

they get along well. When someone talks to them, their contrasting personalities erupt and arguments break out. They go back to being quiet and happy if left alone.

Anyone making it through the arguments can learn that these two came in for lunch one day and have never left (they disagree as to how many days they've been here). They have seen a number of strange, shady people coming and going, including some who wore cloaks to conceal their features. The doors seemed to work for those people. They suggest speaking to Proptha, the barkeep and owner, who always appears to be trying to remember something.

Reservation on Hold. The three people at the table nearest the door include Luna and Thalen (CG female and male human **commoners**), the adolescent servants of a wandering wizard named Thed. They were sent to the Dran & Courtier to reserve a room for their master, and though they keep trying to leave, the outside door doesn't open for them. Bored, they have begun to make notes of everything around them. They have noticed that the mice appear very intelligent, ably eluding the inn's resident cat, Onyx. The dark cat can be seen roaming the area periodically, and keeps an eye on a mouse hole near the fireplace. Luna and Thalen would make excellent wizard hirelings for the franchise if the characters were inclined to train them.

Also sitting at the table is the elderly Tanas (NG female human **scout**), who has been watching over the youngsters and doing her best to keep them out of trouble. All three can share that strangers come and go, with the main door always closing behind them before anyone else can get out. The strangers often head into the door to the right of the bar. Others have gone upstairs.

3. BAR

Two figures at the bar offer additional conversational possibilities—including the owner of the inn, who is not what she appears.

Diplomatic Observer. Chance (N half-elf **spy**) is a Waterdavian diplomat who has been trapped here for days. Chance has no particular use for gender, preferring to be known simply by their nickname. Chance has seen some strange people come and go, including one in cowed robes who seemed to be a mass of eyes and mouths. There was also a goblin who walked around as if he owned the place. If the characters ask, the goblin matches Splugoth's smirking, pale-eyed description.

Forgetful Owner. Prophetess "Proptha" Dran, the proprietor of the Dran & Courtier, manages the bar ably, pouring drinks and bringing out platters of food (no charge). She appears oblivious to the bar's problems, as if she has never noticed them. This Proptha is secretly a **doppelganger** and is also the Keymaster, though she/it pretends to be the addled owner who is trying to help the characters. When Proptha is asked any questions, characters can attempt a Wisdom (Insight) check contested by the doppelganger's Charisma (Deception) check, which is usually made with advantage thanks to its Read Thoughts feature.

If the character's check fails, the character perceives that "Proptha" truly wants to help the characters, but is unable to do so for some reason. The barkeep often

Running a Yum Yum Hut is the single most important moment in a person's life. It's more important than marriage or the birth of an offspring. It eclipses all other things. So when picking proper employees, I can't stress this enough—you really need to make sure they have at least six fingers.

—Donaar Blit'zen

fidgets with the medallion she wears, especially when trying to remember something. A DC 12 Intelligence (Religion) check notes that priests often wear such medallions, engraved with their holy symbol, but this one is blank.

Behind the Bar. Proptha keeps a supply of magic potions in tall, thin, color-coded bottles: three *potions of invisibility*, a *potion of poison*, and three potions that confer the benefit of a *greater restoration* spell. The Keymaster is aware of the potions and uses a *potion of invisibility* to get away from the characters if things go badly. See "Confronting the Keymaster" below.

4. KITCHEN AND LARDER

The doors to this area, once opened and after the characters have returned to this scene, lead to a perpetually well-stocked kitchen. A food preparation table set with storage cabinets stands against one wall. Food is always ready on the table as if Proptha had just prepared it, reappearing moments after it is served. Any common cooking ingredients and supplies, in addition to ale and wine, can be found in the adjoining larder.

5. PROPTHA AND AUDRA'S ROOM

Proptha and Audra's bedroom is next to the common room, so they can hear any disturbances at night.

6. DOOR TO THE BASEMENT

A door adjacent to the bar should lead under the second-floor stairs and down into the inn's basement. Instead, anyone opening it glimpses a bricked-over doorway before the next stage is triggered. The door remains open when the characters return, but shows only a brick wall until the Keymaster opens the door, revealing the dimensional caverns leading to the ritual site.

7. UPSTAIRS ROOMS

The upstairs landing features four doors along each wall, leading into eight bedrooms. Each bedroom has another door, leading into a shared study (area 8). The door from any bedroom into the study can be accessed without triggering a new stage of the Test Market, but any door opened into a bedroom triggers a new stage.

Each of these four guest rooms is presently empty, but a search of the rooms and a successful DC 14 Wisdom (Perception) check locates a silver ring under a carpet in one room—a *ring of free action*, forgotten by a guest.

8. SHARED STUDY

These areas connect to the four rooms adjacent to them, and contain a table, chairs, and bookshelves. The shared study connected to the "C" Team's quarters (area 9) contains books, notes, and maps related to their exploits, as well as mundane personal effects. The shared study connected to the inn's currently empty rooms con-