

Øone's  
**BLUEPRINTS  
BACKDROPS**

---

**THE  
CURIOSITY SHOP**



**TIM HITCHCOCK**

from **THE GREAT CITY** Blueprint



Requires the use of the Dungeons & Dragons® 3.5 Edition Core Books, published by Wizards of the Coast®

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Blueprints Backdrops and The Curiosity Shop © by Øone Roleplaying Games

Written by Tim Hitchcock  
Graphic Design by O'Bully  
Cartography by Guido Barbati  
Artwork by Raffaele Marinetti  
Software Authoring by Anna Fava  
Front text editing by Scott Haring

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

Every Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

A) The following elements in this book is hereby designated as open game content, in accordance with the open game licence:

1- All NPCs, stats and description

B) the following elements in this book are hereby identified as "product identity":

- 1- All not mentioned at the point "A"
- 2- Øone Roleplaying Games identifying marks and product titles.
- 3- All artwork, maps and graphic design.

The reproduction or retransmission of this book, except for his open gaming content, without written permission of the copyright holder is expressly forbidden, except for the purpose of reviews.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

Product Code: BB002

First edition: September 2006



Øone Roleplaying Games

[www.Øonegames.com](http://www.Øonegames.com)

[master@Øonegames.com](mailto:master@Øonegames.com)

# Øone's BLUEPRINTS BACKDROPS

## THE CURIOSITY SHOP

### Welcome to Blueprints Backdrops!

This set of products is based on Øone's popular **Blueprints**. In **Blueprints Backdrops**, you will find a fully developed version of one of the locations from the **Blueprints** line. The Backdrop features a complete description of the location, and its NPCs and monsters (if any), penned by one of our talented writers, and portrayed by skillful artists. You also get a simpler version of the map found in **Blueprints** and a complete detailed 3D map of the location. The 3D view will help you to visualize the area and better describe it to your players. You can even show it to them, if you wish.

The product is suitable for use with any fantasy RPG system. We have separated the d20 stats from the main text, allowing you to print out either a generic description or a fully d20-statted version.

But the good stuff is just beginning.

This product takes full advantage of PDF technology, joining old-fashioned style with the most advanced electronic features. *In order to use this product you must use Adobe Acrobat 6 or later.*

Using the exclusive "Rule the Dungeon<sup>®</sup>" feature (look for a big, blue-n-white button – don't worry, it won't print) you will be able to fully customize this product. The 3D map can be changed to show only one floor (for example), with or without walls (for another), with or without furniture, only an external view, and on and on, with many combinations possible!

This product has also been designed to help busy referees prepare adventures – or even single encounters. Instead of spending extra time scaling the encounters to your party, the d20 stats are scaled in three different versions suitable for low, mid, and high levels of play, using a "Rule the Dungeon<sup>®</sup>" button.

This button lets you choose which level to play, and all the relevant text will change accordingly: monsters will scale, DCs and traps will change, behaviors of the villains will change, all according to the level of play you choose.

**Note: The original map of the Golden Eel Inn appears in Øone's Blueprints: The Great City, Trades Ward**

---

### SUMMARY

---

<b>Summary</b>	3	Peytar	8
<b>Overview</b>	4	<b>Adventure Seeds</b>	8
<b>Ground Floor</b>	4	<b>Designer's Notes</b>	9
GF1. Ground FloorShowroom	4	Author's Bio	9
GF 2. Ground FloorLanding	5	<b>NPCs Statblocks (d20)</b>	11
<b>First Floor</b>	5	<b>Objects Statblocks (d20)</b>	12
FF1. First Floor Showroom	5	<b>New Magical Items</b>	12
FF2. Secret Showroom	6	Abyssal Mirror	12
<b>NPCs, Villains and Monsters</b>	7	Ogmed'sOstentatious Organ	13
Naboo	7	Apparatus of the Ankheg	13
Doyle Dunbar	8	<b>3d Map</b>	14

---

# THE CURIOSITY SHOP

By  
Tim Hitchcock

## OVERVIEW

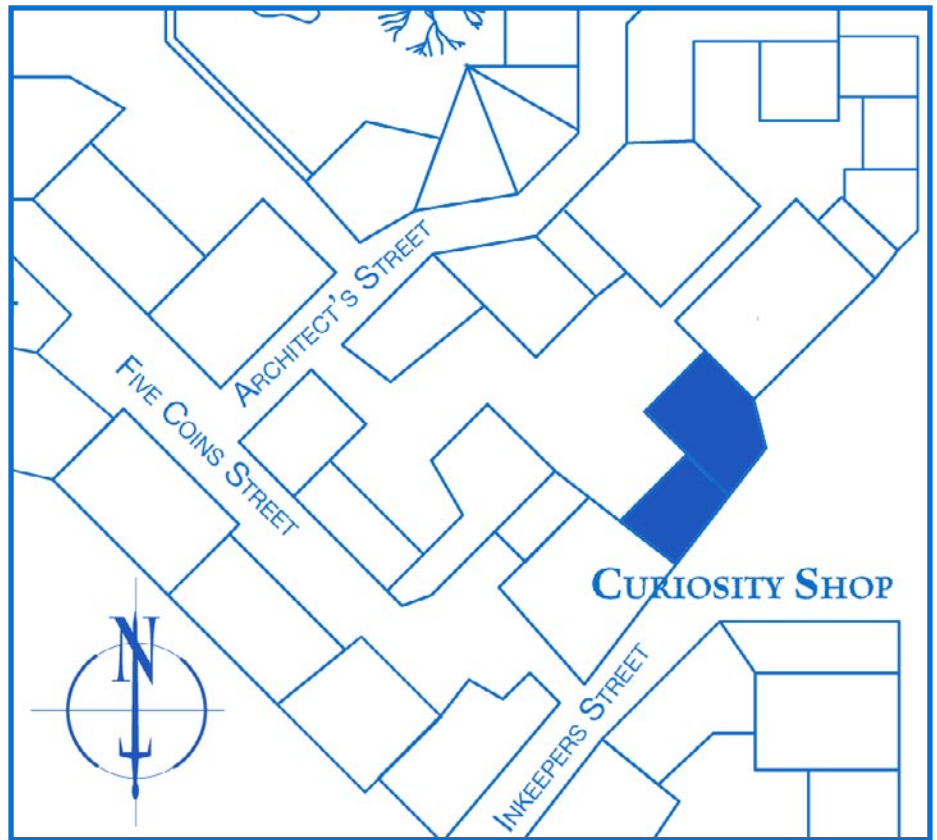
One of the most popular establishments in the Trades Ward is the Curiosity Shop. Located on Innkeeper Street, a short block away from Market Square, the Curiosity Shop specializes in antiques, curios, bric-a-brac, and other rare junk collected over several hundred years by the shop's proprietor; a silver-tongued janni from the far wastes who calls himself **Naboo**.

