison and not the onset of a disease. Casting *detect poison* and *disease* within 30 feet of an ill villager or a source of well water will reveal the presence of poison. Any creature that drinks from the well water must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours. While poisoned, the creature experiences lethargy and symptoms mimicking a disease.

Should the party not have access to this spell, they can learn everything they need to know through investigation. The villagers say that the apothecary arrived in town just three days ago, and after hearing of their plight and seeing their symptoms, he was able to provide them with a diagnosis. It's lucky that he happened to have the cure on him, but according to Spleck, the rarity of the imported herbs used to concoct it means he can't lower the price without falling into financial ruin. Though most of the villagers seem convinced of his good intentions (especially those who paid for the cure and began feeling better after taking it), some are understandably upset at the high cost and fear for their loved ones.

If the party questions Spleck directly, he lies to the party as best he can to keep them from discovering his con. Spleck attempts to flee town that night if he feels that his operation is in danger of being uncovered. Should the party launch an attack, Spleck defends himself, hiding behind his bandits or teaming up with the two **slicars** that pull his wagon, so long as they aren't hitched up to it. If cornered, he begs for mercy and offers the party a bribe to let him escape.

There is only one well on the outskirts of town, which everyone in this community uses, from locals to travelers refilling their waterskins. If the party asks the right questions, they can learn that those visiting this place with their own waterskins have only reported feeling sick after refilling them at the well. Examining the well with a successful DC 14 Intelligence (Investigation) check reveals a phial hidden in the dirt next to it. The phial was accidentally left behind by the bandits, and a few drops of the poison remain, enough for the *detect poison* spell to function. A character can also attempt to identify the liquid by taste. Doing so means that character must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours, as if the character drank the well water.

The bandits are sloppy and, due to the relative distance from town, make no attempt to conceal their approach. They arrive each night at midnight to poison the well while the village sleeps. The group consists of three **mapach bandits** and two **vulpin captains** led by a **strig tracker**. The bandits immediately sell out Spleck if the party defeats them.

TREASURE

If the party takes a bribe from Spleck, each party member receives a free potion from his wagon (pg. 8). These appear to be standard potions but usually have some sort of defect. Have a player roll 2d4 when a character drinks a potion, then consult the **Potion Fraud table (pg. 7)** to see if anything is wrong with it.

Upon returning to Jonall with any news, Jonall rewards the party with a copy of a "Traveler's Guide to Alderheart" as well as a 50 percent discount off their next purchase for their trouble, whether or not they uncovered Spleck's plot.

If they managed to discover the source of the apparent sickness, Jonall openly expresses her relief. The party can pick a single magic item from among Jonall's wares, which she gives as thanks for their help.

REWARDS

- Award XP as normal for defeated foes.
- Each party member receives an additional 50 XP if they managed to uncover Spleck's plot.



JONALL HANNU

MEDIUM HUMANOID (CAPRAN), NEUTRAL GOOD

Armor Class 11 (leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Skills History +4, Insight +6, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Birdfolk, Capran, Eluran
Challenge 1/8 (25 XP)

Explorer. As long as she is outside and can see the sky, Jonall can always tell which way is north. If given one minute with a map to find her bearings, she can always identify the safest, most direct route to a location.

Sure Footing. Jonall ignores nonmagical difficult terrain.

Traveler's Tales. Jonall makes History checks with advantage for anything related to towns, cities, or prominent regional features, such as unique geographic formations or landmarks.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

GARGATH

HUGE BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 66 (7d12 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	5 (-3)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It makes Constitution saving throws made to resist effects that deal cold damage with advantage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the gargath can make one Stomp attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) bludgeoning damage.

SPLECK SMANDRA'S WAGON OF WORLDLY WONDERS

A colorful and astute tilian merchant from across the sea, **Spleck Smandra** uses his status as a curiosity in Humblewood to dupe those eager to spend large amounts of coin on the low-quality and dangerous items he sells as "exotic goods." A survivor and a narcissist, he sees most of the folk in Humblewood as easy marks and is eager to swindle just about anyone. This daring nature gets Spleck into trouble more often than not, but thanks to his charm and quick wit, he is adept at controlling conversations and turning even bad situations to his advantage. Spleck's preferred tactic for dealing with conflict is to lie his way out of the situation. Failing this, he prefers bribery or deal-making over combat. Fighting is something Spleck considers a last resort, and he would much rather leave such unpleasantness to hired strongarms as he makes his escape. When Spleck must defend himself, he resorts to underhanded tactics such as striking at his foes with a holdout dagger steeped in poison.

Despite his knack for causing trouble, Spleck sells a number of useful wares. To those who are willing to accept a bit of risk, Spleck offers rare items at bargain prices.

> **The Tilias**
> Tilias are a gecko-like people who hail from the warmer parts of Everden, such as the jungles of the Tanglewilds, the deserts of Dustbloom, and the lush, tropical Gasparian Isles. They are capable of climbing almost any surface thanks to special pads on their hands and feet, and they have excellent night vision. Their skin is resistant to water and produces secretions which ward against disease. These secretions can also be used in potioncraft as a medium for mixing all kinds of elixirs. Some less scrupulous tilias will even use their own secretions to dilute potions, turning a strong elixir into many weaker ones, which can be sold fraudulently at a profit. Tilias also have a love of language, and most enjoy learning how to say new words in unfamiliar tongues.

Background

Spleck grew up orphaned in an archipelago within the Songsea known as the Gasparian Isles. There, great storms can unexpectedly swirl up and completely encircle an island, cutting it off from the world for months or even years at a time. One such storm descended when Spleck was a child, and he lost contact with his parents, who were fisherfolk. He never learned what became of them. After their disappearance, the eye of the hurricane settled over the island, trapping all its inhabitants within. Soon after, Spleck was placed in an orphanage, where he remained for the rest of his childhood.

Spleck was small and frail for his age, and he was bullied mercilessly. Even those whom Spleck thought to be his friends would later turn against him when it suited them. From these bitter lessons he learned that people who saw him as insignificant and incapable of harm were easy to manipulate. Spleck resolved never to trust anyone but himself and to do anything necessary to survive. Over the years, Spleck became a talented liar, capable of molding himself with words alone to assume any identity that suited him. By the time he left the orphanage, he was ready to make his way to the cities, where he mastered the art of exploiting people's trust, and advanced his plans to leave the island once the endless storm lifted. To accomplish this, he befriended a privileged luma noble named Ruill Lyris under the pretense that he was the heir to a family of merchant sailors. Spleck convinced Ruill that they could found a trading company together once the storm dispersed. With Ruill's money and Spleck's connections, the tilia claimed, they would both become wealthy beyond their wildest dreams.

It was a stroke of luck that the storm clouds finally parted soon after Ruill agreed to Spleck's proposal. With a concocted story about visiting his departed parents' merchant contacts, Spleck tricked Ruill into lending him a large sum of money for a voyage to the Tanglewilds. Instead, Spleck hopped on the first ship going anywhere else. Once he landed in Humblewood, he vowed never to return to the Isles. Spleck used what was left of the money to buy his wagon and began his career as a traveling merchant.

Spleck plies his carefully honed skills as a con artist to make money wherever he travels. This often lands him in trouble, and he usually finds himself on the run, wearing disguises and using his guile to throw off pursuers.

Vamos and Slaa

Spleck's wagon is pulled by a pair of **slicars**, Vamos and Slaa, which he purchased from the Talongrip Coast. These large monitor lizards are native to the jungles of the Tanglewilds and have an upright stance with long limbs suited for running down prey. Their bite is powerful and venomous. Strong yet dim-witted creatures, Vamos and Slaa were raised in captivity and are gruff and mean. Spleck has trained them for combat, and they prove to be formidable guards when not pulling his show wagon. He also feeds them often, as they become unruly when not properly fed.

Spleck's Wagon

This shop is a fabulously painted, four-wheeled, covered wagon with a fringe on the top and large signs along both sides that read "Spleck Smandra's Wagon of Worldly Wonders." This is the wagon's usual configuration, but the signs can be changed and the fringe removed for different con jobs, or to disguise it. In addition to its primary mode, Spleck can make the wagon appear as an apothecary's cart, a fortune teller's shop, or an alchemist's workshop.

The back of the wagon has double doors which open into a space that can be used to store stock, props, costumes, as well as any traveling supplies Spleck might need when his journey necessitates that he sleep on the road. One side of the wagon opens into a till window for sales and merchandise display. The space inside the till window is only a small part of the wagon and is separated from the wagon's storage area by an interior partition. Spleck regularly changes the merchandise he displays on a row of shelves behind him to match the wagon's configuration.

The other side of the wagon can fold open into a small stage, with a thick curtain blocking the view to the wagon's interior. Spleck uses this stage to rally a crowd when he wishes to make a spectacle of his wares to prospective buyers.

Spleck's Inventory

Spleck carries an inventory of potions, reagents, and magical baubles, nearly all of which are fake or of lower quality than he claims. Spleck also sells *potions of healing* for double the going rate. Spleck highlights different merchandise based on how he's disguised his wagon, but characters who shop here can expect to find an assortment of cheaply made arcane focuses, holy symbols for deities that don't exist, and druidic focuses looted from protected groves. Spleck assures customers that his wares are from distant lands. This is far from the truth: all of them were in fact purchased or pilfered close to home, even if some have been altered to look more "exotic."

Best Potions, Best Prices!

Spleck carries a variety of magic potions in all of his wagon's configurations, although he will put a different spin on these items depending on the con he's trying to run. When posing as an apothecary, he'll sell the potions as strange medicines. When disguised as an alchemist, he'll try and pass them off as his own miraculous concoctions. Spleck has 1d4 + 1 of these potions for sale at any given time. You can roll on the **Potions for Sale table** to see which potions Spleck has in stock, or choose for yourself. Spleck is always looking for ways to turn a profit, and there is usually something wrong with his items. Whenever a character purchases a potion from Spleck, roll on the **Potion Fraud** table to see what is wrong with it.



