

SHOP OF POISONS



This is a single encounter designed to introduce poisons to a campaign and allowing an opportunity for characters to purchase

BY WALTER SREBALUS



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CREDITS

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INTRODUCTION

This encounter is a standalone supplement to any campaign setting. Depending on your campaign or players, this can be used as a Role Play (any level) or Hack & Slash Encounter (4 characters, Levels 5-7).

ACRONYMS

Throughout the Adventure there are references using acronyms. The following are acronyms that may be used.

DMG: Dungeon Master's Guide
MM: Monster Manual
MToF: Mordenkainen's Tome of Foes
PHB: Player's Handbook
SCAG: Sword Coast Adventure's Guide
VGtM: Volo's Guide to Monsters
XGE: Xanathar's Guide to Everything

BLOCKED TEXT

Text blocked in the adventure should be read or paraphrased to the players assuming that they can see and/or their actions deem it appropriate.

PROLOGUE

The sun beats down on the adventurers' faces, as they walk the busy streets looking to spend their loot. The adventurers arrived in the city tired from their recent expedition of subterranean encounters and thankful to have some downtime. Walking down the busy rows of shops, they have little interest in what they pass as most of the businesses contain common goods. Continuing down the street, talking amongst themselves about heading back to the tavern, the

more dubious member of the party spots a stone building that piques his interest.

The stone building has a sign over the door that says, "Puffer's Potteries". The sign is elegantly written with artistic designs surrounding the edges. These designs are common symbols used by Thieves' Guilds and those that exercise a profession of thievery. Through further inspection, he can determine that "Puffer's Potteries" is a shop of poisons. With little respect to the laws of the city, he knows that he would need to continue alone. Nudging the party member next to him and giving a slight head nod, signaling that he would meet with them later.

Pulling the hood over his head, to protect him from his intentions, he breaks away from the party. With his face hidden, he swiftly opens the door stepping into the shop. Once inside, he catches the scent of pipe smoke and notices the walls lined with clay pots. One section of the wall has a small opening with a curtain covering an entry way. A slender man sitting behind the counter smoking a long pipe, studies the newly arrived patron, calculating his visitor's next move. Looking nervously at the pots with deceptive interest and he notices the same symbols from the sign are etched on the walls. Placing his hand on the curtain, he looks back at the shopkeeper to receive reassurance. The slender man gives him a grim look, puffs on his pipe and waves his hand in a forward motion. Feeling relieved, he opens the curtain and steps to the other side which is reserved for those looking to do business of a sinister nature...

BACKGROUND

Puffer's Pottery is a shop selling common clay pots to the general public as front for the real operations being done in this location. Undenounced to the residents of the city, the shop is owned and run by the Black Claw Gang. The gang is a local thieves' guild run by Wererats that make their money selling poisons to creatures of sinister nature.

PUFFER'S POTTERY

A stone building on a busy city street has a sign over the door that says, "Puffer's Potteries". The sign is elegantly written with artistic designs surrounding the edges. It has a large window, that the shop keeper sits in front of watching the foot traffic passing by. Leading into the shop is a wooden door.

The designs surrounding the sign actually says, "Poison Shop" in Thieves' Cant that would be recognized by any Rogue.

Upon Entering the Shop

This shop has tables lining the walls with different sorts of pottery scattered along them. Most of them seem to be made of fair quality and for everyday use.

Along the wall is a curtain leading into the back of the shop and sitting behind the counter is a male human, smoking a long slender piper.

There is additional artistic design along the wall near the curtain, which translates "Enter Here" in Thieves' Cant.

Behind the curtain is a small storeroom containing multiple crates filled with pottery and straw. To the far end of the room is a trap door leading into the cellar.

Puffer manages this shop for the Black Claw Gang and is a **Wererat** (MM – p209). Any player that doesn't seem to fit the rogue type, he tries to make a quick sale or usher them out of the shop. He also only allows 2 individuals behind the curtain at a time.

Under the table is a small metal box locked and trapped, **Investigation** Check (DC-13) to detect the needle trap in the lock. A **Sleight of Hand** with thieves' tools (DC-15) to deactivate the trap. Failing the DC check by more than 5, causes the trap to go off and hitting the creature trying to deactivate it.

