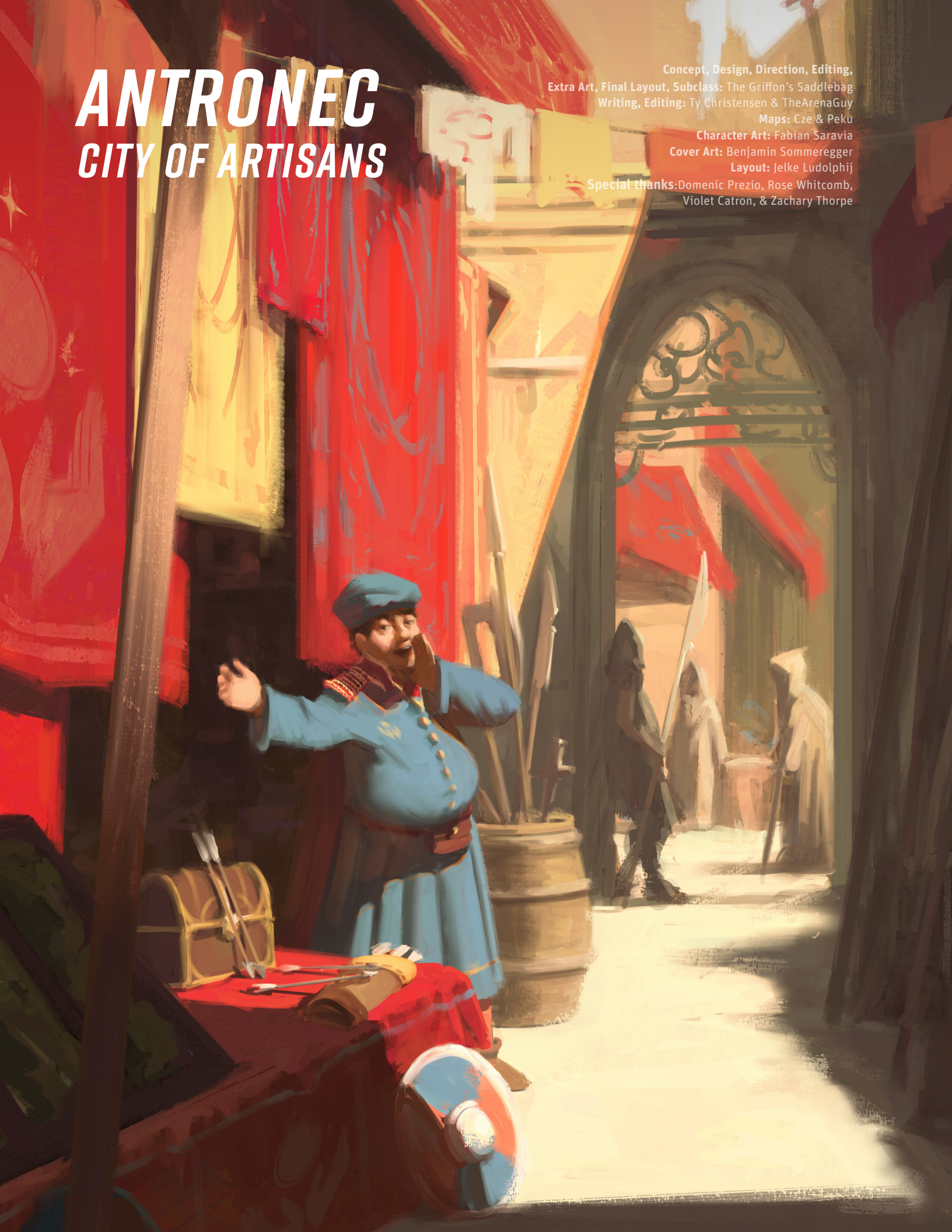


# ANTRONEC

## CITY OF ARTISANS

Concept, Design, Direction, Editing,  
Extra Art, Final Layout, Subclass: The Griffon's Saddlebag  
Writing, Editing: Ty Christensen & TheArenaGuy  
Maps: Cze & Peku  
Character Art: Fabian Saravia  
Cover Art: Benjamin Sommeregger  
Layout: Jelke Ludolphij  
Special thanks: Domenic Prezio, Rose Whitcomb,  
Violet Catron, & Zachary Thorpe



# CITY OF ANTRONEC

The City of Artisans is aptly named, for Antronec accurately boasts some of the finest crafters and tradesmen of all kinds. It is a city wholly dedicated to open trade, the acquisition of wealth, and the crafting of exceptional goods. The numerous artisans keep order amongst themselves with guilds: powerful factions that vie for influence over the city and its extensive trade opportunities. At the heart of this tangled economic web, The Mercantile Guild acts as administrators and ambassadors that keep the peace between the various guilds, manage the local government, and curry favor with the common folk with honeyed words and clever schemes.

Within the city, virtually any material good can be found for a price from the right merchant or crafter. The city's size and population make it an ideal locale for complicated plots and intrigue in your campaign, as well as a potential origin for one or more of its characters. At any given moment, each guild is likely to be planning, implementing, or benefiting from a conspiratorial political or economic maneuver against their fellows. Each guild and their powerful members have their own motives and goals, and in Antronec, even the most kind-hearted and charitable facade can belie machinations of thievery, assassination, and other stratagems. Adventurers, in particular, have many options, such as partnering with Antronec's powerful guilds, joining the city's organized adventuring agencies, or attempting to forge their own path to success.

## AMBIENT MOOD

Trying to keep track of the moving parts of the city is nigh impossible, as vibrant colors and hasty movement swirl in a chaotic visual cacophony. Odors of in-progress and completed products often blend with each other in a peculiar symphony, such as the scent of fried delicacies mingling with freshly-oiled leathers and metals. Conversation is difficult outdoors, as the tireless street barkers and merchants try to pull attention away from the general buzz of trampling feet and sounds of production. The weather is often pleasant, but the mood is primarily focused on Antronec's competitive and fast-paced marketing atmosphere.