Most locals love the Curiosity Shop as it attracts a wide array of customers to the area. A fair percentage of Naboo's business comes from sailors, soldiers, and other worldly travelers who require mementos of their exploits. Outside of his shop Naboo is somewhat of a recluse, though he's been supportive enough of the surrounding district, pays his taxes and is considered an upstanding citizen. Most find him friendly, if not charming (though many chalk up his charm to good business sense) and his prices are moderate enough. He also has a knack for finding "lost" items or procuring certain items that one might consider "hard-to-get".

Shop hours are just before noon until a few hours after dark, though Naboo often does additional business after hours. During the evenings when he's not around, Naboo employs a semi-retired soldier named **Doyle Dunbar** to keep an eye on things.

Read the following text when players approach the Curiosity Shop:

*As you walk down Innkeeper Street you come to a small, two-story Tudor, wedged tightly between two private residences that can only be the fabled Curiosity Shop. There's no sign out*



*front, instead a giant question mark is dramatically scrawled into the door. The frame itself is painted with kitsch little sayings about curiosity, and the embroidered mat on the stoop exclaims, Enter To Delight Your Senses! The building doesn't have real windows, instead, two large amateurish murals are painted on the façade. Both depict massive glass curio cases filled with the types of strange charms and baubles one might expect to find inside.*

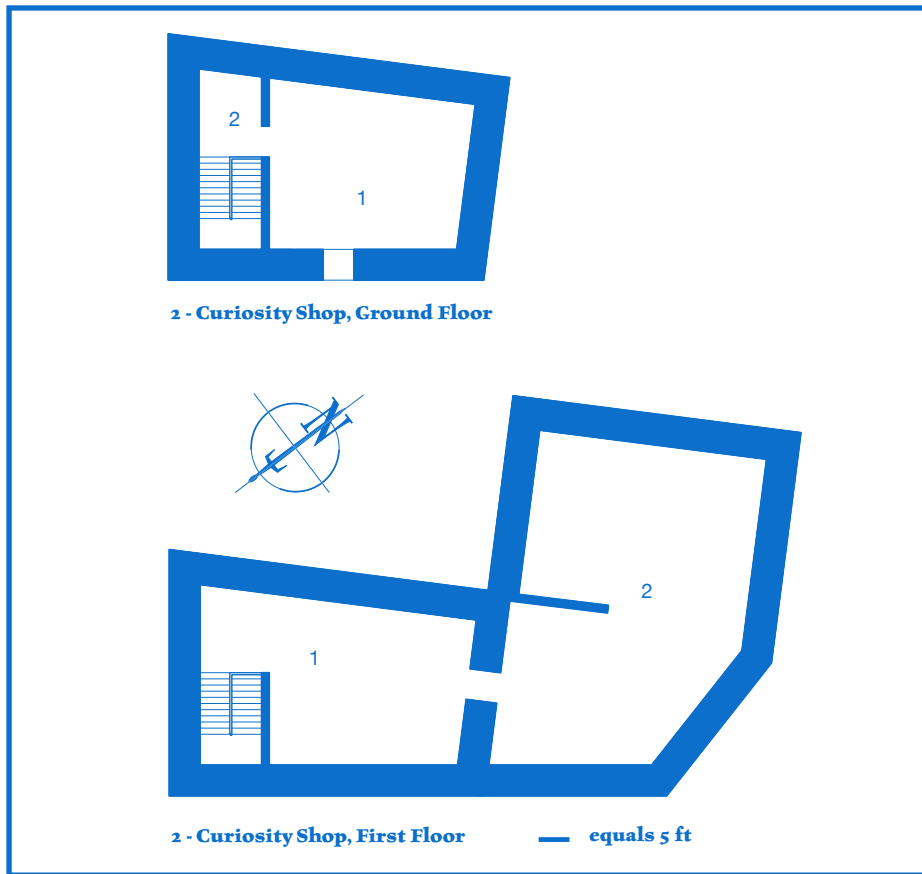
## GROUND FLOOR

### GF1. Ground Floor Showroom

*The door opens into a small room cramped with all sorts of outlandish junk. You're immediately assaulted by the scents of incense, mildew, rust, and oils. Directly across from the door, occupying the center of the room is a long, slender, J-shaped glass display case. Padding lightly across the glass countertop is a live miniature tabby cat*

*that looks small enough to fit into the palm of your hand. Behind the display case, the walls are completely buried by towers of crooked shelves and mixed cabinets brimming with small and peculiar knick-knacks, ugly fetishes, and other oddities. To your left are two large casks and to your right is a strange suit of green enameled plate armor, propped onto a display stand and posed as if it means to embrace the next individual to approach it.*

The **front door** is unlocked during business hours (just before noon until a few hours after dark). The **display case** and **shelves** contain various shop goods (see **Display Items** sidebar). The **crates** contain shipping items. One **barrel** is filled with water in case of fire, the other is filled with beads. The suit armor is actually a gaudy lamp and entertainment piece. When a command word is spoken (something Naboo is proud to show potential buyers), its gauntlets light up



During business hours, the store has 2d4 customers and possibly a pick-pocket named **Peytar** (50% chance per hour).

## GF 2. Ground Floor Landing

*The door opens into the intersection of a room with a small alcove facing a double flight of stairs. A large quartz and bronze chandelier hangs above the alcove, keeping it well lit. The alcove walls, as well as those ascending along the stairs, are cluttered with paintings, tapestries, framed scrolls, carved wooden masks, various holy symbols, and other more bizarre dangling objects. Lighting the stairwell is a diverse collection of sconces and candleholders—gaudy, tacky, and even tasteful... all presumably for sale.*

During the day, this room is unoccupied and the **door** is unopened so that customers can access the second floor. At night, it is closed, locked, and **trapped**.

## FIRST FLOOR

### FF1. First Floor Showroom

*As you reach the landing at top of the stairs the first thing you notice is the stuffed head of an unaccountably huge dire moose mounted to the back wall. Beneath the moose head is a sealed crate. To the right, the wall opens into another showroom similar to the one downstairs. Aside from the moose head, the remainder of back wall is lined with a chaotic pile of shelves and cases of various height and manufacture. The opposite corner is stacked with four more crates. A 5-foot-wide by 15-foot-long display case takes up the center of the room while the remaining wall separating the room from the stairwell is lined with six smaller shelves, slightly blocked by a pair of barrels.*

The **display case** and **shelves** con-

and a warbled hollow voice sings religious hymns. The tabby is an ordinary cat (albeit an unusually small one) that lives in the shop as its mouser.

**Naboo** is typically found in this room during store hours, in addition to any other customers that happen to

be milling about. At night, the room is guarded by **Doyle Dunbar**. During a break in, Doyle hides next to the armor and uses his *feather token* to alert Naboo. If possible, he waits until burglars trigger the trap on the door to the stairwell before moving in to apprehend them.