Lauren Henderson

Potion Fraud

1d8	Potion Fraud
1–2	The potion works as expected, but it has a strange or unpleasant taste.
3–4	The potion has been intentionally mislabeled and is actually a different potion at uncommon rarity (chosen by the GM).
5–6	The potion has been diluted. If the potion's effect has a duration, it lasts only half as long as normal. If the potion heals or deals damage, the amount of each is halved.
7	The potion is defective. When consumed, it has a 50% chance of having the opposite of its intended effect or of giving an additional negative effect (included in the **Potions for Sale table**).
8	The potion is a dud; it does nothing when consumed.



Paul Scott Canavan

Potions for Sale

d10	Magical Potion	Defect (Optional)	Price
1	*Philter of love*	50% chance of causing the drinker to instead become immediately hostile toward the first person the drinker sees	50 gp
2	*Potion of animal friendship*	50% chance that a beast is not charmed by the *animal friendship* spell cast by the drinker; in this case, the beast becomes aggressive toward the drinker	50 gp
3	*Potion of growth*	50% chance of being a potion of *diminution*	50 gp
4	*Potion of greater healing*	50% chance of being a *potion of poison*	50 gp
5	*Potion of gaseous form*	50% chance that the drinker becomes heavy and stone-like; the drinker will be affected by the *barkskin* spell instead and will weigh twice as much for 1 hour	150 gp
6	*Potion of heroism*	50% chance of the drinker losing 10 hp and being affected by a *bane* spell instead (save DC 15)	150 gp
7	*Potion of clairvoyance*	50% chance of dealing 4d4 psychic damage to the drinker when consumed, but the effect still works	150 gp
8	*Potion of speed*	50% chance that the drinker will be affected by the *slow* spell instead (save DC 15)	200 gp
9	*Potion of invisibility*	50% chance that the drinker will be affected by the *blink* spell instead	300 gp
10	*Oil of sharpness*	50% chance of making the target item too slippery to grasp unless the wielder succeeds on a DC 16 Dexterity saving throw, but the effect still works	350 gp

Mis-Fortune Telling

Spleck can set up his wagon as a fortune teller's shop, and while this isn't his most lucrative con, it is nonetheless a go-to disguise if he ever finds himself eager to disappear. After leashing Vamos and Slaa to a tree and applying the brakes to his wagon, Spleck can make it look like a roadside fortune stand to throw off pursuers. The accompanying costume hides his face under the hood of mystic-looking robes. Of course, even when on the run, Spleck still can't help but try and make a little more coin. Should anyone wish to have their fortune told, Spleck charges 1 gp to read their fate. You can roll on the **Fortunes table** to determine the fortune he will give.

Fortunes

d20	Fortune
1	"You will suffer terribly bad luck. Ward against it with a mostly jade figurine from the famed land of Roccononga. Just 5 gold pieces!"
2–3	"You will see a familiar face from your past. They will be haggard and wish they had spent more money on their equipment. Don't make the same mistake!"
4–5	"You will have need of a fortune teller in the future. Come back later."
6–7	"You will suffer a grave injury… You know I also sell *potions of healing*, right?"
8–9	"You will be reunited with a loved one, and they have bought you an expensive gift. They expect one from you in return."
10–11	"The Amaranthine will fail to hear your pleas. Hedge your bets with a holy symbol dedicated to the Great Snail or the Piping Shrew!"
12–13	"You will be robbed of all your coin. Better spend it while you still can."
14–15	"You will be rewarded for your generosity in the coming days. Be sure to tip your fortune teller."
16–17	"You will be blessed with a great bargain! Keep your eyes open for a handsome merchant from across the sea."
18–19	"You will be saved just in the nick of time by a handy item. I'm sure I have just the thing you seek in my wagon."
20	"You will find yourself on an empty plain. Your friends will be near death, your foe too strong to defeat. Then, suddenly… I'm sorry; the future is muddled. Perhaps if I had another gold piece?" (If the character pays 1 gp, roll again, rerolling 20s.)

Worldly Wonders

Spleck sells magic items he's purchased from other merchants at a bargain, usually because they're risky or outright dangerous. He has 1d4 of these items for sale at any given time. Many of the magic items he sells are cursed, but Spleck keeps this information carefully hidden from his patrons, often by playing up the beneficial qualities of a cursed item to compensate, referring to the item with a fake name. A few uncursed magic items can be found among his wares, which tend to have dangerous or random effects. Spleck proudly displays a sign which announces that all sales are final, and he is quick to pack up and leave town after a day of business. You can roll randomly on the **Spleck's Inventory table** for appropriate magic items, or decide what he has in stock.

Spleck's Inventory

d10	Magic Item	Fake Name	Price
1	The chronicle of fools*	Book of worldly wisdom	350 gp
2	Glowing ember*	Beacon of warmth	300 gp
3	Berserker's axe	+1 greataxe	500 gp
4	Bag of beans (contains 5 beans)	Magic beans	800 gp
5	Bag of devouring	Bag of holding	300 gp
6	Bag of holding	Deluxe bag of holding	400 gp
7	Marotte of chance*	Divine scepter of Clhuran	400 gp
8	Kwark's wondrous kernels (bag of planters)*	Spleck's patented magic seeds (plantable)	350 gp
9	Kwark's wondrous kernels (bag of tossables)*	Spleck's patented magic seeds (throwable)	350 gp
10	Shield of missile attraction	Shield of invulnerability	800 gp

Quest: To Reap the Whirlwind

In this side quest, characters will be able to either help Spleck evade the consequences of his crimes for a substantial reward or see that he faces justice for his many misdeeds. This is well suited to a party who has had at least one encounter with Spleck prior to this, or to a party who might just be meeting Spleck for the first time, provided they are famous enough that Spleck would have heard of their heroic exploits.

On the way to visit his wagon, the party can see that Spleck appears to be agitated. When Spleck sees the party approach, his eyes light up, and he smiles widely, addressing them with unbridled cheer.

"Ah! Yes! Friends! So good to see you! You're all brave adventurers, yes? A group like you couldn't just sit by while someone was in danger, surely? You'd rush to save them, I know you would." Spleck wrings his hands as a look of genuine nervousness plays behind his smile. "Seems I've attracted the company of some nasty bandits. They're keeping me on the move and scaring away my business, but that's just half of it. They have it out for me, might even want to off me and take what I have in my wagon. You'll help me, won't you? It goes without saying that you'll be paid for your efforts. I'll even give you half in advance if you promise to stop these fiends before they destroy me."

Spleck is only telling part of the truth. He knows that the people following him are bounty hunters, not bandits. Furthermore, he has a fairly good idea who hired them and strongly suspects that they have a warrant for his capture. He discovered the bounty hunters' presence in a nearby town five days prior and has been on the run from them ever since. A character can attempt an Insight check opposed by a Deception check from Spleck. If successful, the character can press Spleck to get him to reveal the truth.

The Bounty Hunters

Ruill Lyris, the luma noble Spleck swindled in order to leave the Gasparian Isles, used his influence to ensure that Spleck's case is brought to trial. To this end, he has funded a team of professional bounty hunters to capture Spleck and bring him back to the Isles so that he can be tried in court for his wrongdoing. The party can choose to leave Spleck to his fate if they wish, but Spleck will plead for their assistance. According to Spleck, he never really swindled Ruill: he fully intends to pay the luma back, with interest, once he makes enough money. This lie can be easily seen through if a character succeeds on a DC 14 Wisdom (Insight) check. Truthfully, Spleck is sure that death awaits him back on the Isles. Even if he's only imprisoned for his crime, he knows a storm could isolate him there for years should he return. If the party is unsympathetic, he will resort to whatever underhanded tactics necessary to ensure his escape from all parties who would see him captured.

The bounty hunting team consists of:

- Three neutral **raptor explorers** wielding longbows instead of the hand crossbows listed in their stat block
- Two chaotic neutral **berserkers** adjusted with swift strig traits
- a seasoned lawful neutral **raptor ranger** named Cadwyll Piper who leads the team and wields a *red-feather bow**

Cadwyll and his team are operating under lawful order, and he has the warrant to prove it. They have been tracking Spleck since they arrived in Humblewood and are currently in a forest just an hour's travel from where the party encounters Spleck. The bounty hunters are waiting until nightfall to make their move and hope to catch Spleck sleeping. Cadwyll is experienced in pursuit of especially slippery criminals, and he would prefer to hold his forces back until capture is assured. As long as they keep on Spleck's heels, Cadwyll reasons, it's only a matter of time before the tilia's exhaustion catches up with him.

The bounty hunters are currently in a makeshift camp hidden in the dense undergrowth just off the main road. Two raptor explorers serve as lookouts in the trees. If the explorers detect movement, they whistle in a precise code, signalling the direction of the intruders to the rest of their group. The other bounty hunters hide in the underbrush as best they are able and use the trees for cover. Once the intruders are close, the bounty hunters attack first and ask questions later. If the party loses here, they won't be killed. Instead, Cadwyll ties them up and interrogates them to figure out who they are and how they relate to Spleck.

If captured, the party can easily escape the situation by agreeing to cooperate and turn Spleck over to them. If he judges the party to have good (or at least lawful) intentions, Cadwyll asks for their assistance in Spleck's capture. Alternatively, Cadwyll simply lets the party go if they give him their word that they won't interfere. If Cadwyll doesn't believe the party will stay out of his way, he keeps them restrained under the watchful guard of the two raptor explorers as the rest of the bounty hunters attempt their capture that night. Cadwyll doesn't want to hurt anyone, but his duty comes first, and he won't show the party any mercy if they stand against him.

If his team is defeated, Cadwyll attempts to escape on his own, and it will take some time before he can pursue Spleck again. The bounty hunters working with Cadwyll are simply hired mercenaries and don't share his sense of duty. They can be easily convinced to abandon their cause.