- To see the streets of Antronec is akin to peering into an insect hive—the city is packed and crowded with people traversing its streets in hectic fashion. There's almost always at least one caravan traveling on one of the four major highways that connect the city center to the quieter farmlands and pastures outside the city's borders. A closer look at the streets and people is overwhelming, as each individual and building visually shouts for attention with bright and clashing colors, patterns, and outlandish fashions. Even worse, most of the buildings and skyline are crowded with painted billboards and banners of all shapes, sizes, and styles. These advertisement boards and the city's general preference for bright and shiny things even affects the interior and exterior designs of the city's architecture—what type of decorations and building styles are in vogue often changes overnight.
- Most portions of the city's surface are awash with the varying and rich scent of metals, wood, herbs, baked goods, potent spices, and other vibrant smells produced

by the city's numerous craftsmen. There are clashing sections where the tanneries and forges produce harsher odors, but those neighborhoods usually have larger concerns. Venturing into the city's sewer system, on the other hand, assaults the olfactory senses with the waste of a vast populace and plenty of underground denizens that call those tunnels home.

- Antronec is a city that's as noisy at night as it is during the day due to its size and culture, which usually requires new visitors some time and effort to adapt to. Evening workers create sounds like the clanging of hammers on anvils, the shattering of stone, the shouts of merchants, and other grating effects. Some areas are affluent enough to have buildings insulated from the sound, but most simply adjust and carry on. Those who struggle with the noise are able to cope by commissioning noise-canceling enchantments like *sirensong silencers* or similar items.
- The competitive energy that pervades the city streets is almost palpable, as the merchants vie for consumer attention like a never-ending auction house. At every turn, every purchase, a buyer has dozens of choices to make regarding quality and quantity, level of expense, and so forth. The city's usually balmy and temperate weather contributes by encouraging mobile, outdoor market stalls for many salesmen, though the most successful ones can afford permanent locations and advertising on the city's numerous billboards.

## BILLBOARDS

In Antronec, the architecture has uniquely developed to host dozens upon dozens of large wooden advertising boards. They're covered in brightly colored depictions of products and services, sales and discounts, and directions to the relevant shop. Most denizens of Antronec, if questioned about this practice, simply shrug and say that you just get used to it.



## ORIGIN & HISTORY

The city of Antronec is a sprawling metropolis, but it wasn't always this way. Founded at the crossroads of two newly-built roadways, typical craftsmen and merchants began to set up shop and service travelers. With few nearby resources besides herd animals and small farms, trade and frugality governed the growing hamlet. Faced with an unexpected and unusually difficult winter, some of the artisans began to barter their services—for instance, the weaver's fabric clippings being used by the cobbler to insulate both pairs of shoes to keep their feet warm. Come springtime, these mutually beneficial trades began to be drafted as contracts, and gradually became oriented more towards efficiency than mere survival. Their collective skills produced better goods and rapidly attracted more merchants and crafters as the town continued to grow. Similar-skilled tradesmen organized small, exclusive guilds that required little investment but provided little in return.

Eventually, Antronec reached a size that required peacekeepers to mediate the guilds' growing grudges and rivalries. A traveling group of clever merchants formulated an idea. They offered their services as a neutral party capable of evenhandedly resolving disputes and conflicts, which were gratefully accepted. As they expanded their influence, they desired more—so they proposed a further modification to the city's structure that would formalize and consolidate the numerous guilds into a more manageable number. What these newly formed guilds did not realize was that this purportedly neutral Mercantile Guild was in the perfect position to guarantee their permanent status as administrators on top of the other guilds.

Under the subtle influence of this leadership, Antronec blossomed. These cunning administrators appealed to travelers and citizens alike by providing entertainment, and utilized their honeyed words to keep the peace between arguing guilds just enough to divert and distract them from their often underhanded activities. They also quickly realized that their unsupervised contracts, letters, and even publicized theatrics offered an excellent means of concealing and transferring secrets and cypher: perfect tools for espionage and the manipulation of public opinion. Using their charm and economic savvy, as well as their darker machinations, the Mercantile Guild soon expanded their bureaucratic network to begin organizing into specialized departments, ensuring their control over the city's water, youth, military, and so forth.

### THE MERCANTILE GUILD

Although referred to as a guild, this political and economic faction actually governs the people and other guilds of Antronec. From the Administrative Capitol Building in the Gilded Quarter, the Guildmasters direct and supervise the city's affairs. Guildmaster Chantelle Redcliff, a female human, and her spouse Thrift Redcliff, a female tiefling, maintain Antronec's public services, draft legislation, monitor the economy, and meet with ambassadors to discuss foreign affairs. They also coordinate the city's judges, recordkeeping, banks and mint. Career politicians, they direct public opinion and mediate guild tensions with their charm and cunning. Indeed, most members of this guild are skilled



THE MERCANTILE GUILD

wordsmiths, or even bards dedicated to the study of arcane magic and monetary gain, but are almost entirely unaware of the nefarious lengths that their leaders will go through to maintain control.

Under the Redcliffs' crafty leadership, The Mercantile Guild has maintained its stranglehold on Antronec, utilizing its considerable resources and intra-guild relationships to ensure that they stay a step ahead of and in the favor of the other guilds. This requires vast amounts of legal—and illegal—manipulation of the city and its denizens, keeping the guilds on their toes and at each other's throats. Even Antronec's black market is owned and operated almost entirely by The Mercantile Guild, though only a few outside the guild's upper echelon are aware. The Guildmasters have been targets of numerous plots, attempted assaults and assassinations, but these have only resulted in stricter laws, a quality prosthetic leg for Chantelle, and even more devious economic subterfuge.

The Mercantile Guild forms and breaks alliances in a heartbeat as they navigate and manipulate the political landscape of Antronec. At any given moment, there are likely three or four guilds actively and secretly working to topple the Guild's control over them. Such attempts have thus far always failed, due to the sheer power and wealth that the Mercantile Guild holds in government and the sale of illicit goods in the black market. Similarly, when truly threatened, the Mercantile Guild can simply manufacture means of toppling the trade routes, suppliers, and perceived value of the threatening parties, forcing their opponents' hands into submitting once more to Mercantile control.