Poison Needle Trap: Small spring trap, set inside the lock causes a tiny needle to shoot out. The needle has Scorpion Poison on it, on a hit, 1 point of piercing damage and 9 (2d8) points of poison damage or half on a successful save.

The metal box contains 100sp & 50gp.



THE CELLAR

The cellar is split into three rooms

1. **The Main room** – this room has the only access to the shop and is the primary location for doing business and all transactions would be done.
2. **Card Room** – this room is where members of the gang come to play cards and gamble.
3. **Sleeping Quarters** – is the main area for the members of the gang to sleep and rest.

Main Room

Opening the trapdoor from the storeroom; a spiral staircase made of stone leads 20 feet below the building.

The staircase leads to a dimly lit room with the smell of stale tobacco smoke and bad body odor enters your nostrils as you descend the stairs. The room is dimly lit with candles supplementing the lack of light. Barrels and crates line the walls as to keep a main pathway open. A large table pushed against the wall has a multitude of colored bottles and folded paper envelopes lining the edges of the table.

A short human, with filthy and torn clothes comes around the corner to greet whoever comes down the stairs. Three more members of the gang appear, all with shaggy appearances. All 4 of these creatures are **Wererats** (MM-p.209). They will not hesitate to attack if threatened using any means possible but will avoid it as there only concern is conducting business.

The following are the poisons in stock

Poison	Per Dose	On Hand
Assassin's Blood (Ingested)	150gp	2
Black Lotus Powder (Inhaled)	200gp	1
Crawler Mucus (Contact)	200gp	1

Centipede Poison (Injury)	200gp	2
Essence of Ether (Inhaled)	300gp	1
Fungus Poison Spores (Inhaled)	500gp	1
Malice (Inhaled)	250gp	1
Midnight Tears (Ingested)	250gp	1
Oil of Taggit (Contact)	400gp	1
Pale Tincture (Ingested)	250gp	1
Scorpion Poison (Injury)	250gp	2
Serpent Poison (Injury)	200gp	2
Spider Poison (Injury)	250gp	1
Truth Serum (Ingested)	150gp	3
Wasp Poison (Injury)	150gp	3

Card Room:

Large table in the middle of the room has six stools around it and looks like it has recently been used for a card game. Resting on the table are empty bottles and unfinished food. There is nothing of value in the room.

Sleeping Quarters

This is the primary sleeping quarters for the gang working the shop. Against the wall are four cots and small chests. The table contains books used for the recipes for making the common poisons (has little value to anyone that has proficiency in a **Poisoner's Kit**)

Chest1: Chest is locked with a padlock; the key is hanging around one of the gang members neck. The lock can be picked with a **Sleight of Hand** with thieves' tools (DC-10). The chest is trapped and will go off if a small button is not pressed while opening the lid, **Investigation** check (DC-16) to find the trap. The chest will pour out Malice Poison, any creature within 5 feet of the chest must succeed on a DC 15 Constitution saving throw or become Poisoned for 1 hour. The Poisoned creature is Blinded.

Inside the chest is 50gp, small ruby worth 25gp. Torn clothes and bottle of wine (that's tastes like vinegar).

Chest2: Chest is unlocked. The lid is equipped with a needle trap. **Investigation** check (DC-12) will notice tiny needles sticking out from the lid that when lifted will pierce the skin. No deactivation of the trap is needed, if noticed the needles can be avoided.

Inside the chest is a small pouch with 25cp, Gold ring with 20gp, and a necklace made of animal teeth.