TREASURE

If the party sides with Spleck, they receive:

- 500 gp for their assistance. He'll offer to pay half (250 gp) up front and will pay them the rest once they've taken care of the bounty hunters
- One potion of their choice from the shop for each party member
- One magic item of their choice from the shop's inventory
- The party can also claim Cadwyll's *red-feather bow* (if they defeat him)

If the party sides with the bounty hunters against Spleck, they receive:

- 250 gp for their assistance, from Cadwyll
- Any potions or magic items Spleck has in stock at the time (the bounty hunters have no interest in Spleck's wares)

REWARDS

- Award XP as normal for defeated foes.

  Each party member receives an additional 100 XP if they helped Cadwyll capture Spleck.

SLICAR

LARGE BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +4
Senses darkvision 30 ft., passive Perception 12
Languages -
Challenge 1/2 (100 XP)

Keen Smell. The slicar has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (2d4) poison damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.



Leesha Hannigan



Christina Kraus

SPLECK SMANDRA

MEDIUM HUMANOID (TILIA), NEUTRAL EVIL

Armor Class 13 (leather armor)
Hit Points 22 (5d8)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	18 (+4)

Skills Deception +8, Insight +4, Perception +2, Performance +8, Persuasion +6
Senses darkvision 60 ft., passive Perception 12
Languages Birdfolk, Jerbeen, Mapach, Tilia, Vulpin
Challenge 3 (700 XP)

Cunning Action. On each of his turns, Spleck can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Spleck deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Spleck that isn't incapacitated and Spleck doesn't have disadvantage on the attack roll.

Actions

Multiattack. Spleck makes two melee attacks with his dagger.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 13 (3d8) poison damage.

FIXED SHOPS

Listed here are a few shops which have their own history and place within Humblewood.

The Last Stand

Located just a short distance off the main road from Alderheart that winds through the forest near Brackenmill, a shabby-looking wooden shack stands among the trees. A weathered, hand-carved sign swings from the shack's awning, emblazoned with the words "The Last Stand." Woodland supply depots like these are not as popular as they used to be, and the store's age is apparent. Yet this shop contains some of the most valuable items in the Wood for canny customers who don't mind dealing in stolen or smuggled goods. The Last Stand is owned and operated by a reclusive mapach named **Cathus Gright**, a former member of the Bandit Coalition who now fences valuable plunder for his contacts in the criminal organization. Cathus lives with his ward and occasional helper, a jerbeen child named Finnan Softpad.

Finnan uses the stat block for a **commoner** with jerbeen traits. He is chaotic good.

Cathus and Finnan

Cathus is a middle-aged mapach with grey-and-black fur tinged with a rusty red undercoat that is beginning to turn white in places. His once-impressive physique has lessened somewhat over the years, but what's left attests to his time as an enforcer in the Bandit Coalition. Back then, he was tasked with keeping other Coalition members in line and persuading those harboring notions of deserting to reconsider, by force if necessary. Cathus has tried to leave his criminal life behind, but he knows all too well how hard it is to escape the Bandit Coalition. Where Finnan idolizes the Coalition as heroes for the humblefolk and defends the organization fiercely, Cathus has seen its darker sides and often vocally disapproves of Finnan's stance on the Coalition.

Cathus is a gruff fellow. He generally treats his customers curtly unless he is certain they are sufficiently trustworthy to deal in real business. He is canny and suspicious of anyone who enters his shop, and if he doesn't have confidence in the party's ability to keep a secret, he won't bother to show them his hidden stock.

Beneath his rough exterior, Cathus is simply trying to do the best he can for Finnan. Cathus has enrolled the boy at a nearby schoolhouse in a woodland village not far from the shop. He also teaches Finnan the honest parts of running a business. Cathus keeps his dealings with Coalition contacts hidden from Finnan as best he can, but the kid is sharp; while Finnan doesn't know enough to be involved, he is nonetheless aware that Cathus is still in contact with the Coalition.

Finnan is a loud, tough-talking jerbeen who has almost reached adolescence, though he still has quite a bit of maturing to do. Finnan has a deep appreciation for the Coalition, but his admiration stems more from his idealism rather than a serious understanding of the organization and its goals. Though he doesn't always get along with Cathus, he does idolize him, and he is always asking questions about Cathus's past with the Coalition, the mapach's relationship with his parents, and what exactly is beneath the trapdoor he knows is hidden behind the till counter. Cathus has only told Finnan that the area is off limits, and Finnan's attempts to open the trapdoor on his own have never succeeded.

Finnan is energetic, easily excitable, and always on the move. He doesn't have much respect for authority figures aside from Cathus, which frequently gets him into trouble at school. Nevertheless, Finnan is caring, strikingly earnest, and possessed of a moral compass that compels him to do the right thing, even if it sometimes points him in the wrong direction. When not at school or with his friends, Finnan helps Cathus by cleaning the shelves and arranging stock in the store. He is not normally permitted behind the counter, but Cathus allows him to be there when teaching him about handling coin, or when an interesting customer shows up. Finnan isn't shy and will usually share his opinion on those who enter the shop, much to Cathus's chagrin.

Background

Cathus joined the Coalition when he was an idealistic youngster from the Roots of Alderheart. His position as an enforcer left him with few friends in the Coalition, save for a jerbeen named Durban Softpad. Durban also grew up in the Roots, in a district known as "Pesthaven," and the two became fast friends bonding over their experiences. When Liann, a free-spirited jerbeen swashbuckler, joined their gang, Cathus



watched as his best friend fell in love. It wasn't long before Cathus was attending Durban and Liann's wedding, and the couple somehow managed to make a life for themselves on the road with the Coalition. Throughout all of it, Cathus remained close with the couple. Liann was given temporary leave from her duties when she was with child, and Cathus often visited Liann to deal with chores and help her care for her newborn son, Finnan, when Durban was occupied with the Coalition. Despite the cruelty Cathus had witnessed and even wrought upon others in his time as an enforcer, the love and care he saw in Durban's new family filled him with hope. Eventually, Liann returned to her duties, leaving her son in the care of old friends in Pesthaven.

One day, while on her way to visit her son, Liann was captured by the Perch Guard, and Cathus later discovered the capture was a setup. The Coalition had learned the Perch Guard were preparing a trap to capture their unit's captain, and Liann had been sent instead to take the fall. Cathus reluctantly kept the information to himself, lest Durban do something reckless, but it cost him what little faith he had in the Coalition.

Not long after, as their unit started to dwindle due to arrests or worse fates, Cathus and Durban were sent out together on missions. A few months later, they were discovered alone robbing a cart. Durban allowed himself to be captured so that Cathus could escape, but not before making Cathus vow to take care of Finnan. Durban's last words to Cathus were: "Don't let him turn out like us." Upon his return, Cathus attempted to leave the Coalition, assuming that his years of loyal service would allow him to be respectfully discharged. Instead, he was told by his captain, a cruel hedge known as Aster the Thorn, that he would begin fencing stolen property for the Coalition somewhere quiet. Cathus begrudgingly accepted, on the condition that Aster promise to leave Finnan out of their business. Aster agreed and began using Finnan to keep Cathus in line. As far as Cathus knows, Finnan has no living relatives besides his parents, who won't be released from Alderheart's prison until Finnan is grown. Cathus hopes he can provide a better life for the boy, but he feels great guilt at his situation. Cathus wishes they could leave for somewhere better, but the risk of such a flight is too great so long as Aster remains.

Just Your Average Store

The shack appears to comprise a single floor, most of which is taken up by an assortment of shelves stocked with basic supplies. By the back wall rests a counter with a till and a sign painted in stiff, red letters, reading, "Ask us about our new stock." A door to the left of the counter is kept closed during business hours and opens into sleeping quarters with two cots, one of which is strewn with toys.

The Last Stand seems to be an average general store, filled with a rather modest supply of functional—if not particularly well-kept—items. Characters looking to shop here will be able to find serviceable adventuring gear as well as common trade goods. Cathus doesn't sell weapons or armor on the main level.



Lauren Henderson

More Than Meets the Eye

The Last Stand carries a large variety of stolen items. These are hidden in a storeroom accessible only via by a hidden trapdoor behind the counter. The trapdoor is locked, and Cathus has the only key. Customers aware of the fencing operation must ask about the "new stock" to see what illegitimate goods Cathus has on offer. If anyone new or untrustworthy asks Cathus about this stock, he'll reply that "it's not in yet" in a threatening tone. Characters can attempt a Charisma (Deception) or Charisma (Persuasion) check opposed by Cathus's Wisdom (Insight) check to talk their way into seeing his hidden merchandise. If successful, Cathus draws the curtains, locks the front door, and leads the characters through the trapdoor and down a set of stairs into the lamp-lit basement which contains the items he is currently fencing.

This basement looks empty except for a table solidly bolted to the floor with a few chairs around it. Three of the walls are trick walls, activated by a mechanism hidden under the table. Pressing this button causes sections of the walls to flip and reveal The Last Stand's inventory of stolen goods.

Two **mapach brutes**, disguised as suppliers, make regular visits three times each week to ensure the merchandise is secure and drop off new merchandise for Cathus to fence. They change their visitation times to keep Cathus on his toes, but they only arrive when Finnan is at school or after Finnan is asleep. Whatever the party's history with the Coalition, the brutes stand down as long as the party is with Cathus. If combat ensues, the mercenaries fight to the best of their ability, but they aren't interested in losing their lives over this job. If one or both of the brutes manage to escape from combat, Aster finds out within a day and arrives with his gang to press Cathus for details of the incident. The brutes meet with Aster once every five days to receive their stipend, and if they miss a meeting, Aster becomes suspicious and questions Cathus.