The official political icon of Antronec and the Mercantile Guild is a golden coin and pair of outstretched hands upon a bold red banner. This is said to represent the boldness of Antronec's original settlers and their dedication to open and honest trade. Within the inner circles of The Mercantile Guild and their black market, however, the insignia is

## ANTRONEC BRANCHES AND DIVISIONS

Branch	Acronym	Building(s)	Role
The Mercantile Guildmasters	<b>TMG</b>	Administrative Capitol Building	Law Writing, Taxation
Civil Defense Service	<b>CDS</b>	Civil Defense Station	Law Enforcement, Guards
Scales of Justice	<b>SOJ</b>	Commerce Courthouse, The Peoples' Prison	Law Interpretation, Incarceration
Federal Mint and Savings	<b>FMS</b>	Fiscal Exchange Centers	Commerce, Currency
Communication Logistics Department	<b>CLD</b>	Mail Offices	Postal Service
Bureau of Official Knowledge	<b>BOK</b>	Fiduciary Building	Record Storage, Notary
Pristine Transportation Maintenance	<b>PTM</b>	Transportation Central	Road Construction and Upkeep
Waste Management Division	<b>WMD</b>	Antronec Sewer Hub	Street and Sewer Cleaning
Public Hydration Program	<b>PHP</b>	Hydro Base	Aqueduct and Well Maintenance
Citywide Beautification Initiative	<b>CBI</b>	Verdant Core	Park and Garden Upkeep
Elementary Enlightenment System	<b>EES</b>	Introductory Education Centers	Public Schools for children aged 5-12

known to represent how much blood people are willing to shed over material wealth—evidence that they need a firm guiding hand from the guild in order to flourish, as Antronec currently does.

Support from The Mercantile Guild can come in the following ways:

- Use of one of their many governmental buildings for meetings or office space.
- Limited access to their spies, defense service, or black market.
- General instruction relating to economic manipulation and wealth accumulation, as well as other relevant financial advice.
- Various other assistance such as access to equipment, high-quality products, or insight.

## GOVERNMENT BRANCHES AND DIVISIONS

To aid in the administration of Antronec, the Mercantile Guild has instituted various public services, programs, and managerial systems. These branches and divisions constitute a nightmarishly convoluted bureaucratic web that helps ensure that only the Mercantile Guild can retain operation of Antronec. Although confusing, many of these programs and services serve a dual purpose by keeping the populace healthier and happier, guaranteeing a positive public opinion of the government as a whole.

The Antronec Branches and Divisions table details the various branches and divisions of the Mercantile Guild—Antronec's government—operating under the direction of the Guildmasters.

## ARTISAN GUILDS

In metropolitan Antronec, the various guilds of artisan crafters are large, powerful, and driven solely by economic gain. As a result, each guild is exceptionally diverse in composition, with ancestral heritage crafters working right alongside first-generation or immigrant artists. Because it is primarily a meritocracy, each guild member in Antronec is judged by

### CURATORS AND APPRAISER'S EYES

In Antronec, there are a few dozen individuals called curators that have been granted magical prosthetic eyes, *appraiser's eyes*, that allow them to precisely determine the value of magical and mundane objects. With these, the Mercantile Guild is able to effectively monitor and alter the prices of goods in Antronec to ensure optimal retail value and maximum profit.

*"You could tell who the curators were. Their single golden, jeweled eye could seemingly peer through anything to uncover its worth. Some would say they were blind to honest value—to emotion—while others would argue that they were the few who only saw things for what they were truly worth.*

*The curators knew, though, that they were simply blinded by greed. Lured to temptation by the guilds of Antronec and the promise of wealth, they'd rip out their own eye only to be made poorer humans, plagued by gold and gemstone. They'd lost what had made them special. Valuable as people. Now they were only worth the gold they carried, and they were painfully aware that they could be replaced by anyone as gullible as they once were."*

the quality of their craft and their business acumen. Businesses and individuals associated with a guild are required to post the guild's insignia outside of their workplace, as depicted below.

Each guild has its own strengths, weaknesses, leadership, and bureaucratic composition. Their office buildings vary in style and function, but are all notably imposing structures. Each faction has one prime allied guild, and one primarily antagonistic faction that they clash most with. Antronec's economic arena is perpetually active as each guild vies for dominance over the others, both of their own accord and because of manipulation from the Mercantile Guild.

Players trying to navigate through the city's often precariously balanced social landscape will likely struggle to gain



ALCHEMICAL FEDERATION, ALCHEMISTS GUILD



METALLURGY INCORPORATED,  
SMITHS GUILD



ORDER OF HUES, PAINTERS GUILD

favor unless they commit to joining or formally contracting with a specific guild of their choice. This comes with various dangers, but can also provide great benefits.

Support from a guild can come in the following ways:

- Use of their headquarters for meetings and office space.
- Limited access to their spies, informants, and secret message network.
- General instruction relating to their particular artisan tools and craftsmanship, as well as occasional financial advice.
- Various other assistance such as access to equipment, high-quality products, or insight.

## ALCHEMICAL FEDERATION, ALCHEMISTS GUILD

The Federation Greenhouse is the beating heart for Antronec's guild of apothecaries, alchemists, chandlers, fullers, and herbalists of all kinds. Here, Grand Philosopher Seraphi Nullshade and her husband Chief Herbalist Geoffran Nullshade organize sales and inventory of the city's chemicals. As the proprietors of The Ambrosia Fountain, the human couple are known for their literal and metaphorical groundbreaking advancements in alchemy and herbalism despite their relative youth. Foremost among their inventions thus far is an alchemical potion that greatly aids in balancing the intense mood and energy swings that individuals like Sullivas experience.

Besides their medical advancements, the Nullshades are also responsible for instituting a formal testing and patent system for Antronec's potion crafters and herbalists, patterned after the system used by The Filigreed Union. This has been quite controversial, but has also seen a drastic decrease in death and injury from unproven or inaccurately prescribed medicines. When a storefront or alchemist wishes to proclaim their membership in the federation, they fly a varying number of bright green streamers embroidered with

their insignia using silver thread.

**Allies.** Generally, the Alchemical Federation cooperates with the Textile Collective due to a mostly non-overlapping customer base. They also frequently offer potent soaps and cleaning agents to the collective and receive garments that resist chemical damage and discoloration.

**Enemies.** Several decades ago, there was a secret affair between the then-Conductor of The Filigreed Union and the Chief Herbalist of the federation. When events came to light, the repercussions led to a bitter hatred between the two guilds. This animosity has carried forward to today, though most are unaware of the details of the initial conflict and simply perpetuate the evergreen contention.