## ON PURCHASING MAGIC ITEMS

Naboo's specialty is buying and selling oddball items, wondrous items in particular. He keeps many of such magic items locked up in the secret room, and maintains a great list of contacts from which he can attempt to get others. Regardless, he doesn't display such items openly but instead takes queries about specific items and then asks characters to return and purchase them when they become available (within the hour if the item is in stock, or up to week if he needs to get them elsewhere). Regardless, he does his best to make it seem to clients as if he keeps no such items on the premises.

Determine chance that Naboo has a specific wondrous item as follows.

### Low Level Characters

minor item (60%), medium item (15%), major item (5%)

### Medium Level Characters

minor item (70%), medium item (35%), major item (20%)

### High Level Characters

minor item (80%), medium item (55%), major item (35%)

## WORD ON THE STREET

Characters asking around of the street or otherwise researching the Curiosity Shop can make Knowledge (local) or Gather Information checks to learn the following information about the shop. (note: scale either check using DC 10 + Naboo's HD)

1. If there's something you've always wanted, its might be at the Curiosity Shop or the House of Pleasure, if there's something you never wanted or something you lost in the Gambling Hall, its definitely there.
2. The Curiosity Shop piques the interest of all sorts of folk, so watch your purses inside the store. It's a favorite stop for both tourists and thieves.
3. Although Naboo has a strict policy against purchasing stolen goods, any seller prepared to give Naboo an interesting history for an item, can usually fence it.
4. The gambling hall pawns off a lot of their winnings through the Curiosity Shop.
5. Though he seems friendly enough, you'd never want Naboo to catch you stealing from him. He keeps his own collection of "sticky fingers" to prove it.
6. Naboo has choice clients, and is sometimes able to order special items for reliable customers.

tain various shop goods (see **Display Items** sidebar). The **crates** contain shipping items. One **barrel** is filled with water in case of fire, the other is filled with beads.

The **moose head** at the top of the stairs performs two specific tasks. First, it's eyes are enchanted such that Naboo can use them as if he'd cast an *arcane eye* spell on the surrounding area. When Naboo concentrates, he can use the moose head to see both the stairwell and adjacent showroom. Second, the moose head has a secret compartment in its mouth where Naboo keeps

## SHOP CUSTOMERS

Possible customers include the following:

*Ghrom Farone:* Ghrom is a portly man with grayish leathery skin who looks to be in his mid-fifties. He keeps heavy wool cloak draped over his shoulders, and dresses in simple travelers clothes. He claims to be a buyer and collector of ancient religious artifacts and Naboo is in fact currently putting together a crate for him. He's just stopped by to complete his second deposit and confirm final shipping arrangements.

*Kel Shartham:* Kel is a middle-aged sailor with a few days of scruff on his face and more than a few sun-faded tattoos. He's looking for a souvenir for his niece, preferably some cheap costume jewelry.

*Daiana Goldenleaf:* The elderly widow of a rich noble, Daiana is one of Naboo's best customers. She collects dolls from around the world. While she is in the shop, she spots the mummified pixies now transformed into kewpie dolls and becomes infatuated with them. She rudely interrupts characters speaking with Naboo to inquire about their purchase.

*The Immigrant:* An odd dwarf with a thick accent and the clothes of a foreigner barges in and loudly declares he's looking for a *decanter of endless water*. If pressed for an explanation, he becomes quiet and asks if the inquiring character can keep a secret. Next, he proudly states he intends to use the device to become a firefighter. Then he turns serious and threatens to box anyone's ears who steals his million gold piece idea. If anyone attempts to tell him otherwise or questions the practicality of his idea, he turns defensive, extremely stubborn and altogether unreasonable.

*The Vacationers:* A middle class family consisting of a man, his wife, and their two young children happily browse the shop marveling at many of its oddities. They are in town visiting the woman's parents and have stopped by the shop to show the kids on her uncouth father's suggestion. The children are absolutely amazed with the shop, however the parents are trying hard to mask their appall, and attempting to convince their children to leave the shop.

an **iron strongbox** full of coins, just in case he needs to make an emergency transaction.

If **Peytar** is in the shop and has been casing the characters, he attempts to pickpocket them in this room- though only if there is at least a second possible suspect.

### FF2. Secret Showroom

*The secret door swings inward revealing another showroom, even larger and more elaborate showroom. The decor here is slightly more upscale than the other rooms and everything appears far*

*more organized. Immediately to your right, is a fearsomely monstrous being that looks like a giant armored insect; thankfully, it is stuffed. To the left is a short 10ft-foot wall, creating a small foyer into the larger room. Directly in front of you is a 15-foot-long wooden table with a lute, and several other odd objects carefully laid on top. Behind the table are two barrels. The back wall is angled oddly, sloping to the left. Mounted upon it is an enormous mirror set in a hideous stone frame carved to look like a demonic gargoyle. Its arms and legs are splayed and the mirror is between them. Another two barrels are*

## ADDITIONAL WALL HANGINGS

1. Three kewpie dolls made from mummified pixies.
2. A watercolor portrait of the crew of a whaling ship posed around a dead orca. A leg is protruding from the dead whales mouth.
3. A wooden case filled with porcelain thimbles each painted with the name of a different port city.
4. A framed collection of copper and iron war medals.
5. A three-foot-long fossil of an ancient bird.
6. A macramé planter woven from course thread.
7. A set of six brass sconces cast in the disturbing likeness of laughing jester's face.
8. A long chain of coins from different nations.
9. A beautifully crafted gold and ebony display case for holding knives.
10. The tusk of a massive beast.

set off to the other side of the mirror. There, the wall straightens for a good twenty feet or so, squaring-off with a side wall. Long rows of tall display cases line both of these walls. There are two crates in front of the first row of cases and another 20-foot-long table in front of the others. The wall at the far side of the table is empty, however a barrel rests in the back corner behind the table. The near corner is the opposite side of the short wall near the entrance. Pushed up against it is a large pipe organ and a crate.

Both **wooden tables** are worn, old, and of foreign workmanship. As downstairs, the **shelves** and **cases** are piled with various curiosities (see **Display Items** sidebar). The **barrels** hold water in case of fire; the **crates** hold more of Naboo's shipping goods.

The mirror is a powerful magic item called an **Abyssal Mirror**.

The pipe organ is an annoying magi-

cal device called **Ogmed's Ostentatious Organ**

The stuffed creature is an **apparatus of the ankheg**

If using adventure hooks 1 or 2, this room is where the demons can be tracked to. This is also where Naboo holds his high stakes card games after hours. Anyone attempting to enter this room without Naboo's consent, immediately attracts his attention and his wrath.

