

## THE FALLEN

Investigation of the members of the “C” Team confirms that they are truly dead. No magic available to the characters can return them to life, and any magic carried by those adventurers is mysteriously inert. If the characters want to loot the bodies, any treasure they might be carrying is left to your determination. There is nothing of value in any of the bedrooms.

## ELDRITCH HORROR

When any door into the shared study is opened, the characters see the horror that waits beyond.

The far wall of the study is filled by a giant gaping maw. Purple eldritch light seeps out of the maw, bathing the room in a sickly glow. Four massive tentacles covered in eyes and spines flail about the room and immediately reach for you.

This creature is an eldritch horror from the Far Realm, using the stat block of an **otyugh**.

## THE “C” TEAM RESTORED

If the characters defeat the eldritch horror, a pulse of magic radiates outward as the maw collapses and vanishes. The members of the “C” Team wake up, freed from the magic that had vanquished them in this version of the Test Market. The characters have a chance to share their story with the NPCs.

The members of the “C” Team know Splugoth well, and can fill the characters in on any information the goblin didn’t get around to mentioning in stage 3 (see “Splugoth’s Bargain”). They have faced different versions of the Test Market than those seen by the characters, which they talk about if asked (see “Additional Stages” below for inspiration). If they don’t presently return to the same version of the Dran & Courtier as the characters (as will prove to be the case), the “C” Team members promise to continue trying to free the inn from the Six’s magic.

As thanks for the rescue, K’thriss gifts a pair of *slippers of spider climbing* to the party. The characters then feel themselves being pulled away, back to the default inn of stage 1.

## AFTER STAGE FOUR

The “C” Team members do not accompany the characters as they are returned to the stage 1 version of the Dran & Courtier, but end up in other stages of the Test Market until the ritual is ended.

## ADDITIONAL STAGES

You are free to add additional stages to the Keymaster’s version of the Test Market if the players are having fun with these off-the-wall challenges. Use the following setups, or use them as inspiration for creating your own.

### FLASHBACK

The inn changes to resemble one of the other inns or taverns the characters have been to previously during

the adventure (the Stonehill Inn or the Sleeping Giant in Phandalin, the Fishbone Tavern in Luskan, and so on). The patrons are people the characters have met before, but one of those patrons tells the characters that someone in the establishment is not who they appear to be. Finding the impersonator reveals a powerful monster of your determination, whose defeat ends the stage.

## INANIMATE TRAUMA

No people are found in the Dran & Courtier, but a number of inanimate objects are sitting in chairs where people once were. Written on a chalkboard that would otherwise announce the inn’s meal of the day is the phrase: “The names of things must be arranged and spoken.” The first letter of each word in the clue is underlined.

This Test Market is a puzzle in which the first letter in the name of each object that was formerly a person must be scrambled to determine a password. You choose the password, then choose the nature of the objects so that their names provide the needed letters. For example, the password “lamp” could be created from a lock, an arrow, a mirror, and a piton. When the password is spoken, the stage ends.

## BATTLE AT THE HEADQUARTERS

The tavern becomes the franchise’s headquarters, which is under attack by agents of the Six! For even more chaos, each of the characters temporarily transforms into a franchise staff member using an NPC stat block, so that the players must use those NPCs to repel the attackers. When the battle is over—one way or the other—the stage ends.

## TOO MANY PROPHAS

The tavern appears normal, but it holds three people who look exactly like Propha Dran and none of them are behind the bar. Each time a Propha touches a character or another patron, the person touched turns into a Propha in body and mind, with the players roleplaying that development as they see fit. Whether as themselves or as Propha, the characters must determine which is the original Propha (still secretly the Keymaster) and get it to touch the other Prophas, which turns them back to normal. Once everyone is their former self, the stage ends.

## NEED TO FEED

Every patron seen previously in the inn has a head resembling a fleshy ball surrounded by tentacles and a gaping maw where a face should be. These otherworldly creatures are tearing the inn apart and attempting to eat everything they can get their hands on—including the characters.

Fighting the patrons is difficult (use the **dire wolf** stat block for each to underline their fierce bite). But if two of them are forced together (by a character shoving one of them, a *thunderwave* spell, and so forth), they immediately attack and wholly consume each other. When only one patron remains, it transforms into Propha (the Keymaster) and the stage ends.