Black Market Goods

Cathus does his best to find buyers for his items quickly, but the clandestine nature of The Last Stand's operations means he must carefully consider with whom he deals. Many of his items need to be fenced carefully to avoid tipping off the authorities, and some that are actively being searched for need to be kept hidden. These circumstances mean Cathus's basement is nearly always full, and 1d4 + 1 of his stocked items are magical. Characters can find just about anything at The Last Stand; you can roll randomly on the **Cathus's Inventory table** for appropriate magic items, or decide what he has in stock. All of the magic items that come into Cathus's possession are either stolen property, smuggled in under the beaks of the Perch Guard, or "salvaged" from unfortunate travelers. The items are brought to Cathus by his contacts in the Coalition, so he usually doesn't have a clear idea of what an item is or where it came from. Cathus has a good eye for value, but he will usually sell his wares for less than they would fetch in legitimate shops just to ensure they move. All sales are final, and characters will be told in no uncertain terms that any mention of their business here will attract the wrath of the Coalition.

Cathus's Inventory

d100	Magic Item	Price
1	Glowing ember*	300 gp
2–5	Cloak of spines*	500 gp
6–11	Pipes of the sewers	350 gp
12–17	Staff of climbing ivy*	350 gp
18–23	Slippers of spider climbing	350 gp
24–31	Ring of X-ray vision	800 gp
32–37	Dagger of venom	950 gp
38–43	Vicious weapon (roll a d6 for dagger [1–2], club [3–4], or shortsword [5–6])	950 gp
44–49	Portable hole	900 gp
50–55	Fangs of guile*	1,550 gp
56–61	Cube of force	1,300 gp
62–67	Eye of starsight*	1,500 gp
68–73	Cogwork wings*	1,200 gp
74–79	Cape of the mountebank	1,500 gp
80–85	Sword of sharpness (shortsword)	1,500 gp
86–91	Saber of unity*	1,500 gp
92–94	Feather robe*	2,350 gp
95–97	Deck of many things	2,000 gp
98–99	Holy avenger (rapier)	2,400 gp
100	Shroud of Ending* (mislabelled as a *robe of stars*)	2,500 gp

Wanted Items

Some of the stolen goods that fall into Cathus's hands are still being sought. These items are usually kept for a time to throw off any pursuers, but all the better for Cathus if they can be moved onto an unlucky scapegoat. These dangerous items are sold for half their listed price in the **Cathus's Inventory table**, but they come at the cost of painting a target on whoever purchases them. Cathus will keep this information to himself, lest it spoil a sale.

When a character purchases an item, you can choose to have it be "wanted." If you do, roll secretly on the **Wanted Items table**, or choose who is looking for the object. These items should cause issues for players somewhere along their adventure, as the party searching for the item will begin to pursue it as soon as they receive word that it has come into a character's possession.

Wanted Items

1d8	The item is sought by...
1	Multiple parties. Roll twice on this table, re-rolling 1s.
2–3	A powerful bandit lord has caught wind of the item and is looking to take it for selfish gain.
4–5	A valiant hero wishes to see the item returned to the place from whence it came.
6–7	The item was stolen from a wealthy noble's collection, and the noble has hired experienced bounty hunters to retrieve it.
8	The item has been magically tied to a legendary entity of great malice who requires it to restore the entity's faded power.

Quest: Chained to the Past

In this side quest, characters will be able to explore Cathus's dark past and will have a chance to help him come to terms with it. This is best suited to a party who has had a few interactions with Cathus and has seen the relationship between him and Finnan once or twice while in his shop.

Owing to Cathus's caution and lack of faith in others, it may take a while for him to open up to the party. If they have gained renown throughout the Wood as heroes, Cathus simply tells them about his problem in the hopes they might offer to help after hearing of his plight.

Cathus is nursing a half-empty bottle of cheap ale when you walk in. He sways unsteadily as he walks, addressing you with a finger to his lips. "Shh…the lad's asleep." An unspoken burden seems to weigh heavily upon him.

At this point, whether or not Cathus continues depends on his disposition toward the party. If Cathus doesn't know the party as reputable heroes but has done business with them before, or if he has reason to believe they are trustworthy individuals, a party member can attempt a DC 14 Persuasion check to convince Cathus to speak to them about what has him troubled.

On a failure, Cathus simply insists they leave before they wake Finnan. Otherwise, he continues.

> **Cathus sighs, taking the last swig of his ale. "Ye know, I wanted to go straight, give the boy a shot at a proper life. But ye don't leave the Coalition that easy." Cathus gives a rueful laugh. "I shoulda known that; I broke enough kneecaps for 'em over the years! Somehow I still thought I could get away clean, y'know? As a thanks for doing any rotten thing they'd ask fer. Heh, ain't no honor 'mong thieves, eh?" Cathus slumps, looking darkly at the floor. "I deserve this, I know that. But the kid? I owe him a fresh start. I wish I could fight back, for his sake."**

Cathus explains the situation: His old captain, Aster the Thorn, is preventing him from leaving the Bandit Coalition behind and leading an honest life. If Cathus tries anything, Aster will make sure he regrets it by going for Finnan first. Cathus doesn't think even someone as awful as Aster will hurt a child, but the captain wouldn't hesitate to bring Finnan into the Bandit Coalition, something Cathus vowed to prevent.

Still, Cathus can't keep this up. Aster and his crew keep taking bigger cuts of The Last Stand's profits—even the legitimate sales—and it's hard enough to feed and clothe the lad as it is. Recently, the gang has also been demanding that Cathus hold onto larger amounts of stolen goods, which are already hard to move. If the items are discovered, Cathus will go to prison and Finnan will likely join the Coalition anyway. Cathus can't see a way out. A party of adventurers, however, could help him. If Aster and his group were out of the way, Cathus is certain he could get himself and Finnan well hidden before the Coalition noticed.

Cutting Ties

Cathus lets the party know that Aster and his gang make camp in the forest around a stretch of road to the northwest of Brackenmill, near where the path splits into three. The camp covers a 60-foot-square area and has a 15-foot-tall wooden watchtower with a 20-foot-wide covered platform on top. In the center of the camp are four tents, the largest of which belongs to Aster. It contains a table with a map of the area, in addition to a large wooden chest and a bed. The other tents simply contain bedrolls.

The bandit gang consists of:

- two **mapach thugs** (they have mapach traits and are neutral evil)
- two **jerbeen thieves**
- two **vulpin spies** (they have vulpin traits and are neutral evil)
- **Aster the Thorn**

The mapach thugs sit together in the watchtower (which grants them half cover) and have their heavy crossbows at the ready in case anyone approaches. The jerbeen thieves keep watch for intruders, and each have signal whistles they can use to rouse the camp. The spies serve as Aster's personal guard and are always at his side.

The easiest and surest way to solve this issue is to defeat Aster and his goons. If the party tries to reason with Aster, however, they find him difficult to persuade. While he isn't keen on making any deals with the party, he is at least willing to listen to their offer, as long as they aren't known enemies of the Coalition. Aster is making too much money from Cathus's operation to accept a simple pay off, but a clever party could attempt to trick him with the offer of a better opportunity for making money elsewhere, or offer to take over operations here in Cathus's stead. Aster is no fool, and either offer requires a character to succeed on a DC 18 Charisma (Deception) or Charisma (Persuasion) check. If Aster agrees to any deal, he lets them know, in no uncertain terms, that if he finds they have cheated him, Cathus will be made to pay for it.

Though the party may read this as an empty threat, Aster has documents with information on Finnan's family kept securely in his tent. Aster knew that Finnan's mother, Liann, had family in the Trunk this whole time, something he kept secret from Cathus. Ever since Finnan's parents were imprisoned, the hedge captain has been running a protection racket using this information, threatening Finnan's safety if his relatives refuse to pay a monthly sum. If need be, he will use Finnan's family to get to Cathus.

When news of Aster's defeat, or another clever resolution, reaches Cathus, he expresses that he honestly wasn't sure the party could succeed. If the party volunteered to take over fencing Aster's stolen goods, Cathus laments that it came to this, but he thanks them all the same. He immediately collects Finnan and starts packing for their departure to an undisclosed destination the Wood. If the party found the documents, Cathus instead accompanies Finnan to the Trunk in Alderheart, where he plans to set up an honest store in the market. Either way, Cathus offers the following parting:

> **"Thanks. I mean it. Ye gave me a second chance, and I'm gonna do things right this time around."**

TREASURE

If the party defeats Aster and the bandit gang, they find the following rewards:

- The chest in Aster's tent contains 250 gp.
- A table inside Aster's tent contains documents and ledgers which attest to his protection racket and reveal the location of Finnan's relatives in the Trunk.
- The party is free to claim Aster's barbed longsword if they defeat him. Treat this item as a vicious longsword except that it is not magical.

Additionally, Cathus now has a great deal of illicit goods to dispose of before he can truly go straight, and he wouldn't mind if the party helped themselves to one or two items as thanks.

If the party found another resolution which didn't see Aster and his gang defeated, they instead obtain the following:

- Cathus presents them with his barbed shortsword, mentioning they should keep their wits about them, as Aster is not to be trusted. Treat this item as a *vicious shortsword* except that it is not magical.

If the party managed to trick Aster, they can help themselves to an item or two from Cathus's inventory, except that each one is wanted by Aster and his gang crewmen, whom the party may run into later once he figures out their ruse (see **Wanted Items**).

If the party instead took over for Cathus, it's up to the GM to decide how this plays out. The Last Stand could end up becoming a base of operations for the party, and should their renown grow, Aster may try and intimidate or deceive them into doing favors on his behalf. If the party leaves the store, it's their responsibility to pay a hireling to watch the shop in their stead, lest they risk Aster's retribution. Any items that go missing or stolen during their stewardship will have the same wanted property listed previously.

REWARDS

- Award XP as normal for defeated foes.

CATHUS GRIGHT

MEDIUM HUMANOID (MAPACH), CHAOTIC NEUTRAL

Armor Class 14 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	10(+0)

Skills Athletics +5, Deception +4, Insight +4, Intimidation +4
Senses darkvision 60 ft., passive Perception 12
Damage Resistances poison
Languages Birdfolk, Jerbeen, Mapach
Challenge 3 (700 XP)

Scowl (2/Day). As a bonus action, Cathus can attempt to intimidate a creature within 30 feet of him who can see him. The creature must succeed on a Wisdom (Insight) check opposed by Cathus's Charisma (Intimidation) check or become frightened of Cathus for up to 1 minute. The target can attempt a new opposed check at the end of each of its turns, ending the effect on a success.