## NPCs, VILLAINS AND MONSTERS

### Naboo

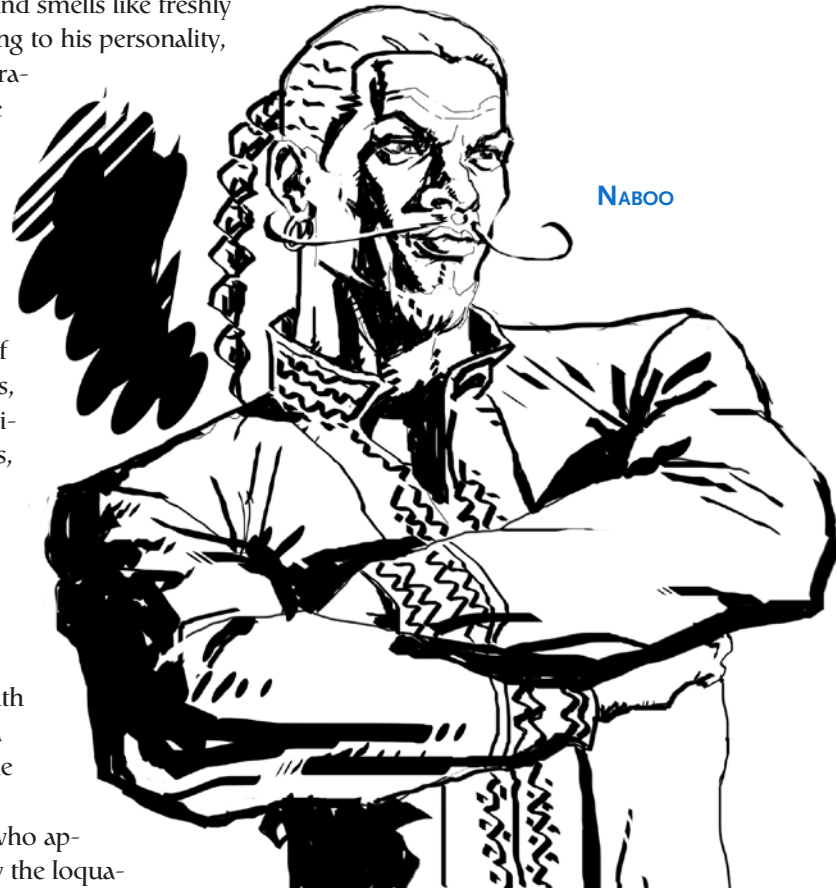
Naboo is a tall, sandy-haired humanoid with earthy skin and large, thick hands. He keeps his hair and long mustache in braids decorated with beads and golden threads. Both his hair and skin glisten with oil. He is muscular, well built and smells like freshly dug soil. As suiting to his personality, Naboo dresses dramatically in loose fitting silks and chintz. He is also overly fond of jewelry and drapes his body with decadent layers of necklaces, bangles, rings, bracelets, giant hoop earrings, and a diamond stud through his right nostril.

Naboo approaches all who enter his shop with a wide grin and a jovial greeting. He loves customers, especially those who appear humored by the loqua-

cious stories he tells connected to the numerous items in his shop. He has a natural curiosity, which at times seems insatiable; though in recent decades, his interest has shifted from bizarre items toward those who collect them. He seems particularly fond of quirky eccentrics.

Most of the time, he works the front desk (the better to see the shocked expressions of first time patrons) and monitors the upstairs showroom with his magic moose head. Indeed, his primary motivation is to keep his shop running and his reputation in tact, as the establishment has made his life both comfortable and entertaining. Ultimately, any who might jeopardize Naboo's current situation find themselves up against a powerful opponent.

Naboo has two personalities. His "happy genie shop owner" persona is more than a little dramatized and in truth, he's far more levelheaded than



he lets on. Those who know him better (such as longtime clients that deal in serious artifacts or magical items, or anyone he plays cards with) note he is far less chaotic, and can be quite stern when dealing with finances and legalities. Some who have encountered this side of Naboo might even consider him dangerous. He has scores of contacts, both legitimate and unscrupulous, and any problems he cannot deal with directly he has both the money and connections to have someone else fix. Ultimately there are many people who owe him favors.

Naboo only shows his serious persona when he's in the **Secret Room** upstairs, where he specifically deals with favored clients or runs private high-stakes card games. For the most part, he only uses this room after normal store hours, but on rare occasions he shuts the store down during the day, so he can use the room for negotiations with elite clientele

### Doyle Dunbar

Despite his fifty some ought years, Doyle is still a tough looking old soldier, square-jawed and barrel-chested. His face is worn from years of war and life, though his deep green eyes burn through it with deep sorrow and determination. Bald on top, he keeps the rest of his thinning, gray wispy hair in ponytail. His magnificent suit of platemail is lacquered in deep shades of red and blue, well oiled and cared for.

Doyle is a semi-retired, mid-ranking captain in the city guard who supplements his income by moonlighting as Naboo's night watchman. He has two sons, both soldiers in their twenties, and an older daughter (married to, as he puts it, "an idiot candle-maker"). His wife has since passed away from a wasting sickness several years ago. Her death has left him with a persistent melancholia and acute insomnia.

### Peytar

Peytar is fair-skinned and has a charming, round boyish-face, which he keeps powdered to hide his freckles. He's only slightly pudgy; enough to show off his ability to dine indulgently. He wears his hair fashionably in long blond curls and dresses in all the lace and finery of the upper class. The faint scent of jasmine perfume clings to him like a shadow.

Peytar is a local pickpocket and high-up thieves guildsman that frequents many of the fine establishments of the Trades Ward disguised as the wealthy heir to an ancient but powerful merchant house from a nearby city. He has gone through great trouble to create and maintain his persona and has made more than a few significantly flamboyant purchases from the Curiosity Shop in order to assuage any suspicions Naboo may have had about his authenticity.

