

# Magic Shop Mayhem by Roland Volz



Wherein a visit to a sage about some items the party found on their last adventure turns out to be more exciting than they had anticipated.

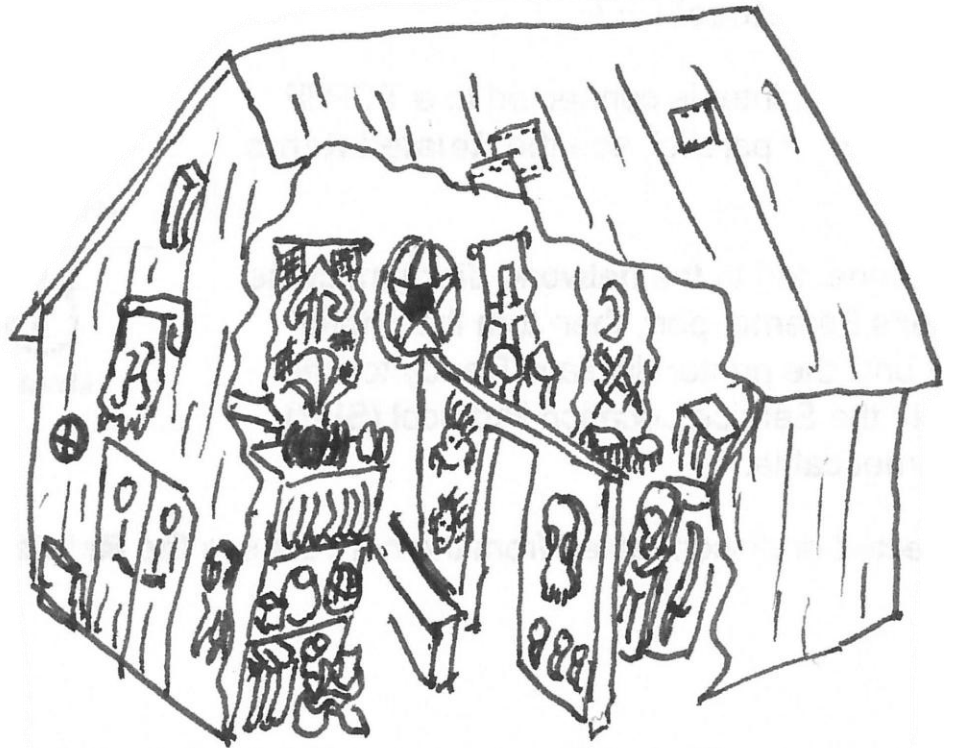
**Hamron's House of Wonders:** The shop of the local kook, this is a two-story converted barn decorated with all manner of weird banners, carved stonework recovered from ruins, weird metal symbols made by traveling witches, stuffed animals of unusual character, and the like.

Hamron is a weird fellow, wearing a different outlandish outfit every time he is met ("This is a ceremonial smock and mask of the funerary priests of ancient Smagdar! Notice the orc-skin gloves and glowing eyeshades! Aren't they exquisite?") He is always happy to examine odd and exotic items, and loves questioning sellers about the circumstances under which an item was found or acquired. The shop front is full of weird doodads of all description, crammed on shelves that teeter to the top of the ceiling twenty feet above. A back area is separated from the store front, accessed by a curtained entryway behind the counter. Hamron's apprentices bustle about, cleaning and polishing carved idols, arranging books and packages, or dusting shelves or statuary.

Sellers are invited to explore the shelves while waiting for Hamron to check items against his extensive library in the private area in the back. Most of the items Hamron hoards are just strange, or magical in a way not really useful to adventurers. See below for suggestions.

**The Accident:** One of Hamron's apprentices, who has been busy dusting shelves, suddenly sneezes due to having inhaled *thunderbird dust*. Enhanced by minute amounts of magic potion reagents the apprentice had accidentally inhaled earlier, the sneeze becomes a thunderous *BOOM* that rocks the shop. Cursed statues and unholy icons wobble precariously; Hamron watches open-mouthed in shock as a chain reaction of falling relics begins to topple the overstuffed shelves. No matter where bystanders are in the shop, the teetering shelves threaten to drop potentially cursed items on everyone's heads. Moderate to hard checks can be called for to avoid or save falling debris, identify potentially disastrous curses (many of which have weakened due to years of imprisonment and fading magical power), or to avoid weird side effects from inhaling mixed magical powders/ashes of ancient kings/astral dust, or getting doused by a combination of noxious potions (possibly less dangerous due to being stored in poor conditions for long periods of time). This encounter should be played at least somewhat for comedy.

**The Disaster:** Unbenownst to Hamron and his apprentices, the shaking has done more serious damage. In the back room, the sarcophagus of an ancient evil warlord has cracked, releasing him from the sigils that used to confine him. After he rises as a **wight king** in the musty confines of the over-stuffed back room, he summons his **shadow lieutenants** and attempts to slaughter the people in the front room to raise them as the beginnings of his undead horde. After the havoc of the Accident, can the PCs deal with a real Terror Out of the Past before it becomes a Modern Menace?



## Cabalistic Contents and Interesting Inventory

### d20 Item

- 1 a set of a **dozen funerary guardian** statuettes each with a different curse [clearly marked as such and confined inside small magic circles by Hamron]
- 2 a **trio of inhuman skulls** [speak riddles in obscure languages every night]
- 3 a **magic staff** [dances (accompanied by *dancing lights*) when a specific sea shanty is sung properly in its presence]
- 4 a **granite obelisk** inscribed with dire prophecies in a dead script [omens may concern the rise of an ancient wight king]
- 5 several **pickled pixie/snyad/imp corpses** preserved in formaldehyde jars
- 6 a **dozen funerary urns** containing the ashes (and possibly imprisoning the spirits) of necromancer-kings of a long-vanished empire in a far-off land
- 7 a **dragon's eye** mounted in a tripod that swivels around and watches passers-by

### d20 Item

- 8 a **blinded chained harpy** that sings to itself in a sound-proof bronze cage [can smell the blood of a virtuous man]
- 9 **three shrunken goblin heads** (each tied by their hair to a beaded leather thong) that always mumble and argue with each other through sewn-together lips
- 10 a **magic sword edged in gold** with arcane lettering engraved on the blade [cannot pierce the skin or cut the flesh of maidens, mothers, or crones]
- 11 a **banner bearing a crescent moon above crossed swords** [destined to be the standard of a future conqueror]
- 12 a **mirror of greenish glass** [reflects a parallel drowned world, like the viewers but full of fish and drowned corpses]
- 13 **the heart of a saint** of a forgotten god, preserved in a golden reliquary [beats audibly in the presence of hidden fiends]
- 14 **tin coins strung together with wire** [scratches on the coins form a treasure map when properly lined up]

### d20 Item

- 15 a **glass-bladed dagger** with an ornate hilt [secret compartment in hilt contains a coded message of immediate import]
- 16 a **blue bottle shaped like a fish** with a cork in its mouth [water trickles steadily when uncorked; sweet water if the holder is a youth to briny murk for the aged]
- 17 a **calendar stone** from a far-off land [can be used to predict events with 100% accuracy about 15% of the time]
- 18 a **vase of smoky odd-smelling brown liquid** [the heart's blood of an ifrit; those who inhale have strange and terrible visions of other planes]
- 19 **potted plants** with serrated leaves and wispy flowers [uproot themselves at night and play vicious pranks; poisonous]
- 20 **ten witch globes** of colored glass [each traps the soul of a different witch, to hide them from the one who holds their pacts]

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