Resilience. Cathus has advantage on saving throws against being poisoned.

Skulker. Cathus has advantage on Stealth checks made in dim light or total darkness.

ACTIONS

Multiattack. Cathus makes two melee attacks with his barbed shortsword and one with his dagger. Or Cathus can make two ranged attacks with his daggers.

Barbed Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. When Cathus scores a critical hit with this weapon, his attack deals an extra 2d6 piercing damage.

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



Lauren Henderson



Juila Metzger

ASTER THE THORN

SMALL HUMANOID (HEDGE), NEUTRAL EVIL

Armor Class 17 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 35 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Deception +5, Insight +4, Intimidation +4, Perception +4, Survival +4
Senses passive Perception 14
Languages Birdfolk, Hedge, thieves' cant
Challenge 3 (700 XP)

Bandit Fighting (1/Turn). When Aster makes a melee attack against a creature he can see, he can spend a bonus action to either take the Disengage action or attempt to trip the creature. A creature he attempts to trip must succeed on a DC 13 Strength saving throw or be knocked prone.

Bandit Flight. Whenever Aster takes the Dash or Disengage actions in combat, difficult terrain doesn't cost him extra movement that turn.

Actions

Multiattack. Aster makes two melee attacks with his barbed longsword. If using his longsword with one hand, he can also make an attack with either his shortsword or hand crossbow.

Barbed Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. When Aster scores a critical hit with this weapon, his attack deals an extra 2d6 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Curl Up. Aster curls up into a spiny ball. While curled up in this way, he cannot move, attack, or cast spells with somatic components, and his base armor class becomes 19. Any creature that misses Aster with a melee attack while he is curled up takes 2d4 points of piercing damage from his sharp quills. If a creature hits Aster while he is curled up, however, Aster is knocked prone in his space at the end of the turn. Aster may uncurl himself at any point during his turn.



THE MARGUERITE ROSE

On the beach southwest of Saltar's Port sits a most unusual shop, The Marguerite Rose. Built from the remains of a shipwrecked vessel of the same name, the store resembles an upturned hull rising from the sand. Folks around these parts know The Rose as much for its eccentric construction as for the spices, silks, and treasures from far-off lands which are sold within. The Rose regularly welcomes customers from the nearby port and from villages all along the Talongrip Coast.

The store's owner, "The Captain," is a briny old salt with a warm heart beneath her stern demeanor. She was once a captain in the Saltar's Port coast guard before her retirement, after which she had her ship dismantled and rebuilt as a seaside shop, and settled into the life of a humble merchant. A few of her crew members followed her after being honorably discharged and took up positions within the shop. Since then, The Captain has added to her "crew," offering work to those who have impressed her with their words and deeds. The Rose has since grown into a prosperous business, thanks to both The Captain's guidance and the dedication of her crew.

The Captain

The enigmatic proprietor of The Rose is **Petra Cloudburst**, a venerable maran raptor known to her patrons as "The Captain." She is a dignified figure who runs her business with the discipline of a naval vessel, and she still wears her full coast guard regalia, despite her retirement. One of her more distinguishing features is her left arm, which is missing wing feathers. This injury was wrought by the bolt of a heavy ballista, which struck her during a heated battle against pirates harassing a merchant fleet. Petra survived, but her injury never healed properly, and she permanently lost the ability to glide. Eventually, Petra's age caught up with her, and she chose to retire honorably rather than risk the safety of the ships under her protection. As a reward for her years of loyal service, she was allowed to keep her ship, T*he Marguerite Rose*. However, as the ship was also showing its age, Petra decided to scuttle it and use its remains to build the quiet seaside shop she had always dreamed of one day retiring to.

Despite her age, Petra doesn't believe her best years are behind her. She speaks of her past more with a sense of pride

in her accomplishments than with nostalgia. Rather than lamenting that she no longer patrols the high seas, she puts everything into making her store the best it can be. Thankfully, her former career as a protector of merchant fleets means she knows many seafaring traders grateful for her service and captains who are happy to provide her with preferential prices on their extraordinary stock.

Petra is self-assured and possesses an unshakable faith in order and justice. Her unvarnished opinions can rub some folks the wrong way, but the strength of her convictions is inspirational, and she always seems to have the right words to rouse the spirits of others. She usually takes a hands-on approach to managing her staff, and when not issuing orders, she can be found upstairs in her quarters, where she deals with the paperwork that accompanies managing a store that works closely with seafaring merchant companies.

The Captain's Crew

The Rose has a dedicated staff that has remained mostly unchanged since the establishment of the shop, which Petra refers to proudly as her "crew." The first crew members followed The Captain into retirement, and many more have since come to serve at The Rose under Petra's guidance. More than just workers, the crew members and The Captain share a bond akin to family. The Rose currently has a crew of six, in addition to The Captain.



Anna Christenson

Lucas Azira

Lucas Azira is an aged vulpin with a peg leg who was once Petra's first mate. An exile who escaped from the tumultuous Gasparian Isles in his youth, Lucas was one of the first to join Petra's crew. She taught him everything she knew about living on the sea and helped give his life structure and purpose. Ever since, Lucas has served Petra with unmatched diligence and loyalty. He lost his leg in the same battle that cost Petra her wing, and were it not for him, she would have lost her life. After following Petra into retirement, Lucas played a pivotal role as her primary assistant. Once the shop was established, Petra entrusted him with managing the store's coin and keeping the crew in line, much as he had during his previous years of service. Lucas is patient and kind and possesses an affection for the captain which he finds difficult to act on due to their professional relationship. He cares deeply for Petra and would do anything to help her achieve her dreams.

Lucas uses the stat block for a **vulpin captain**. He is lawful good.

Slip Tideswell

Slip Tideswell is a stoic and disciplined maran raptor who lost his right eye serving in the coast guard. Before he followed Petra into retirement, he acted as the ship's quartermaster. Slip is now in charge of security at The Rose. An expert in weaponry and a master of several birdfolk combat techniques, Slip gladly offers his expertise to any customers in need.

Slip uses the stat block for a **birdfolk skirmisher**, adjusted with the traits of a maran raptor. He is lawful good.

Gerta Downyruff

A warmhearted and savvy stout strig, Gerta once served Petra as the ship's navigator. Her knowledge of sea routes and the ways weather patterns can affect shipping lines have made her well-suited to setting the prices for The Rose's various imported goods. Her expertise ensures that customers don't get overcharged and that the store turns a profit.

Gerta uses the stat block for a **scout**, adjusted with the traits of a stout strig. She is neutral good.

Hannity Lerune

A relatively recent addition to the crew, Hannity Lerune is a young sable luma with a foul mouth and a crude sense of humor. She formerly served as a sailor on an independant merchant vessel before she was dismissed by her captain for being "bad luck." Petra saw these baseless superstitions for what they were, and instead judged the luma on her indomitable spirit. Since Petra took her in, Hannity has proven herself a capable member of the crew, thanks to her strong work ethic and never-say-die attitude. Hannity can be abrasive to those who haven't earned her trust, but anyone who can take a joke or two at their own expense will find her to be warm and jovial. She works closely with Gerta and has taken on the role of inventory manager, ensuring that all stock that passes through the shop is accounted for.

Hannity uses the stat block for a **birdfolk sailor**, adjusted with sable luma traits. She is chaotic good.

Lorno and Lanelle Burrowbright

A pair of jerbeen siblings hailing from a small village down the Talongrip Coast, Lorno and Lanelle Burrowbright have only worked for Petra for a year. They came to Saltar's Port seeking work to support their family back home but found little success until they chanced upon The Rose and managed to impress The Captain with their earnestness. Since then, the pair's efforts have made quite an impact on the store, and they have been accepted into The Rose's small family.

Lorno is the younger brother, and though he's perpetually serious and fretful, he is nevertheless a hard worker who always has his mind set on the next task. He does odd jobs around the store, from stocking to cleaning to running errands for The Captain. Lanelle, the elder sister, is cheerful and compassionate, and she puts her personal touch into sewing banners for the various displays, arranging products, and generally keeping the place looking its best. She also helps behind the counter.

Both siblings use the stat block for a **commoner**, adjusted with jerbeen traits. They are neutral good.

A Ship of Splendors

The round door to The Rose opens with a brassy jingle from the ship's bell suspended just over the door frame. Inside, patrons find a bright and spacious showroom full of colorful displays of freshly imported produce, spices, and supplies. Merchandise is stacked on shelves, piled in nets that hang from the ceiling, and presented in opened burlap bags or crates fresh from the ships on which they arrived. A glass counter set against the back wall of the showroom contains magic items which are kept under lock and key. On the wall behind the counter, weapons are displayed on pegs that protrude from the wooden planks. The main floor has a lively, homey atmosphere that is accentuated by the porthole windows' natural light and the low, slanted ceiling, which owes its shape to the shop's unique construction.

From this main room, there are two exits besides the entry door, both off limits to customers. A door behind the counter opens into a stockroom housing surplus inventory and items awaiting appraisal. The shop's coin is secured in a heavy iron safe inside this room. A set of stairs to the side of the counter lies under a hanging wooden sign reading "Crew Only." The stairs lead up to the shop's second level where the ship's original quarters have been reconstructed into eight small bedrooms. A hallway connects these bedrooms to the captain's chamber, as well as to a large mess hall which serves both as the kitchen and dining area for those who live here.

From Beyond the Sea

The Marguerite Rose sells a variety of wares, all of which are assembled through Petra's connections with captains of various merchant vessels. The Rose sells tools for naval travel, trade goods from far-off lands, and well-forged weapons.

Those who visit can easily find Cartographer's Tools, Gaming Sets, Musical Instruments, Navigator's Tools, and Weaver's Tools for purchase. There are also several trade goods on display, including some from shores far to the east.