## EXAMPLE BUSINESSES

- Herbalist: *Morningsinger's Solutions*
- Soap-maker: *Fuller's Cleanse*
- Candle-maker: *Premier Chandlery*

## METALLURGY INCORPORATED, SMITHS GUILD

The day-to-day operations of this faction, made up of all manner of metalworkers, are based out of a smoke-spewing building in the Bazaar of Wonders called the Corporate Foundry. The Supreme Smith, a middle-aged human who goes by the name Lindsay or Lenny Rublessen depending on the day, directs the guild's affairs whenever they're not crafting exquisite weapons at Rublessen Armory. They possess a fiery temper, precious little patience for ego, and an everwarm heart for the young and eager who come to learn from them.

Rublessen's ill temper, usually managed by working in the forge, has occasionally led to hasty decisions for the guild. Luckily, Metallurgy Incorporated operates with an internal



THE BOOK BINDERS,  
LIBRARIANS GUILD



THE CARTOGRAPHER'S GUILD



THE FILIGREED UNION,  
TINKERS GUILD

system of checks and balances, which has kept the guild profitable and in good standing with the public. In fact, the only gripe most denizens have is the large amount of foundry smoke that can sometimes become trapped under cloud cover. Foundries and forges that have been incorporated into the Guild display a silver marker on their door that has been stamped with the Guild's symbol.

**Allies.** The vast amount of metalworking that Metallurgy Incorporated must process is greatly aided by the use of advanced mechanical tools and inventions provided by The Filigreed Union. The smiths repay their tinkering sponsors by smelting copper, bronze, and brass ingots that are smaller and more precisely refined for clockwork engineering.

**Enemies.** Long ago, a violent feud erupted between Metallurgy Incorporated and the League of Bricks and Mortar. By the smiths' account, those ancient masons foolishly endangered themselves by over-stressing the tools beyond their clearly advertised limits in an attempt to save a few coins. As a result, the cost to obtain masonry tools from Antronec smiths is outrageous, though none can deny that the quality is unmatched.

### EXAMPLE BUSINESSES

- Ferrier: *Advent's Anvil*
- Ingot Smelting: *Lion's Roar Forge*
- Brightsmithing: *Dawn's Brightsmith*

### ORDER OF HUES, PAINTERS GUILD

Although they are known for their dedication to self-expression and open creativity, the artisan painters and calligraphers of Antronec organize themselves into a guild to ensure proper pay and recognition in the city's economy. Currently they are led by the dwarven Brushmaster Hjolkam Brightanvil and his elven wife Quillmaster Melodania Brightanvil.

When they're not working at the guild headquarters, The Palette, they produce stunning landscape paintings and calligraphy from their shop, Brightanvil's Artistry. Hjolkam in particular has gained notoriety across the land for his art style, which has shifted from shadowy and foreboding to bright and inspiring as he's transitioned over the last decade and adjusted to the loss of his hearing.

The order is best known for their work on Antronec's numerous billboards and murals, which have helped fund many passion projects for the guild's artisans. The proliferation of advertising in the city has unfortunately led to some distaste for the guild from the majority of the populace, which has consequently pushed the artists further towards the city's wealthy elite. Individual artists, shops, and galleries can be recognized by their display of rainbow-colored maypoles, with the ribbons portraying miniature versions of their insignia.

**Allies.** The Order of Hues works often with The Book Binders on illuminated manuscripts, book illustrations, and the like. They typically request and receive densely woven paper and tightly bound sketchbooks in exchange, though they also send young artists to paint marvelous murals on the libraries and bookshops for practice and to make those buildings stand out.

**Enemies.** A great deal of tension exists between the Order and The Cartographer's Guild. They have to compete directly to obtain expensive ink and other rare drawing supplies when they arrive in Antronec, and there are individuals in both guilds who aren't above the occasional thievery.

### EXAMPLE BUSINESSES

- Calligrapher: *Pyp's Pens*
- Portrait Painter: *Ruined Muse*
- Art Supplies: *The Taut Canvas*



THE HOSPITALITY COLLABORATIVE,  
BREWERS GUILD



THE LEAGUE OF BRICKS AND MORTAR,  
MASONS GUILD



THE LUMBER COMPANY,  
CARPENTERS GUILD

## THE BOOK BINDERS, LIBRARIANS GUILD

Ardent Archivist Nizira Bladesworn, a female half-orc, manages the affairs of this guild of librarians, bookmakers, and book sellers. The guild uses a large warehouse known as The Archive to store and transfer books and materials between the various satellite businesses. Nizira herself owns and operates a shop called Booksborn, a store dedicated to selling autobiographies and writings of marginalized and other atypical authors. The Archivist is known for her large stature, wise perspectives, and love for explicit storytelling. Rumor has it that she'll soon complete her goal to read and rate the quality of every published romance in Antronec.

The Book Binders tend to be unobtrusive and quiet, beloved by commoners for their public libraries, by artisans for their detailed manuals and textbooks, and by the wealthy for their ability to find and collect rare manuscripts of all kinds. Shops and repositories affiliated with this guild display elaborate murals on their walls and storefronts, usually depicting legendary heroes, monstrous beasts, and other similar designs alongside their painted crest.

**Allies.** The aforementioned murals are all gifts to The Book Binders from the Order of Hues, with each one symbolizing their shared dedication to art and expression. The Order also provides commissioned art for book covers and illustrations, usually as a trade for quality sketchbooks and paper.

**Enemies.** In contrast, The Book Binders frequently clash with the Lumber Company over imported wood resources, especially during the winter months when caravans of supplies are less numerous. Softwoods are valued for certain furniture pieces and for most standard papermaking, while hardwoods make sturdy furnishings and high-quality paper for arcane practitioners and artists.

