



Agarica: Poison Emporium

Built into the hill is the Agarica poison shop, or was. Now the showroom is burning, and the fleeing workers tell you that the Heart Afire cultists have stormed the caves where poison extraction is performed.

Work entrance. Not on fire

Breakroom. Least pleasant cave in the complex, but there's a table and a few chairs. Also a missing employee who will tell you about the cultists breaking in and seeking

Showroom. On fire, poisonous smoke

Storeroom. Smoky, but lockers contain breathing charms that will protect against a certain amount of poison

The Persuasive Cave Anemone, a source of truth serum and charm-person juice. PCs need to resist its scent or they'll feel compelled to lie in its digestive sap.

This gem-like object is what the Heart Afire came for. It is a concentrated crystal of gribbin poison, and they plan to drop it into the well of the oppressive state cathedral. Well, THEY say it's oppressive...

This secret door is less secret than it used to be, the Heart Afire have not been careful going through

Gribbin and Heart Afire bobbies here. Also a myconio squad at the broken seal, they are not happy about treatment at human hands...

There was a seal here once. It has been shattered by Heart Afire folks before they found the secret door

Gribbin tunnels, too small for humans

The laboratory, full of spirit burners and glassware. Probably potions available, antidotes, that sort of thing.

The surviving cultists are set up for a last form of plan to escape with the gem.

GRIBBLINS: local name for animated fungus folk from the deep caves.