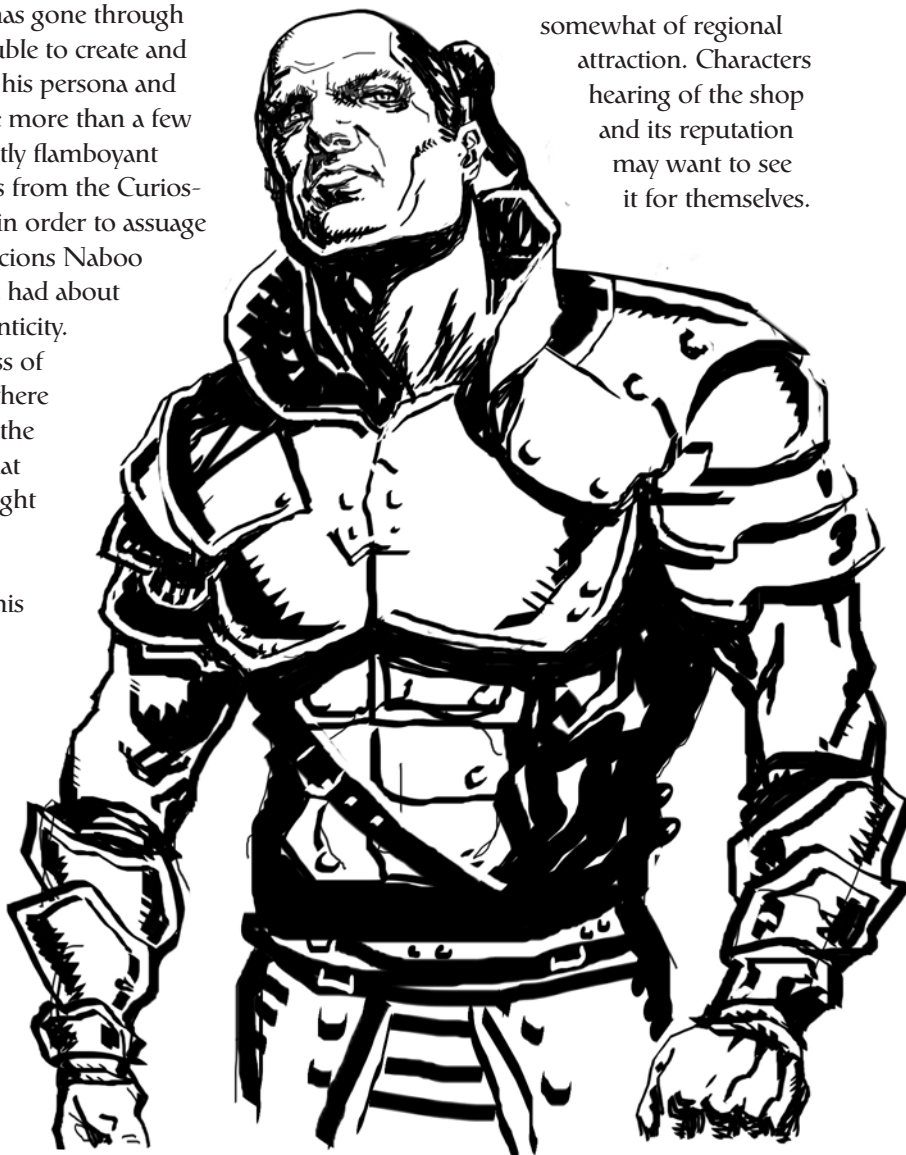
Regardless of his skill, there is always the chance that Peytar might blow his identity. Should this happen, Naboo

acknowledges his guild affiliation and simply runs him out of the shop. Anyone foolish enough to get the law involved, is only asking for further trouble from both Peytar and his fellow guildsmen.

While an excellent pickpocket, fighting isn't Peytar's cup of tea (so to speak) and if at all possible he avoids combat and attempts to flee when confronted. He despises making scenes and drawing attention to himself as the antithesis of his life's work.

### ADVENTURE SEEDS

Getting characters to visit the shop should be simple task, as its unique characteristics make it somewhat of regional attraction. Characters hearing of the shop and its reputation may want to see it for themselves.



DOYLE



Likewise, a patron may hire characters to pick-up or deliver a shipment to the Curiosity Shop, or send them there to procure an unusual item or object. The following adventure seeds assume characters have some previous familiarity with Naboo and the Shop, and work best after they have visited it a few times.

### The Magic Mirror

**(Adventure Seed 1):** Recently, Naboo acquired an Abyssal Mirror from his cousin (a shiftless efreeti) in a card game. What Naboo's cousin ne-

glected to tell him was that he'd taken the mirror of some lowly demonlings trespassing through his fiery realm. The mirror however wasn't theirs, but instead belonged to a powerful Nalfeshnee. The angry demon finally cornered Naboo's cousin and after threatening the thoughtless efreeti, he finally blurted out the location of the pilfered mirror. Naboo's cousin sent him a frantic warning explaining the current situation with the mirror however it may not give the janni enough time to protect himself before the Nalfeshnee shows up to reclaim it. Naboo desperately

seeks the help of able-bodied adventurers to prevent the otherworldly sacking and burning of his establishment. Alternately, Naboo might pay adventurers to return the mirror to its previous owner.

### The Demon Within

**(Adventure Seed 2):** A demon senses the Abyssal Mirror and uses it to enter the Curiosity Shop. Seizing the opportunity, it sets up camp in the secret room. During the evenings, when the shop is closed, it sneaks out- terrorizing and murdering townfolk. Clues lead investigators to the Curiosity Shop. Some locals even suspect Naboo, however clever investigators realize the murderer is far more dangerous than the jovial janni.

### A Mysterious Murder

**Adventure Seed 3:** Doyle, the night watch-

man at the Curiosity Shop was killed during a break-in. Strangely enough, nothing appears to have been stolen, even though the perpetrator seemed to easily by-passed Naboo's alarms and traps. Naboo suspects the murder was deliberate and hires investigators to find Doyle's killer (a doppelganger who has stolen his identity to infiltrate the local garrison and steal military secrets). Naboo lends the adventurers his *apparatus of the ankheg* to help them with their infiltration.

### DESIGNER'S NOTES

The Curiosity Shop was designed to be used more than once as a starting point for more than a couple short adventures. Because they are scaled, the NPCs can advance with characters. Naboo can also be used as either an ally or an adversary. Peytar on the other hand, is a nice challenge for low to mid level characters, especially if he marks them several times. High-level characters, should have little trouble figuring what he's up to, however the difficulty they face isn't apprehending him its what they do with him afterwards. The wrong thing invites serious trouble from the local Thieves Guild.

Finally, I've a few words the powerful magic items in the secret room upstairs. They are huge, impractical, and put there entirely for GM's to use for fun, humor and plot hooks. I didn't intend for players to even want to keep any of them.

### Author's Bio

*Tim lives in the fifth borough of New York City. During the day, he teaches science Coney Island. At the night, he tries his hand at game design and over the past couple of years, he has completed a few pieces for One Games, Bastion Press, Paizo, WotC, and Mongoose Inc.*



## DISPLAY ITEMS

Any of the following items are on shelves or in display cases.