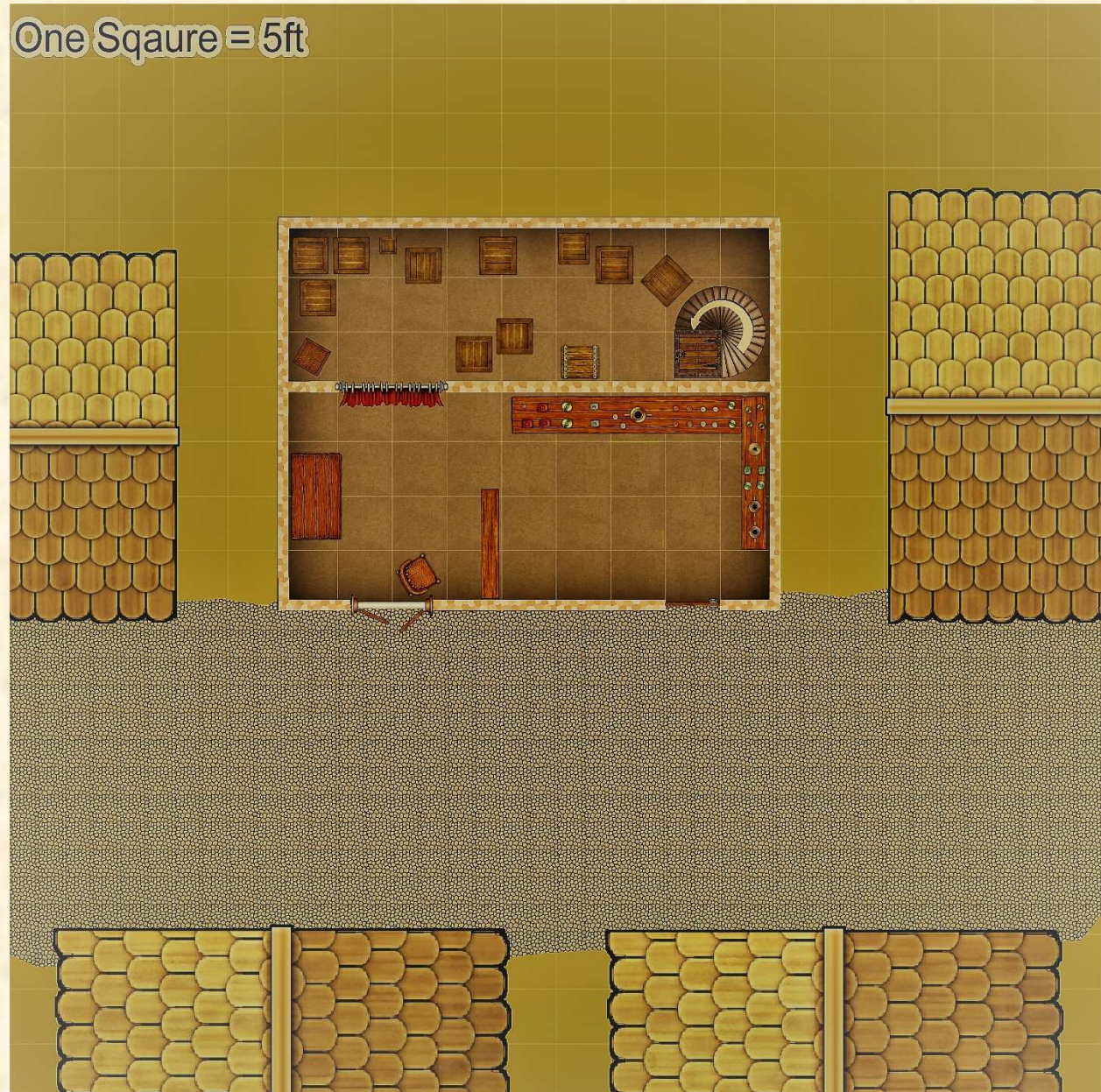
Chest3: When the chest is touched, it will reveal its true form as a **Mimic** (MM - p.220). This chest is the unofficial mascot and inside joke of the gang. It has been part of the gang from the inception, with the gang feeding it and caring for it as a pet.

Chest4: Chest is locked with an elaborate combination lock integrated into the lid. Using a **Sleight of Hand** with thieves' tools (DC-17) can successfully open the lock. **Investigation** check (DC-18) of the chest after the lock has been picked will reveal a spring trap attached to the lid that will shoot a dart covered with serpent poison. A **Sleight of Hand** check (DC-18) to deactivate the trap. Failing the DC check by more than 5, causes the trap to go off and hitting the creature trying to deactivate the trap. On a hit, 2 (1d4) point of piercing damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Inside the chest is a small pouch with 100cp, 75gp and small emerald gem 25gp. Torn clothes, leather belt and an old cloak.



APPENDIX MAPS — PUFFER'S POTTERY (SHOP)



APPENDIX MAPS — PUFFER'S POTTERY (CELLAR)

