



During the chase, any character within view of the fireplace whose passive Wisdom (Perception) score is 15 or higher spots the mouse hole. A character specifically seeking a ground-level hiding place can attempt a DC 15 Wisdom (Perception) check from anywhere in the common room to spot the mouse hole, with advantage on the check. At their reduced size, the characters can easily slip through the mouse hole to escape Onyx.

MOUSE DEN

When the characters reach the mouse hole, they find a small cozy den inside, lined with matted hair and fur. Next to a block of cheese is a bound and unconscious Propha Dran, her clothes stained with dried blood. This is the real Propha (see area 3 of the default inn), who is stable but requires healing to return to consciousness. If awakened, she thanks the characters for their rescue, listens to any explanation of how they got there, then shares the following information:

- Propha was attacked and captured by Splugoth and another goblin (the shapechanged Keymaster). She was tied up and left in this version of the Test Market,

My mother must be getting new cats and just calling them Onyx. Otherwise, Onyx would be coming up on fifty years old. And I don't think that's how cats work.

—Omin Dran

presumably to keep her out of the way. Thankfully, Audra Courtier was out of town when the Six's agents attacked.

- She has no idea who the "Propha" in the default version of the inn is. It might be another creature posing as her, but it could also be an actual version of her split off by the Test Market's magic.
- Propha overheard Splugoth talk about the ritual being undertaken in some location called the dimensional caverns. He also bragged that the caverns are guarded by a monster known as an ancient deep crow. Propha can fill the characters in on deep crow lore if they're unfamiliar with those creatures (see appendix B), and makes it clear that even one ancient deep crow is a threat the characters cannot expect to overcome by normal means.
- Propha heard the voices of the "C" Team once while fading in and out of consciousness. Given that the characters haven't seen them, she fears that they might be trapped in one of the other versions of the Test Market.

ADVANCING TO STAGE 4

Shortly after finding Propha, reality shimmers around the characters and they are returned to the default inn of stage 1. The characters are once again their normal size, though the only Propha in the room is the doppelganger behind the bar, wearing her blank medallion. The false Propha claims to have no idea what the characters are talking about if they recount their meeting with her.

As before, the characters stay in this default scene until they open another of the inn's interior doors.

STAGE 4: REVENGE FOR THE "C" TEAM

You are standing just inside the front door to the Dran & Courtier. The place is deserted, the tables empty. Everything is in shadow, except where a purple light pulses from the four open bedroom doors above the bar.

This version of the Test Market is empty except for the rooms rented by the "C" Team. When the characters make their way to the second floor, read:

All four of the bedrooms along the hall show signs of a fierce battle that took place here—and which has seemingly claimed the lives of Walnut Dankgrass, Donaar Blit'zen, Rosie Beestinger, and K'thriss Drow'b. All four members of the "C" Team lie dead on the floor of their individual bedrooms.

The purple light that radiates out from each room pulses out around the edges of the closed interior doors, all of which lead to the shared study beyond.