## EXAMPLE BUSINESSES

- Historical Records: *Lonespark's Library*
- Bookbinder: *Benevolent Binding*
- Religious Texts: *The Reverent Repository*

## THE CARTOGRAPHER'S GUILD

On the surface, The Cartographer's Guild purports to be a guild of simple mapmakers and navigators who help make the world a safer place to traverse. In actuality, this faction intentionally utilizes their maps, *clockwork inkbeetles*, and *bands of the found and lost* to manipulate overeager adventurers and reckless travelers as pawns to help the guild find and acquire treasure with less risk to themselves. The guild and its devious schemes operate under the guidance of the eponymous Cartographer herself, an aged elven matron named Kaybella Dawnquill. She originally founded the guild and set forth these practices in her youth with the support of her late husband, but now directs their clandestine and public affairs alone. These days, she spends most of her time at the guild's headquarters, The Geographical Reserve, and leaves management of Dawnquill Cartography to her great-grandchildren.

In the public eye, The Cartographer's Guild is a frequent and generous benefactor of Antronec's adventuring agencies and freelance adventurers alike. Only the most paranoid spymasters suspect that this portrayal might be an elaborate cloak for sinister motivations. Members of this guild are identified by their doors, which are painted with their sigil using a dark, dusky yellow paint.

**Allies.** The Cartographer's Guild has a healthy partnership with the Tastemaker Society, providing their chefs with unusual and rare ingredients from their travels and receiving catered banquets in exchange. The Cartographers will often use these extravagant dishes to curry favor with traveling bands of adventurers and enlist their services at discounted rates.



THE TASTEMAKER  
SOCIETY, CHEFS GUILD



THE TEXTILE COLLECTIVE,  
TEXTILE GUILD



UNIFIED COBBLECRAFT,  
COBBLERS GUILD

**Enemies.** Though usually not violent in nature, the guild does have occasional bidding wars and competition with the Order of Hues to obtain the finest inks for their maps and charts.

### EXAMPLE BUSINESSES

- Political Maps: *The Dry Quill*
- Sea Charts: *Long and Strange Journeys*
- Geographical Maps: *Bird's Eye Maps*

### THE FILIGREED UNION, TINKERS GUILD

#### CLOCKWORK INK BEETLE

*The Cartographer's Guild of Antronec would hire small bands of adventurers to test their mettle on new and exciting expeditions provided they wear a single band of the found and lost. "To make sure you're alright!" they would say, with a smile. They always had the best smiles. Besides, the gold was always worth the request.*

*In an enclosed room, well-guarded and hidden in the basement of the guild, the Cartographers would watch in earnest as these beetles would scurry across sheets of labeled parchment as bands of expendable mercenaries would plot the best—and worst—routes through the most dangerous places in the realm. Some maps were sold to the highest bidder. Others were used by Cartographers themselves to ransack the remains of their fallen hires and finish the job themselves.*

Much of Antronec's technological advancement is a direct result of the Filigreed Union's dedication to progress. From their office called The Factory, the blind tiefling Conductor Expertise Everbloom and their half-elven husband Bright-Facet Kerrigan Everbloom brainstorm revolu-

tionary designs and handle patents for the guild's many tinkers and jewelers. They also take commissions for elaborate and gem-studded inventions at their business, Everbloom's Ingenuity. The couple are prodigies in their craft, and are notably the youngest guildmasters the Union and Antronec have ever seen. Consequently, the city has seen a sharp increase in young tinkers, especially from blind youth who strive to emulate Expertise's unprecedented example.

Recent years under the Everblooms' direction has revitalized Antronec's love for clockwork devices and wind-up toys. The proceeds have helped fund additional billboard advertising for the Union, and made them a household name. Tinkers and jewelers affiliated with the Union display a functioning version of their crest, a large brass cog with a glass gem and filigreed minute and hour hands that show the time.

**Allies.** The Filigreed Union trades frequently and in large amounts with Metallurgy Incorporated, typically under contracts exchanging custom mechanical or delicate tools for the smiths' highest quality ingots of brass, bronze, and copper.

**Enemies.** As previously mentioned, longstanding animosity exists between the Union and the Alchemical Federation due to an affair amongst the leadership several decades ago. In practice, this hostility means that the two guilds practically shun each other and often disagree on large-scale policies simply for the sake of disagreement and stubbornness.

### EXAMPLE BUSINESSES

- Jeweler: *The Exalted Fires*
- Clockmaker: *Copper Cog*
- Tinker: *Ashforge's Tinkering*

## THE HOSPITALITY COLLABORATIVE, BREWERS GUILD

Due to its crossroads-spanning position, Antronec sees vast amounts of travelers who all need a place to rest and regain their strength. The collaborative is made up of the many taverns, inns, and breweries of the city, and coordinates policy and prices from the Fermentation Warehouse in the Bazaar of Wonders. The Quicksteps, Brewmeister Jefan the male gnome and Grand Innkeeper Wren the male goblin, manage the ritzy Antronec Hotel and mediate any guild disputes. Several years ago, a disastrous fire at the hotel took Wren's life, but was successfully resurrected with the aid of some precarious magic. The originally female gnome was brought back to life in a male goblin's body, which was both miraculous as much as it was challenging. Wren took some time to work through the learning curve and get used to being male, let alone being a goblin, but steadily gained confidence as the loving couple worked through the adjustments together. This period of personal growth and development directly contributed to the devoted couple's professional rise in standing within the guild, as they pioneered new ideas and renovated the flame-scarred hotel.

Under their management, the collaborative has gone through major interior renovations and drastically improved the quality of Antronec's taverns and inns, breathing vibrant new life into the city. This has only been possible because Jefan's atypical perspective allowed him to scour the guild's records and perform necessary rearrangements that boosted productivity and saved a large amount of coin that they immediately funneled into the revitalization effort. Businesses that are part of the collaborative fly a royal purple ensign depicting their emblem in silver thread.

**Allies.** The collaborative has strong and long-lasting contracts with the League of Bricks and Mortar. They ensure that the league's workers are provided with alcohol and decadent meals in exchange for deeper cellars, stronger foundations, and a guarantee for quality renovations and new construction whenever needed. With this investment, the taverns and breweries of the guild suffer less loss of product and are more profitable due to the increased space efficiency.

**Enemies.** Of all the guilds, the Tastemaker Society is most despised by the Hospitality Collaborative. Both guilds believe their work to be more valuable than the other's, and make a point to discredit each other's work wherever possible. The direct competition between tavern chefs and restaurateurs has inspired many spirited songs, but occasional inter-guild violence demonstrates that this rivalry is not to be underestimated.

