

Mavira the Magnificent's Mega Mart!

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The wizard Mavira was sick of travelling to different planes to do their grocery shopping, so they created a demiplane where people could get everything they needed. All the magical energy gave the store a life of its own and over time the different aisles became distinct biomes complete with creatures. The intelligent humanoid ones referred to themselves as "staff" and formed their own societies, while the unintelligent ones behaved like the animals they resembled.

(11) The Garden

An overgrown jungle formed from massive fruits and vegetables.

If a creature not native to The Garden is stationary for too long, vines attempt to grab and drag them into the jungle.

The reclusive Celery Elves make their home here in hidden vegetable villages.

(10) The Frozen Wastes

A refrigerated tundra of ice-cream and frozen foods.

The temperature here is extremely cold and there is a chance of blizzards.

Beware of the Ice-cream Yeti.

(9) The Furnace

A desert of hot flour and baked goods. The temperature here is extremely hot and there is a chance of severe crumb-storms.

The staff here have tamed Bread-Camels as mounts.

(8) The Endless Trash Heap

Beneath the demiplane store, where the Spill empties out, is a vast trash heap floating in the void as far as the eye can see.

Every week Garbage Orcs will enter the store and retrieve slain creatures to add to the Heap.

(1) The Market

Around the only entrance portal is a market district constructed around a cash register from various homewares such as plates, cups, cutlery, and so on.

The merchants sell overpriced equipment scavenged from the rest of the store.

(12) The Dry Canyon

A canyon formed from massive piles of canned and boxed non-perishables.

Skeletal Pasta golems dwell here, and some say a Chili-Dragon has made its lair in the canyon.

(2) Sugar Town

The sugar folk consider themselves the natural rulers of the Mega Mart, and keep out the other folk with massive walls of chocolate. The walls are thick and strong, but are easily melted.

(3) The Spill

A mixture of bottled beverages runs from one end of the store to the other. A tavern at the end of the river serves untainted beverages.

Any creature that drinks from the river is affected by a random magical effect.

(4) The Jagged Field

A hilled area covered in enormous chips and crackers jutting out of the crumbly earth. The plains are roamed by the docile Corn-chip Dinosaurs.

(5) The Plains of Flesh

A graveyard of various raw meats. Inhabited by Deli-Necromancers and their undead servants.

Creatures spending too long in the Planes of flesh may become sick due to the smell.

(6) The Dairy Marshes

A marsh formed from milk and cream, with enormous pieces of cheese emerging from the surface. The marsh is difficult terrain to walk through. Creatures who fall in may be sickened.

The Staff are lactose-worshipping swamp-folk.

(7) The Storage Labyrinth

An ever-changing maze of storage containers.

Stacked boxes will occasionally shift and collapse, changing the layout and possibly crushing creatures

The Cardboard Caverns are inhabited by Styrofoam Trolls, but you may find help from the Cardboard Minotaur.