Lauren Henderson

Trade Goods

Trade Good	Cost
Dustbloom spices (1 lb.)	5 gp
Gasparian tree nuts (1 lb.)	2 gp
Imported fruits (1 lb.)	3 gp

Dustbloom Spices. Spices procured from the far-off desert of Dustbloom, prized for their unique and peppery flavor.

Gasparian Tree Nuts. Large, hollow tree nuts from the Gasparian Isles. They are filled with flavorful liquid, and the sweet white flesh inside can be eaten. A popular item for use in confections.

Imported Fruits. Various fruits from different lands beyond the Songsea, these items are sold fresh and are in high demand among Alderheart's nobility.

The weapons on offer at The Rose include hand crossbows, heavy crossbows, light crossbows, nets, rapiers, scimitars, and shortswords. A few special martial weapons can also be found here.

Martial Weapons

Weapon	Cost	Damage	Weight	Properties
Boarding axe	8 gp	1d8 slashing or 1d8 piercing	3 lb.	Special
Twinshot hand crossbow	85 gp	1d6 piercing	5 lb.	Ammunition (range 30/90), light, loading, special

Boarding Axe. This one-handed axe has a pick on the opposite end of the blade. The wielder can choose to deal either slashing damage or piercing damage, depending on which end is used to make attacks. The pick end of the axe also allows anyone proficient with the axe to add their proficiency bonus on any checks made to climb a vertical surface when wielding it.

Twinshot Hand Crossbow. This hand crossbow has been modified to support two crossbow mechanisms, each one activated with a seperate trigger. Unlike other weapons with the loading property, it can be fired twice before it needs to be reloaded. Any character proficient with a hand crossbow is proficient with a twinshot hand crossbow as well.

Enchanted Treasures

Petra's relationship with grateful seafaring merchants means that she has first pick of any rare magical objects they might procure on their voyages. Thanks to this, The Rose has an eclectic and ever-changing stock of wondrous treasures imported from far-off lands. There are 1d4 + 1 magic items on display at any given time. You can roll on the T**he Captain's Inventory** table for appropriate items, or decide what Petra currently has in stock. The Captain's own inclinations mean her wares often have a nautical theme, but any treasure from a far-off land would be a good fit among her wares.

d100	Magic Item	Price
1	Necklace of adaptation	350 gp
2–5	Trident of fish command	400 gp
6–11	Talons of the squall	700 gp
12–17	Cloak of the manta ray	500 gp
18–23	Gloves of swimming and climbing	400 gp
24–31	Javelin of lightning	350 gp
32–37	Ring of swimming	350 gp
38–43	Wind fan	350 gp
44–49	Boots of speed	400 gp
50–55	Ring of resistance (tourmaline, citrine, or spinel)	700 gp
56–61	Iron bands of binding	350 gp
62–67	Ring of the sky hunter*	1,200 gp
68–73	Folding boat	1,000 gp
74–79	Cogwork wings*	1,200 gp
80–85	Staff of thunder and lightning	900 gp
86–91	Scimitar of speed	1,000 gp
92–94	Saber of unity*	1,200 gp
95–97	Flame of ingenuity*	1,500 gp
98–99	Pathfinder's pebble*	2,000 gp
100	Horn of Valhalla (iron)	2,500 gp

Quest: Saltfeather's Revenge

In this side quest, characters learn of the pirate captain responsible for Petra's injury and will have a chance to help her finally bring the notorious freebooter to justice. This is best suited to a party who has had a few interactions with Petra and her crew and has had a chance to witness the family bond they share. The mood in The Rose is somber today. Petra is anguished, and Lanelle is openly weeping, surrounded by sympathetic crew members. Everyone seems devastated. Lorno is nowhere to be seen. When Petra sees you enter, she approaches you with purpose.

> **"The bloody coward," Petra curses, her rage barely restrained. "Lorno never came back from the market today, and we found a ransom note left on the door. It bears the mark of a nasty crew of pirates led by a blaggard called Saltfeather. He ordered the shot that took my wing, and I repaid him by taking his claw. It's me he wants, yet the craven threatens my crew. I've no choice but to accept his demands. By my oath, I'll not let him win! You lot seem to be stalwart folks. Will you help me put an end to Saltfeather's villainy?"**

The Pirate's Plans

Petra places a piece of parchment into your hands. It is marked with a single black brushstroke in the shape of a feather, under which messily scrawled figures spell:

> **"Midnight, The Seafoam Grotto, With all yer coin, Or else."**

Petra is familiar with the meeting spot and knows a way the party might be able to set up an ambush once the exchange is complete. She already has her crew gathering a bag of coins for the ransom. Some crew members express their disapproval of the plan, but none will go against the captain's orders. One of the party members can choose to act as an intermediary between Saltfeather and the Captain in the hostage negotiations. It is this character's job to ensure that Lorno is safely returned and to keep Saltfeather distracted while their forces close in on him and his crew. The Captain insists on being present with the party member during the exchange regardless—her honor demands nothing less.

The pirate force consists of:

- four neutral evil **birdfolk sailors**
- a neutral evil **birdfolk dockmaster**, adjusted with maran raptor traits

This crew is led by **Saltfeather**, a notorious corvum pirate with a deep hatred for The Captain, owing to their last encounter in which she sliced off his claw. Saltfeather's plumage has mottled grey specks, and his right claw has been replaced with a fierce, three-pronged silver hook.

Saltfeather has no reason to kill Lorno, he just wants to use him to exact revenge on Petra. Once he has lured her close during the hostage exchange, he plans to order his crew to kill her.

The pirates are wary and are carrying lanterns to illuminate the area where the trade will take place. The shadows outside the lantern light are perfect for someone wishing to hide. The party can attempt a group Dexterity (Stealth) check with advantage to conceal themselves in a formation of rocks overlooking the exchange 60 feet away. They can attempt to conceal themselves closer to the exchange, 30 feet away, by choosing to make their Stealth checks without advantage. As long as the party succeeds on a DC 16 Dexterity (Stealth) check, the pirates are surprised on the first round of combat. If the pirates are losing the fight, Saltfeather turns tail and attempts to make his getaway with Petra's coin.

If the party is successful in saving Lorno, The Captain thanks them heartily:

> **Petra stands at attention, as she and her crew all give you a crisp salute. "Thank you all. You've shown you possess the spirits of true heroes, and I'll not forget what you've done this day. You'll always be welcome at The Rose."**

If Petra dies in the battle, Lucas instead offers the party his thanks for their support:

> **"The Captain was strong, and she gave that strength to everyone around her. We here at The Rose thank you and offer our sincerest gratitude for heeding the Captain's call for aid. She knew full well the dangers and was prepared to face them, for the sake of her crew. I have to believe her unwavering courage has earned her a place at Altus' side."**

TREASURE

The party is awarded one magic item from the shop for their service.

If the party also managed to return the store's coin, each character receives 250 gp for their assistance.

If the party instead took over for Cathus, it's up to the GM to decide how this plays out. The Last Stand could end up becoming a base of operations for the party, and should their renown grow, Aster may try and intimidate or deceive them into doing favors on his behalf. If the party leaves the store, it's their responsibility to pay a hireling to watch the shop in their stead, lest they risk Aster's retribution. Any items that go missing or stolen during their stewardship will have the same wanted property listed previously.

REWARDS

Award XP as normal for defeated foes.

Each party member receives an additional 50 XP if Lorno and Petra returned from their encounter with Saltfeather alive.



PETRA CLOUDBURST

SMALL HUMANOID (RAPTOR), LAWFUL GOOD

Armor Class 15 (studded leather)
Hit Points 35 (10d6)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)	15 (+2)

Skills Athletics +1, Perception +3, Persuasion +6
Senses passive Perception 13
Languages Birdfolk, Jerbeen, Tilia; understands Auran but can't speak it
Challenge 2 (450 XP)

Missing Wing. Petra's missing wing means she can't truly glide the way she used to, but she can still use her remaining wing to slow her descent. When falling at least 10 feet, Petra can spend a reaction to gain resistance to falling damage until the end of the turn. Petra can't do this if she is carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Talons. Petra has advantage on Strength (Athletics) checks to climb any surface her talons could reasonably grip.

Patient. When Petra takes a readied action, she has advantage on the first attack roll, skill check, or ability check she makes as a part of that action.

Leadership. Petra and all allies within 10 feet of her who can see her and hear her have advantage on Constitution saving throws and saving throws against fear.

Actions

Multiattack. Petra makes three melee attacks—two with her cutlass and one with her talons— or she makes two ranged attacks with her twinshot hand crossbow.

Cutlass. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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

Twinshot Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. This special hand crossbow can be fired twice before it needs to be reloaded.

Reactions

Parry. Petra adds 2 to her AC against one melee attack that would hit her. To do so, Petra must see the attacker and be wielding a melee weapon.

SALTFEATHER

MEDIUM HUMANOID (CORVUM), LAWFUL EVIL

Armor Class 16 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Saving Throws Dex +7, Con +4, Wis +5
Skills Insight +5, Intimidation +8, Perception +5, Stealth +8
Senses passive Perception 15
Languages Birdfolk, Jerbeen, Tilia; understands Auran but can't speak it
Challenge 5 (1,800 XP)

Glide. When falling at least 10 feet, Saltfeather can spend a reaction to fly up to his speed in one direction as he descends. He lands in an unoccupied space at the end of his movement and takes no falling damage. Saltfeather cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

Hook and Talon. Saltfeather has advantage on Strength (Athletics) checks to climb any surface his talons and silvered hook-hand could reasonably grip.

Sneak Attack (1/Turn). Saltfeather deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Saltfeather that isn't incapacitated and Saltfeather doesn't have disadvantage on the attack roll.

Skulker. Saltfeather has advantage on Dexterity (Stealth) checks made in dim light or darkness.or landmarks.