1. A set of masterwork thieves tools. Unfortunately, these were used in a recent crime, and anyone caught with them might well be accused of the burglary.
2. An ox tongue tied to a foot-long stick. Should a character notice the item Naboo explains very matter-of-factly that, "You dip it in summer wine and swing it around to bless a new home with good luck."
3. A set of marbles with three-dimensional fish etched inside of them. The fish look like they're swimming when the marbles roll.
4. A jade carving of four monkeys in a circle, pulling each other's tails.
5. A small leather pouch with a pile of miniature bones on top. When a command word is spoken, the bones assemble themselves into a tiny skeleton. The skeleton dances eerily for one minute before tumbling apart, back into the pile of bones.
6. A masterwork set of six silver and glass syringes, all in various sizes. Naboo brags, "They were only used once." If asked what for, he cannot recall.
7. A set of thick leather goggles. The lenses are long and dark, however when you wear them and peer into the light they change into spinning crystalline color formations.
8. A wind-up tin rat (hardness 5, hp 1, full move Spd 20ft )
9. A mobile delicately suspending several silver spheres of various sizes from the size of a thumbnail to the size of a large orange. The spheres are perfectly counter-balanced and if pushed, they rotate indefinitely.
10. A book of jokes too ribald for the bookstore two doors down.
11. A set of dice supposedly carved from the thighbone of an ettin
12. A large wooden board carved with twelve symmetrical opposing gouges. Each has six brown beans in it. Naboo explains that it's a popular game played in a far away country.
13. Different colored glass bottles filled with "pixie dust."
14. Lots of different teeth and tusks of various sharks, whales, and other sea animals. Many are scrimshawed with etchings of ships, sea monsters, or half-naked merfolk in suggestive poses.
15. Lutes, harps, tin flutes and other instruments, most are intended for display pieces and are therefore not in the greatest condition.
16. A wind up jack-in-the-box that instead pops out a six-armed Marlinth. When it pops open, Naboo enthusiastically comments, "It really scares the demons from ya!"
17. An old brass oil lamp that Janni jokingly calls his "old apartment."
18. An ivory and silver music box. When it plays, a tiny ballerina figurine pops out of the top and spins around.
19. A small glass case that holds the colorful shimmering chitins of several rare beetles
20. A puppet made from a wool sock. If anyone pays attention to it, Naboo puts it on and says, "Look! It's the head magistrate of the Great City." Then he flaps the puppets jaw and in a funny voice adds, "Read my lips, no new taxes!" Anyone purchasing the puppet (1cp) and attempting to do the same stunt on the street draws the attention of the town guard who fine the character 2 gp for insulting the magistrate.





## NPCs, VILLAINS AND MONSTERS STATBLOCKS

[High]

**Naboo** CR 18

Male Janni, Rogue 8, Duelist 6  
N Medium Outsider (Native)

**Init** +11; **Senses** darkvision 60 ft., telepathy 100ft.; **Listen** +12, **Spot** +12

**Languages** Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran

**AC** 23, touch 17, flat-footed 23; Dodge, Enhanced Mobility, Improved Uncanny Dodge, Mobility, Uncanny Dodge  
**hp** 114 (20 HD)

**Resist** Evasion; fire/10; Grace

**Fort** +8 **Ref** +16 **Will** +9

**Spd** 30 ft. (4 squares), fly 20 ft. (perfect)

**Melee** rapier +26/+21/+16/+11 (1d6+5/15-20)

**Space** 5 ft; **Reach** 5 ft

**Base Atk** +18; **Grp** +21

**Atk Options** acrobatic charge, combat reflexes, precision strike +1d6, sneak attack +4d6

**Special Atk** change size

**Spell-Like Abilities** (CL 12) 3/day—*invisibility* (self only), speak with animals. 1/day *ethereal jaunt* (1 hour only). (CL 7) 1/day—*create food and water*. The save DCs are Charisma-based.

**Abilities** Str 16, Dex 20, Con 12, Int 15, Wis 15, Cha 16

**SQ** elemental endurance, improved reaction, *planeshift*, trap sense +2, trapfinding

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Critical (rapier), Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)

**Skills** Appraise +15, Balance +10, Bluff +15, Concentration +10, Craft (jewelrymaking) +11, Craft (trapmaking) +11, Decipher Script +8, Diplomacy +10, Disable Device +10, Escape Artist +9, Forgery +7, Gather Information +13, Intimidate +10, Knowledge (local) +7, Listen +12, Move Silently +14, Open Lock +10, Perform +7, Profession (shopkeeper) +10, Ride +14, Search +8, Sense Motive +11, Slight of Hand +10, Spot +12, Tumble +10, Use Magic Device +10, Use Rope +5 (+7 with bindings)

**Possessions** +2 rapier of puncturing, +4 bracers of armor, +4 gloves of Dexterity, +2 cloak of Charisma, ring of freedom of movement, ring of keys (including front door key to Curiosity Shop, key to the iron strong box, key to the secret door, key to his apartment.)

**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC16 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Elemental Endurance (Ex):** Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Doyle Dunbar** CR 14

Male human fighter 14  
NG Medium humanoid (human)

**Init** +5; **Listen** +3, **Spot** +3

**Languages** Common

**AC** 22, touch 11, flat-footed 21

**hp** 63 (8 HD)

**Fort** +12 **Ref** +7 **Will** +7

**Spd** 30 ft

**Melee** +2 *merciful bastard sword* +21/+19/+14 (1d10+10 plus 1d6 nonlethal/19-20)

**Ranged** masterwork longbow +16/+11/+6 (1d8/20x3)

**Space** 5 ft; **Reach** 5 ft

**Base Atk** +8 (+8 Class); **Grp** +12

**Atk Options** blind-fight, cleave, combat reflexes, great cleave, power attack

**Combat Gear** *potion of cure moderate wounds*, *potion of cure serious wounds*, *feather token* (bird), *boots of speed*,

**Abilities** Str 19, Dex 12, Con 14, Int 11, Wis 12, Cha 13

**Feats** Alertness, Blind-fight, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +3, Handle Animal +6, Intimidate +9, Jump +2, Ride +7, Swim -6

**Possessions** +3 *full plate*, +2 *merciful bastard sword*, arrows (50), masterwork longbow, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of cure serious wounds*, *feather token* (bird), *boots of speed*, *elixir of truth*, belt pouch with 788 gp.

**Peytar** CR 6

Male half-elf Rogue 6  
N Medium humanoid (elf)

**Init** +3; **Senses** Low-light vision; **Listen** +6, **Spot** +6

**Languages** Common, Elven

**AC** 15, touch 14, flat-footed 15; Uncanny Dodge

**hp** 23 (6HD)

**Immune** sleep spells  
**Resist** enchantment spells +2, Evasion  
**Fort** +2 **Ref** +9 **Will** +3  
**Spd** 30 ft

**Melee** +1 *dagger* +9 (1d4+1/19-20)  
**Space** 5 ft; **Reach** 5 ft  
**Base Atk** +4; **Grp** +4  
**Atk Options** sneak attack +3d6  
**Combat Gear** *oil of invisibility, potion of spider climb, potion of cat's grace, 2 thunderstones, flask of acid*

**Abilities** Str 11, Dex 18, Con 10, Int 14, Wis 12, Cha 15  
**SQ** trap sense +2, trapfinding  
**Feats** Deft Hands, Improved Initiative, Skill Focus (sleight of hand), Weapon finesse  
**Skills** Appraise +8, Balance +4, Bluff +8, Decipher Script +6, Diplomacy +8, Disable Device +4, Disguise +8, Escape Artist +8, Forgery +4, Gather Information +8, Hide +10, Intimidate +4, Knowledge (local) +6, Listen +6, Move Silently +8, Open Lock +6, Perform +8, Search +7, Sense Motive +5, Sleight of Hand +15, Spot +6, Tumble +4, Use Magic Device +4, Use Rope +6

**Possessions** +1 *dagger, ring of protection +1, oil of invisibility, potion of spider climb, potion of cat's grace, masterwork thieves tools, 2 thunderstones, flask of acid, 198 gp.*

**NOTE:** Peytar uses the same statistic in low, medium and high versions.

## TRAPS, MECHANICAL DEVICES, DOORS, AND OBJECTS STATBLOCKS

### GF1. Ground Floor Showroom

**Reinforced Mahogany** thick; Hardness 8; hp 40; Break DC 30\*, Open Lock DC 35\*

\*only locked at night.