### EXAMPLE BUSINESSES

- Winery: *The Chuckling Cup*
- Inn: *Silver-thread Sheets*
- Brewhouse: *Third Watch Brews*

## THE LEAGUE OF BRICKS AND MORTAR, MASONS GUILD

Draftlord Kemrel Emberscale, a female dragonborn, directs the efforts of Antronec's finest stonemasons, sculptors, and architects. When she's not at the drafting table in her shop, Emberproof Architecture, she can be found at the league's headquarters, nicknamed The Blueprint. The Draftlord is notorious for her social disinterest, seemingly tireless energy, and frequent insomnia. The latter two push her to work very inconsistent hours at her shop and office, but also produce some of Antronec's most stunning buildings.

The league as a whole has a reputation for ponderous but high-quality work. Thanks to their strict architectural controls and building inspections, Antronec has seen very few building-related accidents over the decades. The city is large enough, however, that the amount of time and detours that larger demolition and construction projects cause can often raise tensions—especially when the Pristine Transportation Maintenance is repairing roadways nearby. Stonemasons affiliated with The League of Bricks and Mortar fly burnt-orange or brown pennants sewn to display their badge.

**Allies.** As a general rule, the League has the most contracts with the Hospitality Collaborative. The masons provide deep, strong cellars and foundations for the brewers and taverns with their most skilled workers, while the collaborative provides the largely dwarven league members with quality brews to celebrate a project's completion.

**Enemies.** According to historical records, the intense rivalry between the League and Metallurgy Incorporated seems to have originated due to a disagreement between early masons and smiths over the price and quality of chisels and hammers. Most league members assert that the long-festering issue was entirely the smiths' fault, having sold their ancestors slag-crafted tools that led to accidents and injuries when used. Even now, the price of mason's tools are exorbitant, and the two guilds almost never vote together on any given topic.

### EXAMPLE BUSINESSES

- Roofing: *White Wolf Masonry*
- Bricklaying: *The Mithral Trowel*
- Flooring: *Taken for Granite*

## THE LUMBER COMPANY, CARPENTERS GUILD

In most circles, The Lumber Company is viewed as one of Antronec's more down-to-earth guilds, partially because The Carver's Lodge, their center of operations, is located in the Bazaar of Wonders instead of the Gilded Quarter. Executive Hewer Sylora Deeproot, a stern female half-elf, runs the company with her wife Senior Whittler Aluisha Deeproot, a long-retired elven warrior. They manage the guild's various carpenters, woodcarvers, and lumberjacks, but also run Deep Roots Carpentry, which specializes in custom elven-style furniture.

The Deeproots tend to run their guild with a firm hand and keen-eyed accountants, but are also very generous to Antronec's poor, ensuring that they have enough firewood

and intact roofs leading into the rainy seasons. They also go to great lengths to offer employment to veterans and retired soldiers with mental or physical injuries, and Aluisha herself teaches classes about how to grapple the trauma of war based on her own experiences long ago during the height of the Upheaval. Businesses associated with The Lumber Company are identified by the display of their badge, usually carved into a dark wooden placard.

**Allies.** The Lumber Company trades most often with Unified Cobblecraft, providing scrap wood for shoe forms and receiving quality boots in return.

**Enemies.** Unfortunately, the harsh economic battlefield of Antronec has forced even the Deeproots to engage in various overt and covert operations against the other guilds to ensure survival. In particular, they're often locked in conflict with The Book Binders, using both policy and blade, over access to affordable and quality wood supplies. The Lumber Company in particular despises the idea of having valuable material turned to pulp for meager paper.

## EXAMPLE BUSINESSES

- Woodcarver: *The Infinite Knot*
- Lumber Yard: *Coracre Mill*
- Carpenter: *The Ironwood Whorl*

## THE TASTEMAKER SOCIETY, CHEFS GUILD

The Society is composed of all manner of individual bakers and chefs, along with various restaurants, bakeries, and produce shops. A few popular and profitable street vendors are also offered membership. Mithral Chef Acklinn Kwortz, a female halfling, is the current guildmaster. She has devoted her life to the art of cuisine, mastering every known form of food preparation and winning countless competitions. She is ambivalent about romantic entanglements, choosing to focus solely on managing her guild and honing her craft to utter perfection. When she's not running the guild from their headquarters, colloquially known as The Kitchen, she provides friends and wealthy customers with meals at her restaurant, Kwortz' Eatery.

Acklinn's dedication to bold experiments and the mixing of food preparation techniques has radically altered Antronec's food and cuisine, which was already eclectic and full of spices given the large amount of trade. She also personally donates large quantities of food to Antronec's less fortunate, though many point out that although she encourages other members of her guild to participate, she has not instituted any guild policies to mandate that the city's hungry be fed. Guild-sponsored businesses are recognized by their silver-dyed guild emblem on a goldenrod-colored flag, although plenty of common street vendors choose to avoid aligning themselves with the guild in fear of becoming involved in their everlasting rivalry with the Hospitality Collaborative.

**Allies.** The Society tends to cooperate with The Cartographer's Guild most, utilizing their maps and connections to adventuring agencies to obtain uncommon or challenging ingredients for their finest recipes. In exchange, the Cartographers have an exquisite catered meal for most meetings at the Geographical Reserve.

**Enemies.** The Hospitality Collaborative is a bitter rival of the Tastemakers, mostly due to their competition over foodstuff supplies. Further, many of the chefs and bakers working in Antronec's many taverns and inns are considered betrayers by the Tastemakers, especially since many of them studied under the Society's tutelage.

## EXAMPLE BUSINESSES

- Kitchen: *Legacy Cauldron*
- Restaurant: *Five Course Feast*
- Bakery: *The Burnt Bun*

## THE TEXTILE COLLECTIVE, TEXTILE GUILD

The Collective includes dozens of tanners and leatherworkers, weavers and textile shops. The current guildmasters are the orcish Short-Stitcher Brerrin Fraybeard and his dwarven wife Long-Tanner Brunhilda Fraybeard. The stout orc exudes a patient and calming presence that greatly aids Brunhilda's anxious and excitable personality. Besides guild management, the couple own and run Fraybeard Couture with their children, the most expensive and fashionable clothing store in Antronec. Their gentler leadership has brought The Textile Collective great wealth and success over the last several years: a large improvement over the previous guildmaster.