Actions

Multiattack. Saltfeather makes three melee attacks: two with his cutlass and one with his hook.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. On a successful hit, Saltfeather may spend a bonus action to grapple the target (escape DC 11). A target who escapes from this grapple must make a DC 15 Dexterity saving throw or take 5 (2d4) piercing damage from the hook. This is a silvered weapon.

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bomb (3/Day). After sparking his hook to light the fuse, Saltfeather lobs an iron shell filled with alchemical explosives. Choose a point within 60 feet of Saltfeather that he can see. Each creature within 10 feet of that point must attempt a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 14 (4d6) piercing damage on a failed saving throw, or half as much on a successful one.

Reactions

Parry. Saltfeather adds 3 to his AC against one melee attack that would hit him. To do so, Saltfeather must see the attacker and be wielding a melee weapon. If not grappling a target with his hook, Saltfeather can use it to parry.



ZEPHYR & CO.

Just outside the main circle of vendor tents and stalls that comprise the Canopy Market in Alderheart stands a large, two-story building nestled within the foliage. This stately structure is Zephyr and Company Fine Imports and Luxury Goods, known throughout the Wood as Zephyr & Co. Owned by the distinguished Windsweft family, Zephyr & Co. is renowned as a purveyor of fineries and is a veritable institution within the Great Tree City. The fashions, imports, and finely crafted art objects displayed here reflect the hottest trends and the most luxurious lifestyles of Alderheart's social elite. Nobility, city officials, magnates of trade and industry, as well as other high-society perch dwellers count themselves among Zephyr & Co.'s illustrious clientele. Zephyr & Co. sells the finest goods, and those looking for bargains know to shop elsewhere, as this store caters only to the most discerning tastes.

Zifa Freewind

Zephyr & Co.'s reputation as the preeminent store in the Wood is due to the stewardship of its star manager, **Zifa Freewind**. An enterprising and enchanting young sera luma, Zifa has been entrusted with all major decisions in the store as well as smaller logistical concerns relating to staff and inventory. When she isn't personally seeing to the needs of her most important clientele, Zifa can usually be found flitting about with a notepad, busily preparing for the next season's arrivals.

Prior to being employed at Zephyr & Co., Zifa used to be a personal servant at Windsweft Manor, and before that she was an impoverished trunk dweller, though the latter is a well-kept secret. Zifa has worked her way up from nothing, and she flaunts her refined manners and excellent sense of style as a way of distancing herself as much as possible from her former life. She is keenly aware of the debt she owes to the Windswefts, and both her sense of personal pride and her desire to please her benefactors have led to her working tirelessly to improve Zephyr & Co. Zifa is also well paid for her efforts, and she wishes to save as much coin as possible to ensure she and her mother need never worry about returning to a life of poverty. Her financial success has even allowed her to support her aging mother with a comfortable home in the canopy. Zifa has run her store for five years now and has accrued a great deal of experience and a keen sense for business.

The events of Zifa's past have left her with a sense of superiority, stemming from her success. Living in poverty taught her that not everyone in the world can succeed, and so she cut ties with everyone in her old life on the belief that they would only hold her back. As someone who built herself up from nothing, she has no patience for people who don't meet the high standards she sets for herself and her clientele. Zifa makes people who appear unable to afford her wares feel unwelcome in her store, and she insists they only return once they have made something of themselves. Although she takes pride in how far

she's come, she keeps her past as a street urchin under wraps for fear of how it would reflect on both her business and her employers. Zifa is adept at becoming the center of attention in any situation, and she is equally capable of convincing displays of deference and humility when necessary.

Zifa's Background

Zifa grew up in an impoverished area of the Trunk beneath the Bright Hollows with her mother, a small-time seamstress who struggled to make ends meet. Zifa knew from a young age that she needed to help her mother in order for the two of them to survive, and so she worked any odd job she could find, despite having little skill. She eventually turned to thievery out of desperation and was caught by a hedge street musician named Moonflower Mosswell. Instead of turning Zifa in, Moonflower hired her. She found that Zifa had an incredible voice, and she began to train the young luma to perform alongside her. It was the first job Zifa managed to keep, and although she never made much, the small share she took home helped a great deal.

One day, Zifa's performance was overheard by Abel and Aria Windsweft, the heads of their illustrious noble house. The Windswefts were enchanted by the young girl and were so moved by her plight that they offered Zifa and her mother jobs as servants in their manor. The pair worked for the Windswefts for years, and Zifa was educated in manners, etiquette, and proper ways to behave around the upper class. She was precocious and learned much from the nobles when working galas and banquets held by the family.

In later years, it became clear to the Windswefts that Zifa was being stifled in her position. She had a talent for numbers and organization, which led her to taking over management of the servants, as well as many household responsibilities, including making necessary purchases for the estate. Recognizing her talent, the Windswefts asked her to assist at Zephyr & Co., one of the family's stores which was struggling at the time. Zifa found that her work for the store was more fulfilling than her household chores, but she felt guilty for wanting to leave her position at Windsweft manor. The Windswefts noticed, and rather than waste her talents, they encouraged Zifa to pursue full-time employment at the store.

In a short time, Zifa found herself promoted to store manager, where her insights helped the struggling store blossom into what it is today. Zifa is forever grateful to the Windswefts. She cares deeply for her work and has made it her personal mission to make the store as successful as possible.

Simply Extravagant

The building which houses Zephyr & Co. is largely made of limestone from the Talongrip Coast, and it has been fitted with a roof thatched with expertly crafted clay tiles. Zephyr & Co. has two floors connected by a spiral stairway shaped from a part of Alderheart. An immaculate, polished granite floor was built around the living wooden stairway to connect with it as naturally as possible.

At the entrance to the store customers are greeted by a clerk. They then enter to the right of a long polished counter, behind which another clerk works the till. Jars filled with tea leaves are lined up on shelves behind the counter alongside rows of floral extracts and essential oils from places as distant as the southern jungles of the Tanglewilds.



Kiri Leonard

The counter stands at one end of a large, open showfloor where extravagant art objects, some containing wondrous magic, are displayed in gilded cases. On the other end of the showfloor, bottles of wine are stocked on shelving built into the wall. Furnishings are also on display here, both crafted by local artisans and imported from the workshops of famed carpenters from the faraway forests of Timberfell.

A large display window at the front of the main floor features a selection from Zephyr & Co.'s wide variety of wares, focusing on the priciest and most en vogue of their catalogue. These displays are updated regularly and decorated to match the season. Zifa insists they keep the window looking fresh and in touch with current trends in the Canopy.

The upper level contains a spacious showfloor devoted to fine jewelry and clothing. Any magic items displayed here are shown in special display cases. Clothing is presented on racks, and wooden mannequins of both birdfolk and humblefolk showcase different ensembles. These are changed frequently at Zifa's discretion to showcase the season's latest styles.

The upper levels also contain offices of a jeweller and a tailor. The store's tailor operates on-site to make adjustments to nonmagical garments, as any magical clothing adjusts to the wearer once it is attuned. A velvet curtain behind the tailor's counter leads to a small fitting room that is used whenever the tailor needs to make alterations to a garment.

The jeweler can appraise jewelry according to the value of its composite stones and minerals, as well as the level of its craftsmanship. The jeweler is also responsible for appraising and purchasing suitable magic items brought into the shop, as the jeweler is sufficiently trained in magic to be able to identify such items. The jeweler can make adjustments to jewelry and craft custom settings for customers willing to pay the extra coin.

A Market Fixture

Zephyr & Co. was first established by the Zephyrs, an enterprising family of textile merchants, over a century ago. Nearly four decades later, it was purchased by the Windswefts, who were looking to own a stake in Alderheart's thriving marketplace. The store has remained under their ownership ever since. Zephyr & Co. has long been a fixture of the Canopy Market, although in the last decades its reputation suffered greatly, and public opinion held that the store had become a thing of the past. However, thanks to Zifa's management, the store has seen a resurgence in popularity, and it is currently seen as the taste-maker among high society perch dwellers.

Zephyr & Co. has always been known for selling fine clothing, jewelry, and accessories. However, under Zifa's stewardship Zephyr & Co. has rebranded and expanded as a shop catering to the lifestyles of the wealthy elite. Zifa has leveraged the Windswefts' merchant connections to find importers of wine, tea, plant extracts, and imported bulk goods. Zephyr & Co. has also begun importing art and furnishings from around the Wood and beyond. In addition to rare spices, expensive fabrics, and fine clothing, Zephyr & Co. has the items listed on the **Luxury Goods table** available for sale.

Luxury Goods

Item	Cost	Weight
Elderberry wine	25 gp	2 lb.
Noble's jewelry	10 gp	1 lb.
Perfume	20 gp	1/2 lb.
Tea	5 gp	per 1 pound

Elderberry Wine. A vintage wine made from elderberries specially cultivated by forest vintners. It is highly prized among the Alderheart elite for its heady bouquet and dry sweetness.

Noble's Jewelry. A set of designer jewelry fit to adorn any high-society socialite. When worn with a set of fine clothes, it allows the wearer to pass for a noble. The jewelry can be custom made, in which case it costs an additional 10 gp.

Perfume. An aromatic liquid made from various rare ingredients, including floral extracts, ambergris, and essential oils. When daubed lightly on the skin, fur, or feathers, it leaves the user smelling pleasant for 8 hours. It comes in a small, stoppered, 1-ounce vial, which is good for 20 uses before it runs out.

Tea. Different kinds of high-quality tea leaves, dried and ready to use.

> **Designer Fashions**
> Zephyr & Co. sells several outfits designed by well-known tailors throughout the Wood. Each garment costs twice as much as a normal set of fine clothes (30 gp) and is guaranteed to allow anyone who wears it to look the part of a high-society perch dweller. Players can select which brand they would like to buy from those listed on the **Designer Fashions table**, or you can roll randomly to see what Zephyr & Co. has in stock.