**Standing Cases (8):** 1/2 in. thick; Hardness 5; hp 10; Break DC 17

**Glass Display Cabinet:** 3/4 in. thick; Hardness 1; hp 10; Break DC 15  
**Barrels (3):** 1/2 in. thick; Hardness 5; hp 5; Break DC 17; The barrel is filled with water.

**Small Shelves (6)** 1/2 in. thick; Hardness 5; hp 2; Break DC 17

### GF2. Ground Floor Stairwell

**Stairwell Door:** 2 in. thick; Hardness 8; hp 20; Break DC 23, Open Lock DC 28\*

\*only locked and trapped at night.

**Forcecage Door Trap:** CR 8; magical; proximity trigger (alarm); automatic reset; hidden lock bypass; spell effect (*forcecage* 13<sup>th</sup>-level wizard); Search DC 32; Disable Device DC 32.  
*Market Price:* 195,500 gp., 3,640 XP.

### FF1. First Floor Showroom

**Moose Head** Search DC30. Success reveals a secret compartment in the mouth holding a

**Small Iron Strong Box:** 2 in. thick; Hardness 10; hp 60; Break DC 28, Open Lock DC 35; Inside are 540 pp, 1,260 gp, 2,700 sp, and 4,500cp

**Standing Cases (8):** 1/2 in. thick; Hardness 5; hp 10; Break DC 17

**Glass Display Cabinet:** 3/4 in. thick; Hardness 1; hp 10; Break DC 15

**Crate 1:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside is a collection knives and daggers from various parts of the world, none have been sharpened.

**Crate 2:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside are several hundred, flint arrowheads

**Crate 3:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside are six assorted glass water pipes packed in straw.

**Crate 4:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside are about 20 or so rag dolls

**Crate 5:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside are four large clay pots with primitive designs packed

in straw

**Barrel 1:** 1/2 in. thick; Hardness 5; hp 5; Break DC 17; The barrel is filled with water

**Barrel 2:** 1/2 in. thick; Hardness 5; hp 5; Break DC 17; The barrel is filled with hundreds of cheap glass beads

**Small Shelves (6):** 1/2 in. thick; Hardness 5; hp 2; Break DC 17;

### FF2. Secret Showroom

**Secret Door** 3 in. thick; Hardness 8; hp 30; Search DC 22, Break DC 28; Open Lock DC 36

**Standing Cases (11):** 1/2 in. thick; Hardness 5; hp 10; Break DC 17

**Barrel (4):** 1/2 in. thick; Hardness 5; hp 5; Break DC 17; The barrel is filled with water

**5ft. x 15ft. Table:** 3 in. thick; Hardness 8; hp 20; Break DC 22

**Crate 1:** 1 in. thick; Hardness 8; hp 5; Break DC 17; Inside is an assortment of a few dozen different sized bells

**Crate 2:** 4 in. thick; Hardness 8; hp 20; Break DC 28, Open Lock DC 30; Inside is a small, 2-foot-tall alabaster statuette of a nude elf carefully wrapped in a sheepskin worth (12,000gp).

**Crate 3:** 4 in. thick; Hardness 8; hp 20; Break DC 28, Open Lock DC 30; Inside are the mummified talons and claws from a variety of outsiders and demons.

## NEW MAGICAL ITEMS

### Abyssal Mirror

This foul creation appears to be a 6-foot-tall mirror set in an unwieldy stone frame carved into the grotesque form of a demonic gargoyle. Anyone gazing into the mirror immediately notes that his reflection appears quite ugly and distorted. Strangely, the mirror is disproportionately lightweight for its immense-size, and slightly warm to the touch.

Beyond these two oddities, the mirror appears to do nothing else for mortals. However when placed into

the talons of those creatures spawned from the horrific chaos of the Abyss, it becomes a powerful tool. The mirror aids demons in summoning forth their own kind. When using the mirror, the summoning demon adds double their HD to the percent chance of summoning another demon (if they have one) and increases the equivalent spell level of the summoning by +2 per every 5 HD of the summoning demon.

Additionally, demons naturally sense the presence of an Abyssal mirror and gravitate towards them when they fall into mortal hands. Provided it a mirror isn't currently in the possession of a demon, once per month, there is a 20% chance that the mirror catches the attention of a demon who is summoned forth to claim it.

*Note:* The type of demon summoned forth should be of an appropriate CR to the character who possesses the mirror.

Strong Conjunction; CL18; Create Wondrous Item, *gate*; 64,800gp; Weight 25lbs

### Ogmed's Ostentatious Organ

A gigantic impractical monstrosity of pipes, keys, valves and pumps, *Ogmed's Ostentatious Organ* towers almost twice the height of a man and just as wide. Carved from golden burlled maple, all its silver hardware is garishly inlaid with

nacre and abalone and jutting from the top are a dozen or so, gold-plated pipes engraved with paisley.

The organ is painfully gaudy to look upon, and even worse to play as for some reason it is unable to stay in tune. Still, those that understand its secrets, can use it to duplicate the magical musical effects of several different items. Unfortunately, even those who understand the device have great trouble controlling specific effects. Placing the valves in the proper position and successfully playing a melody (Perform; DC 15) produces one of the following effects. The player of the organ can add or subtract his perform skill check to attempt to alter the random effect.

d%	Organ Effect
01-17	<i>chime of opening</i>
18-23	<i>chime of interruption</i>
24-27	<i>drums of panic</i>
28-38	<i>harp of charming</i>
39-42	<i>horn of blasting</i>
43-44	<i>greater horn of blasting</i>
45-55	<i>horn of fog</i>
56-60	<i>horn of good/evil</i>
61-75	pipes of haunting
76-80	pipes of pain
81-90	pipes of the sewers
90-00	<i>pipes of sounding</i>

Strong abjuration, conjunction, enchantment, evocation, illusion, necromancy, and transmutation; CL16; Craft Wondrous Item *charm animal*,

creator must have the bardic music class feature, *fear*, *ghost sound*, *greater shout*, *knock*, *magic circle against good*, *magic circle against evil obscuring mist*, *scare*, *shout*, *sound burst*, *suggestion*, *summon nature's ally I*, wild empathy; Price 134,950gp; Weight 1,500 lbs.

