

tains a selection of generic fiction works and travelogues detailing the Sword Coast.

9. "C" TEAM QUARTERS

The four rooms above the bar and kitchen are always rented by the "C" Team, with each room's characteristics reflecting the person renting it.

Rosie Beestinger's room has a simple floor mat used for stretching and exercises, sheaths holding maps, and a training dummy that has been beaten nearly to the breaking point.

K'thriss Drow'b has a neat room decorated in black and purple, a crystal ball that displays only a haze of smoke, and a collection of strange purple rocks.

Walnut Dankgrass's room has recycling and reuse bins, is decorated with several plants and vines, and has a stack of steamy love letters bearing the initials B.L. and a bottle of wine by the bedside table.

Donaar Blit'zen's room smells like a college dorm, has exercise equipment in one corner, three boxes of delicious snacks bearing the Big Daddy Donaar's Yum Yum Hut brand, an autographed pin-up scroll of a band named Sixty Wrong Sausages, and a wall calendar where every month bears his likeness.

STAGE 2: LITTLE INN OF HORRORS

The Test Market warps reality the moment any character opens a door within the Dran & Courtier. The first time this happens, all the characters find themselves back in the common room of the inn (area 2), as if they had just walked through the main door.

You are standing just inside the front door to the Dran & Courtier. Things are a bit different, however. The fireplace burns with purple flame. Swinging from the chandelier above the center of the common room is a red-haired figure in a green shirt and red cape. He appears to be having a grand time.

Sigil the wagon worker and Whiskey the carpenter are talking and laughing in loud voices at their table, plates heaped with food before them. At their table, Luna and Thalen are taking turns prestidigitating small flames and colored lights, to the delight of Tanas. No one sits at the bar, but Propha Dran is clearing up empty glasses where the half-elf Chance was sitting before. She looks up at you and mouths the words, "Be careful." She then goes back to absentmindedly cleaning the bar.

This is a version of the Test Market where everything has gone wrong.

NOT WHAT THEY SEEM

The figure swinging from the chandelier appears to be Viari (met at the end of episode 2)—but he and the scout Tanas are actually two **gibbering mouther**s. Illusion magic cloaks their appearance, though anyone touching them or succeeding on a DC 13 Intelligence (Investigation) check can see through the illusion. If the illusion is



detected, all the characters see the gibbering mouther in their true forms as both creatures attack.

Luna, Thalen, Sigil, and Whiskey are hosts for four **intellect devourers**, having been overcome by those creatures' Body Thief action. Speaking to any of them and succeeding on a DC 12 Wisdom (Insight) check confirms that they are not themselves, as they display slightly warped personalities. The four attack when they or the gibbering mouther are discovered (use their **guard** or **commoner** stat blocks). When a host is reduced to 0 hit points, the intellect devourer emerges and attempts to use its claws and Devour Intellect action to gain a character as a new host.

A character can regain any lost intellect with one of Propha's special *potions of greater restoration*, though the potions are present only in the default version of the Dran & Courtier (see "Stage 1").

HORRID KITCHEN

When the fight is done, the characters hear noise from the kitchen.

As the battle ends, you hear a muffled thumping sound, as if something is striking wood. The sound comes from the kitchen.