Designer Fashions

d10	Designer Name
1	Renell's
2	Jonquil
3	Nightsong
4	Lord and Lady
5	Thistledown
6	Highfeather
7	Juniper
8	Sharp's
9	Fireweave
10	Breezeway and Son's

Renell's: Made by Agustin Renell, a reclusive vulpin designer known for his bold fashions which evince an eclectic sense of style that breaks from tradition.

Jonquil: An established name in Alderheart, the Jonquils are a noble family of hedge tailors who specialize in fashionable clothing for humblefolk.

Nightsong: Clothing designed by corvum fashionista Aliselle Nightsong, famous for her stylish and audacious evening gowns. Her seasonal offerings are a must for any gala-going Alderite.

Lord and Lady: A respectable brand of high society clothing, well made and tailored to the fashions of the day. A safe choice for conservatively minded gentlefolk.

Thistledown: A brand known for airy garments made for both style and comfort. Thistledown is the brand of choice for birdfolk who wish to look good while gliding.

Highfeather: This respectable brand of men's fashion caters exclusively to ensembles that are as well-suited to soirees as they are to official functions.

Juniper: The work of designer Juniper Henshaw, an aged jerbeen seamstress whose spring and summer fashions are always in demand.

Sharp's: Clothing created by strig tailor Avern Sharp, who makes high-fashion outfits tailored for mages and scholars. He has a lifetime contract with the Avium to design their official garments.

Fireweave: A collection of lavish, sometimes gaudy-looking high fashions inspired by various designers. Its name comes from the fire of Gesme, which is said to have given rise to the truly unique creations which are sold under this brand.

Breezeway and Son's: The brand of a family of luma tailors, also owned by the Windswefts. Their styles aren't as daring as others, but they are a good choice for fashion-conscious Alderites who wish to look neither too audacious nor too safe.

Enchanted Luxuries

The rarer magic items obtained by Zifa were all purchased directly from trusted enchanters in the Avium, Alderheart, and other parts of the Wood. Each purchase comes with a certificate of authenticity: a lovely vellum scroll that describes the object and its properties in detail, sealed with the shop's emblem. Zephyr & Co. usually has only 1d4 of these precious wares in stock at any given time. You can roll randomly on the **Zifa's Inventory table** for appropriate magic items, or decide what Zifa has in stock. Magic items sold at Zephyr & Co. include garments, jewelry, or luxury goods which look elegant on display. Zifa knows that her competition inflates the price of their wares, and she does the same. If anyone asks about the cost, a clerk happily explains that the high prices are due to the fact that Zephyr & Co.'s magic items are verifiable, authentic, and crafted by skilled local artisans.

Zifa's Inventory

d100	Magic Item	Price
1	Crown of daffodils*	450 gp
2–5	Pearl of power	600 gp
6–11	Cloak of spines*	800 gp
12–17	Eyes of charming	500 gp
18–23	Ring of plant-speech*	450 gp
24–31	Wind fan	500 gp
32–37	Ring of spell storing	1,200 gp
38–43	Eye of starsight*	2,000 gp
44–49	Necklace of fireballs (7 beads)	1,500 gp
50–55	Fangs of guile*	2,500 gp
56–61	Band of fruitfulness*	2,500 gp
62–67	Cloak of displacement	3,000 gp
68–73	Ring of evasion	3,000 gp
74–79	Wings of flying	4,000 gp
80–85	Ring of shooting stars	3,500 gp
86–91	Robe of scintillating colors	4,000 gp
92–94	Feather robe*	4,500 gp
95–97	Robe of stars	4,500 gp
98–99	Scarab of protection	5,000 gp
100	Egg of rebirth*	5,500 gp

Quest: A Matter of Reputation

In this side quest, characters have the opportunity to help Zifa avoid a social scandal and perhaps reconnect with a figure from her secret past. This is best suited to a party who has had at least one encounter with Zifa while visiting her shop, especially if she knows of them as the "Defenders of Alderheart." As the party enters the shop, Zifa appears to be distracted by something. Eventually, she approaches the party and creates an opportunity to escort them into her office in the inventory room behind the till counter. She locks the door before speaking, addressing the party curtly.

> **"Loath as I am to admit it, I am in need of your help. A few days ago, I received a bundle of letters, sent directly to the store's mailbox. Now, before I go any further, I must have you swear never to repeat anything I am about to tell you." Zifa pauses, measuring your reply.**

Zifa doesn't continue unless the party manages to convince her of their competency and trustworthiness. If the party has achieved renown in Alderheart as heroes, Zifa presumes they can be trusted. Otherwise, success on either a DC 13 Charisma (Persuasion) or DC 17 Charisma (Deception) check is required, depending on the tactic chosen by the party. On a failure, Zifa turns up her beak and shows her exasperation.

"Of course you can't be trusted. This matter is far too important for such a ruddy group of vagabonds. I shall seek proper assistance. Good day!"

If the party succeeds, Zifa continues.

"The letters are blackmail. I would rather not discuss this, but since you must know in order to fully grasp the import of this slander: I was exceedingly poor during my youth. Hungry and desperate, I had to steal to survive. The Windsweft family found me, a mere street urchin, and offered me and my hardworking mother a chance to serve in their noble house. I worked there for many years before I rose to my current position. The blackmailer reveals my sordid past and has forged documents 'proving' I stole from the Windswefts during my time in their service. Utter lies, all of it. However, my past is a well-kept secret. If word of it spreads to my customers, the scandal would ruin me, to say nothing of the trouble it would cause the Windsweft name! Needless to say, I am taking a risk trusting you with this. Should you decide to help me, I will ensure you are rewarded handsomely for your efforts. If not, I only ask that you keep this matter to yourselves."

The Blackmailer's Plot

Zifa produces a bundle of five opened letters and places them on her desk for the party to examine. Inside are records of purchases that appear to prove she was stealing money from the Windswefts during her time working for them, detailed witness accounts of her thievery during her youth, and an anonymous missive addressed to Zifa stating that word will be sent to the Windswefts, along with every other noble family in Alderheart, should she fail to pay a sum of "10,000 allers" (Alderheart slang for gold pieces).

This is a plan hatched by Moonflower, the **hedge bard** whose vocal training helped bring Zifa to the notice of the Windswefts. Moonflower never knew the same level of success as Zifa, and in her jealousy at the current state of affairs, she has concocted this plan to squeeze money out of her former protege.

Players can examine the letters for evidence. A successful DC 16 Intelligence (Investigation) check reveals the official documents are high-quality forgeries. They are so high-quality, in fact, that only a handful of forgers in the city would be able to achieve this level of imitation. Services like this are hard to come by, but Zifa could point the party to investigate the Trunk Market. If the party spends some time quietly asking around for a quality forger with a successful DC 14 Intelligence (Investigation) check, they are led toward a cartographer's shoppe run by a well-to-do **corvum assassin** who performs such favors for those willing to pay the price. She forged the documents for Moonflower in exchange for a cut of her ransom, but she only reveals this information to the party for a bribe of 500 gp. The party can attempt to persuade, intimidate, or otherwise trick her into revealing her client, but if they threaten her, she is prepared to defend herself.

The paper and the ink used to write the final missive are of lower quality, the kind that would more commonly be found in the Trunk Market. There is also a distinct scent of hyacinth to both the missive and the forgeries. The smell comes from a perfume used by Moonflower that the party could recognize if they got close enough.

Moonflower herself is not hard to come by: she can be found performing with her harp in the Trunk Market. She is accompanied by a troupe of performers which include:

- a **jerbeen thief** lute player
- a **birdfolk dockmaster** singer, adjusted with the traits for a dusk corvum

If cornered, Moonflower and her band attack. The party can convince Moonflower to leave Zifa alone by defeating her, or they can try to reason with her. Moonflower simply wants to provide for her new proteges, and feels hurt that Zifa left her behind. If the party relays this to Zifa, they find that Zifa's disposition softens somewhat.

"Hmph, I was so young back then. To my eyes, Moonflower was already so successful. I thought she had everything she could want..."

Zifa looks off wistfully for a moment before turning and addressing the party in her usual clipped tone.

"Tell Moonflower I will send a valet to the Trunk Market to collect her presently. She will need to be properly cleaned up first, of course. I have a proposition that should present her troupe with an opportunity for work and a place to stay. Talented performers can always find patronage among the gentry…provided they have the right connections, of course."

Zifa hastily scrawls a missive containing the details for the party to deliver to Moonflower, and she instructs the party to return after they have delivered the letter for their reward.

Zifa rewards the party even if they simply manage to run Moonflower and her troupe out of town. In this case, she does not offer any further comment on the matter besides her heartfelt thanks.

TREASURE

The party may choose one magic item from Zifa's shop as a reward.

Each party member also receives a complimentary outfit by Breezeway and Son's as thanks.

REWARDS

Award XP as normal for defeated foes.

ZIFA FREEWIND

SMALL HUMANOID (LUMA), LAWFUL NEUTRAL

Armor Class 12
Hit Points 17 (5d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Insight +5, Perception +3, Performance +4, Persuasion +6
Senses passive Perception 13
Languages Birdfolk, Hedge; understands Auran but can't speak it
Challenge 1/8 (25 XP)

Glide. When falling at least 10 feet, Zifa can spend a reaction to fly up to her speed in one direction as she descends. Zifa lands in an unoccupied space at the end of her movement and takes no falling damage. Zifa cannot glide while carrying heavy objects, heavy weapons, or shields (though she can drop any held items as part of her reaction).

Wing Flap. As a bonus action, Zifa can use her powerful feathered arms to propel herself upward up to half her movement speed. Zifa can use this in conjunction with a regular jump, but not while gliding.

Fated (Recharges after a Long Rest). Zifa can choose to reroll any attack roll, skill check, or saving throw.

Touched. Zifa knows the fire bolt cantrip. Charisma is her spellcasting ability for this cantrip. Treat her as a 1st-level spellcaster when calculating the damage this cantrip deals.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Songbird (Recharges after a Long Rest). Zifa casts the charm person spell at 1st level without using a spell slot or somatic components. Charisma is her spellcasting ability for this spell (save DC 12).



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