### Apparatus of the Ankheg

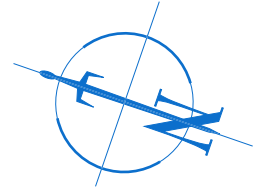
This item appears to be a stuffed ankheg, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., burrow 10 ft.; AC 20 (-1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round (though not while burrowing). The device can burrow through soft ground up to 30 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).

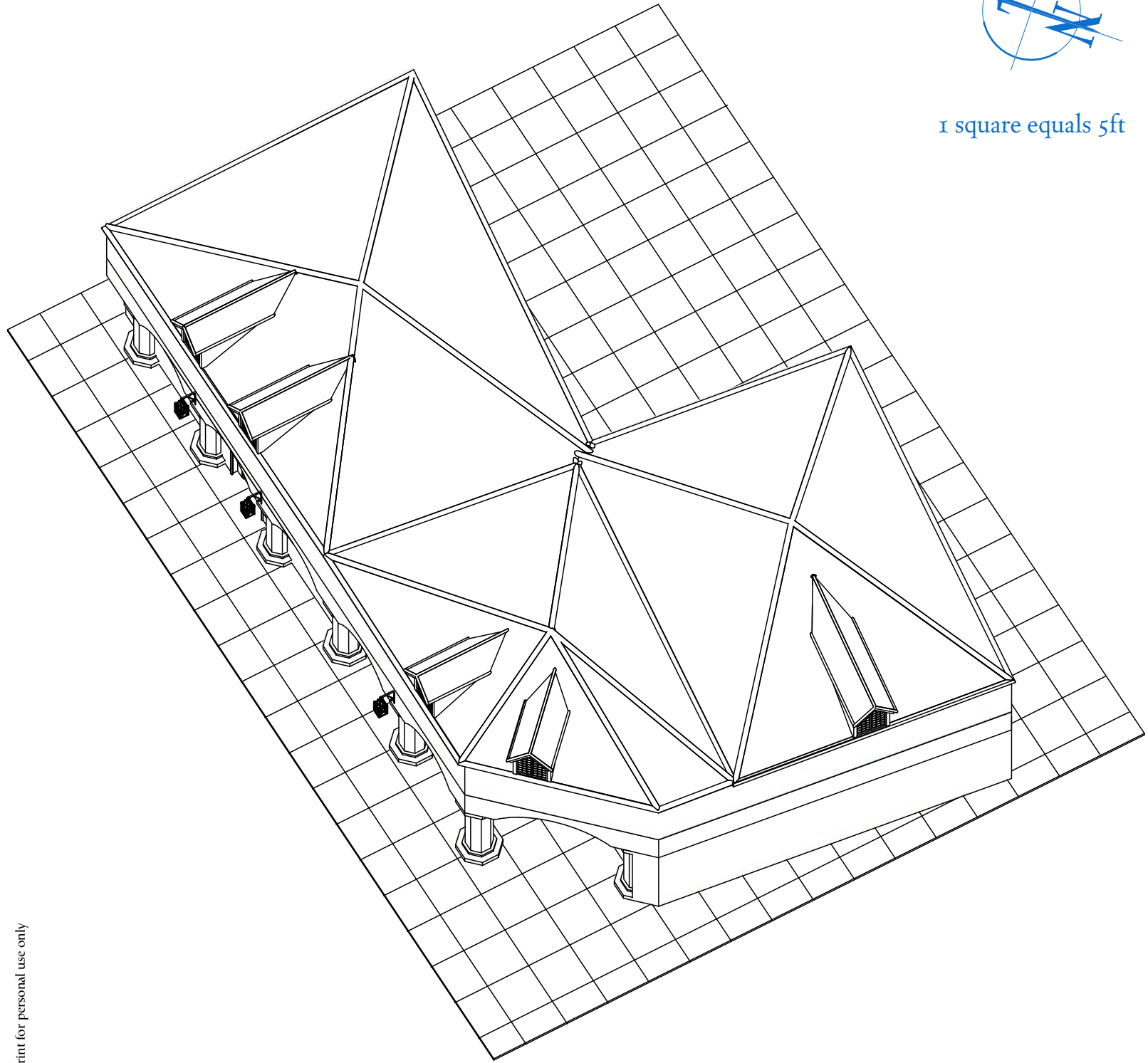
Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, *soften earth and stone*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; Weight 500 lb.

### APPARATUS OF THE ANKHEG LEVER FUNCTIONS

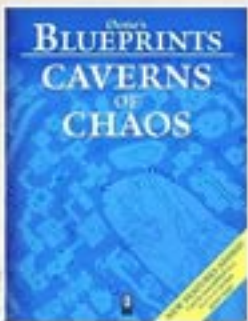
Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap jaws
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with <i>continual flame</i> inside/close "eyes"
9	Dig in the earth
10	Open/close hatch



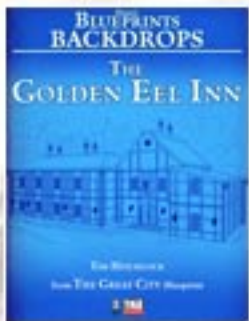
1 square equals 5ft



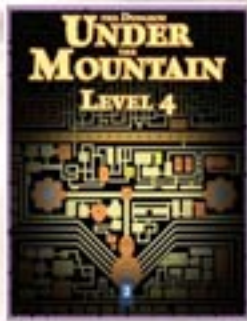
# PRODUCTS FOR EACH TASTE



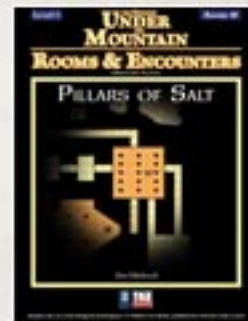
Old fashioned maps



Fully detailed fantasy locations (d20 and generic RPGs)



Mammoth dungeons, giant maps



Single, fully detailed dungeon rooms (d20)



3d battlemaps with fully fleshed-out villains (d20)



3d battlemaps for miniature and RPG gaming



6x8 tiles for miniature skirmish games



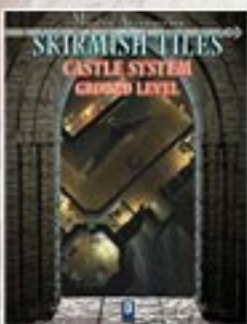
Giant battlemaps for skirmish games



3d customizable battlemaps



Visual aids



6x8 tiles for building a customizable castle



Sourcebooks (d20)



Classic adventures (d20)



the first d20 pdf publisher of the world

[www.onegames.com](http://www.onegames.com)



A great campaign (d20)