The Fraybeards are most known for introducing a guild-wide policy that turns otherwise wasted scrap fabric and leather into simple, free, and sturdy clothing for those without the means to purchase them normally. The guild meets and coordinates their efforts within a circular building they call The Spinning Wheel, located in The Gilded Quarter. Their sigil is depicted in brightly colored thread on an azure banner.

**Allies.** The Collective tends to collaborate well with the Alchemical Federation, trading stain-resistant textiles in exchange for high quality soaps from their fullers. This, in conjunction with their fairly distinct target consumers, results in only occasional tension between these guilds.

**Enemies.** Generally, the Collective is perfectly willing to backstab and compete with the other guilds, but none more so than Unified Cobblecraft. This intense rivalry goes back to the initial founding of these two guilds, as their differences in certain sales practices escalated a broad schism, preventing them from forming one single clothiers and cobblers guild. Some even speculate that the Collective's free clothing policy was instituted as a direct challenge or insult to Unified Cobblecraft, which has no such policy despite being based in The Sellers' Slums.

## EXAMPLE BUSINESSES

- Tannery: *Today's Catch*
- Leatherworking: *Skin and Bones*
- Clothing: *Feywild Fashions*

## UNIFIED COBBLECRAFT, COBBLERS GUILD

From Cordwainer Central in the Sellers' Slums, First Strider Davkin Amberleaf manages finances and inventories for Antronec's master shoemakers and cobblers. In recent years, the gray-haired halfling has struggled to recover from a messy divorce after almost one hundred years of marriage. His workshop, Amber and Leaves Cobblery, is rarely open despite its longstanding reputation for crafting the highest quality adventuring and traveling boots. Talk of a guildmaster replacement or second marriage is frequent and increasingly blatant, but the stubborn halfling refuses to leave his shop or guild without a fight, as tribute to his wife.

Despite their recent waning in popularity and public opinion, Unified Cobblecraft is nonetheless an integral part of Antronec's economic and political landscape. Indeed, many scholars have noted that a trade-based civilization is predicated upon certain elements of safety and health, which footwear provides considerable assistance in obtaining. Artisans that advertise their connection to this faction display white-painted concrete signs that they have imprinted their symbol into using their own feet and shoes.

**Allies.** In order to craft handmade shoes for the many citizens of Antronec, Unified Cobblecraft trades daily with The Lumber Company to obtain wooden shoe forms that can be tailored to each individual. The company receives a steady supply of footwear that provides additional protection against dropped saws, splinters, and the like.

**Enemies.** Seizing upon Unified Cobblecraft's recent struggles, The Textile Collective has escalated their long-held rivalry that dates back to both guilds' founding charters. There is even rumor of a full-blown takeover to absorb the cobblers and permanently reduce the number of guilds in Antronec by one.

## EXAMPLE BUSINESSES

- Daily Footwear: *Sewn Souls*
- Formal Footwear: *Hell's High Heels*
- Weather-resistant Footwear: *Brivo's Boots*

### ANTRONEC MAPS

Maps are available for free, courtesy of Cze & Peku, at [thegriffonssaddlebag.com/antronec](http://thegriffonssaddlebag.com/antronec).

## ADVENTURING AGENCIES

In direct contrast with the other guilds of Antronec, the various adventuring agencies are not organized under a central leadership but instead independent. These disparate groups vie amongst each other for deals, contracts, and other jobs from the city's guilds. Such opportunities range from hired bodyguard duties and fetch quests to hushed espionage and counterintelligence missions. Because they refuse to collaborate long enough to form a unified Adventuring Guild, adventurers in Antronec have far less political and economic leverage than the artisan guilds. Most adventurers in Antronec work with these agencies to obtain safer and more stable employment than solo adventuring groups, which have to rely on billboards and job notices for income.

Some guilds employ adventurers more than others, but the Cartographer's Guild sponsors dozens of adventurers by negotiating with these guilds. At the moment, the Wayfinders adventuring agency has the favor of the Cartographer's Guild, earning them lucrative and exclusive contracts across the region. Beyond this, each guild prefers to operate differently, using various recruitment techniques, different systems of membership fees, and outfitting adventurers based on the resources at their disposal.

Joining an adventuring agency can grant the following benefits to adventurers:

- Guaranteed room and board, with quality determined by individual agencies.
- Typically lucrative contracts for quests and errands from the guilds.
- Camaraderie and potential allies for challenging adventures.
- Aid in navigating the political and economic landscape of Antronec.

## GOLD HORIZONS

This agency is run by President Thea Stouthammer, and is known for its tenacity. Under her experienced leadership, Gold Horizons has maintained its proud reputation as the oldest and most prosperous adventuring agency in Antronec. The widowed dwarf may be long of tooth, but she defends her adventurers like her own children and fights doggedly when negotiating for guild contracts. Membership is obtained by completing a series of difficult trials and exacts ten percent of members' adventuring income, but the rewards are ample—access to challenging but profitable quests, discounted equipment, and room and board within the agency's lavish dormitories.

Unfortunately, rumors are spreading that her epilepsy, thus far managed with medicine provided by the Alchemical Federation, has begun to worsen with age. She has also refused to announce a successor publicly, and because her biological children are scattered far across the Material Plane, no one is certain what will become of the guild when she eventually passes.

## LEGION OF HEROES

First Officer Fork the Fleet manages this agency currently, a shrewd goblin that employs their affinity for finance to run this agency in a cutthroat and agile managerial system. It



collects twenty percent of adventurer income as its membership fee, and specializes in combat-oriented contracts. In the Legion, adventurers compete directly for ranks, earning them increased wages, privileges, and notoriety. In Antronec's economic rat race, this competition has led to the Legion rapidly ascending in popularity with the guilds while also acting as a crucible to forge some of the city's most formidable and intimidating mercenaries. The agency's lodge is modest, designed in the style of military barracks, with most of its space devoted to the armory and sparring grounds.

