

The characters can safely open the door to the kitchen (and any doors in the inn other than the outside door, which still does not open). They might also explore Propha and Audra's room (finding it unremarkable) or head upstairs (see "Upstairs Bedrooms" below). Entering area 4 reveals a most macabre version of the inn's kitchen.

The transformed kitchen's shelves contain all manner of ingredients suitable for a hag's den, including bat wings, dried lizards, and far too many humanoid skulls. A trash can stands in one corner, with a small iron-bound chest next to it. On the kitchen's preparation table sits a spectacularly long butcher's knife surrounded by severed fingers. Other equally questionable meats are arranged nearby. A pot on the stove threatens to boil over, its lid rattling. You hear the thumping noise again, coming from the cabinets underneath the preparation table.

Both the knife and the bubbling pot are dangerous, and the cabinet holds a captured flumph. At the end of each character's turn, roll a d6. On a roll of 1, the boiling pot boils over (see below).

**Creature.** The gleaming butcher's knife is a **mimic**. The creature waits until it is picked up to trigger its Adhesive trait. If a creature is attacked by the mimic, the boiling pot's lid comes off.

**Boiling Pot.** The boiling pot acts as a trap. A character examining the pot and succeeding on a DC 14 Wisdom (Perception) check can spot glimpses of tentacles beneath the rattling lid, and notes that the lid will fly off if the pressure continues to mount. As an action, a character can attempt a DC 15 Dexterity check using thieves' tools or cook's utensils to disable the pot, either by relieving the pressure safely or moving the pot off the fire without the lid coming off.

The stove has no discernible fuel source or way to turn off its heat. If the lid comes off or is removed, an explosion of tentacles and scalding water fills the kitchen. Each character in the area must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage and 5 (1d10) fire damage. The trap acts on initiative count 10, repeating this effect each turn until a character uses an action to replace the lid. Even with the lid on, the pot boils over again in 1d4 rounds unless disabled, as noted above.

**Cabinet.** The cabinet is locked, requiring a successful DC 14 Dexterity check using thieves' tools to pick or a successful DC 14 Strength (Athletics) check to break open. Locked inside is a **flumph** named Phfffffft. If freed, Phfffffft shares how it sensed the aberrant horrors in this pocket dimension and came to help, but was captured. It heard the name "Splugoth" used by some of the creatures passing through the horrid inn. Phfffffft also recalls someone discussing a terrifying guardian that protects "the dimensional caverns." The flumph can accompany the characters back to the default Test Market if they wish, helping them as best it can in future encounters (and probably dying horribly).

**Chest.** The iron-bound chest has a simple lock requiring a successful DC 10 Dexterity check using thieves' tools to open, and contains packets and jars of spices. Among these is a small packet containing *dust of sneezing and choking*, another of *dust of dryness*, and a jar of *Keoghtom's ointment*.

## UPSTAIRS BEDROOMS

In this version of the Test Market inn, all the rooms upstairs (areas 7 and 8) are empty except for one room of your choice. Any character who succeeds on a DC 12 Wisdom (Perception) check or who has a passive Wisdom (Perception score of 12 or higher can hear slurping and chewing sounds from that area.

**Creatures.** Inside the room are two **chuuls**. One has grappled Chance (from area 3), and both are feasting on the unconscious half-elf spy. The chuul drops Chance as combat begins, leaving the spy unconscious with two failed death saving throws. Chance makes a death saving throw at the end of each round.

If the chuuls are defeated and Chance is saved and revived, the spy can share that they were ambushed by goblins and thrown upstairs to be eaten by the chuuls. Chance heard the goblins talking about a ritual with someone named Splugoth in charge.

**Treasure.** In this reality, a small chest by the bed in the chuul room contains a *rod of the pact keeper* +2.

## ADVANCING TO STAGE 3

When the creatures in the common room and upstairs have been defeated, the characters feel the reality around them unravel as they are returned to the default inn of stage 1. As before, opening another door in the default version of the inn advances the characters to stage 3.

## STAGE 3: FEELING SMALL

You are standing just inside the front door to the Dran & Courtier. The inn is seemingly deserted—or not. No one is in sight, but you see food and drink moving on several tables. A mug is lifted as if to an unseen mouth. A chair shifts like someone's leaning back in it. But there's no one there.

Suddenly, the ceiling begins to rise away from you. Then you notice that the closest table is growing, as are the floor boards beneath your feet. The entire inn is expanding—or maybe you're shrinking. Assuming the rest of the inn is its usual size, by the time the effect stops, you are each no more than six inches tall.

The characters and all their equipment are reduced in size by the magic of the Test Market. This version of the inn is, in fact, empty, but the objects in it continue to move as if manipulated by creatures.

Allow the characters some time to explore their new environment. They can use ropes to climb tables or chairs, avoid chunks of discarded food the size of their heads, and see the inn from an entirely different per-