With the Legion's income over the last few years, Fork has quickly joined Antronec's aristocracy and is on track to one day rival the Guild leaders themselves. Many individuals drawn to their wealth have attempted to advance their own standing by showering them with lavish gifts, only to be met by general indifference. The Heroes focus instead on competing for their leader's approval, believing that the highest-ranked adventurer will inherit the goblin's wealth and ownership of the agency.

## OF BOOKS AND BLADES

This large agency operates under the leadership of the orc Arcanist Charfist and his husband, the male dragonborn Outrider Karlast Sparktooth. The pair actively recruit mages and warriors of all kinds and are notable for basing their activities out of one of Antronec's sky-piercing towers. The agency tends to foster young, orphaned, or otherwise struggling adventurers, showing them the kindness that they were denied in their youths. Karlast, in particular, encourages and sponsors individuals who combat emotional challenges and other similar ailments, drawing from his own experiences to guide them as best he can. Charfist teaches basic arcane lessons, while Karlast helps their charges develop their physical health and combat techniques. This agency is one of the larger in Antronec, but it only accepts quests that are thoroughly vetted.

In place of typical fees or withheld funds, the Sparktooths have their members provide service in the community and work to keep the tower and grounds well maintained. Because of this, Of Books and Blades is greatly beloved by Antronec's citizenry and referred to as heroes, not just adventurers or mercenaries. They also receive frequent donations of coin and equipment from alumni and other kind-hearted individuals in the city, thus ensuring that the agency stays afloat and can transfer quest funds directly to the fledgling adventurers who earned them. Of course, even with its generous altruism and donations buoying its costs, the agency's location and amenities aren't as lavish as many of their other for-profit competitors.

## WAYFINDERS

Lead Huntress Lauralai Farstrider, a female half-elf, established this agency because she felt that archers and survivalists were underrepresented in the existing adventuring agencies. Over time, the membership gained renown and evolved to also cater to skilled investigators and urban bounty hunters. A natural tracker, Lauralai often accompanies her wayfinders on a hunt, outpacing most and wielding her *ballista prosthesis* with great skill and accuracy. Membership dues and benefits are fairly standard in most respects. The

agency is mostly known for its hunting lodge's comfortable and private lodging, and for its purchase and storage of the largest stockpile of mundane and magical arrows and bolts in all of Antronec.

Lauralai's energetic personality results in a very active private life. She is an active participant in social events like festivals or demonstrations, and goes out of her way to support nearby artisans and merchants whenever possible. As a result, her network of colleagues and cohorts she's met and befriended over the years always look out for her and the Wayfinders, and will often provide special equipment or wares to those aligned with the agency at reduced rates.

## THE HUNTER'S QUARRY

This agency is well known in Antronec for its brash and bloodthirsty members. It's run by Obadiah Gravemoore, a male human that tracks his membership's kills with red tally marks painted on the facade of their headquarters. Applications to join the hunters' ranks are accepted in the form of heads of monsters, which are usually taxidermied and displayed within the agency, or as completed bounties for notorious outlaws. Benefits include access to Antronec's most violent contracts and monster-hunting quests, simple lodging, and a reputation for violence. Gravemoore joins his hunters on contracts only when the beast or monster is one he's yet to collect.

Of late, the agency's membership has been restless, stirring up trouble and causing disturbances in the city's streets and taverns. The number of suitable contracts has been decreasing, as monster populations seem to be declining in the region around Antronec. Citizens have already begun to quietly take bets on whether the agency will stay afloat, go bankrupt, or be forcefully disbanded by the Civil Defense Service for unlawful conduct.

## THE TALENT TICKET

By far the most populous adventuring agency, The Talent Ticket, led by Captain Kellybelle Flintfang, is the current favorite of The Cartographer's Guild. Obtaining membership with this agency is exceptionally easy, but the tradeoff is a large percentage tax and few benefits other than the large number of quest contracts. As a result, this agency's membership experiences frequent turnover. Flintfang will occasionally offer to accompany adventurers, sharing her considerable knowledge and unique skill sets; she utilizes a mixture of martial and magical abilities.

Some whispers in Antronec claim that The Talent Ticket has some sort of collusion with The Cartographer's Guild to win more contracts, but so far, those that make such claims have mysteriously vanished. In reality, there is a particularly grim deal in place between these two organizations, wherein the Talent Ticket purposefully sends over-enthusiastic adventurers on lethal quests, alerting and allowing the Cartographers to follow behind and profit from their likely demise, or finish off the successful but weakened party.

## EXPLORATION

Traveling through Antronec serves as a sort of buffet for the senses, as the three main sections of the city are fundamentally different from each other and overwhelming in their own way.

**The Sellers' Slums** are a sprawling portion of Antronec made up of countless twisting and turning alleyways full of shadows and cutthroats in equal measure. An eerie silence hangs overhead, as wary eyes behind ramshackle stalls and carts offer their wares. In general, the less attention that's drawn to oneself, the better. Every proffered hand obscures its true intent, serving as a distraction for larceny or robbery just as often as vital assistance or honest sales. Few of the merchants in the Slums are guild-sponsored, subjecting them to punishing taxation from the Mercantile Guild. This, in conjunction with a proportionately low guard presence, results in rampant criminal activity throughout the Slums.

**The Bazaar of Wonders** is where most artisans and guild-members set up their shops, with barkers calling out from brightly decorated stalls and storefronts. This section of Antronec is marked by flapping banners, bustling crowds, and well-kept cobblestone roadways courtesy of the fine masons of Bricks and Mortar. Some guilds even place their center of operations within this portion of the city, most notably Metallurgy Incorporated, the Hospitality Collaborative, and The Lumber Company. The residential portion of the Bazaar services Antronec's middle class with many small homes and apartments, usually above or behind the merchant's storefront.

**The Gilded Quarter** hosts Antronec's upper class, especially high-ranking members of the Guilds. It has a large guard presence, exquisitely maintained streets and landscaping, and architecturally stunning businesses. Permits for street vendors are absurdly expensive, so the Quarter is quiet and peaceful. Extravagant window dressings display the craftsmanship and creativity of Antronec's artisans. The city's elite and most of the guilds operate from within stunning manors found here. Secreted away behind closed doors, various permanent *teleportation circles* can be found here, although they are zealously guarded and known to exist only by their respective guilds' high ranking members.

## ANTRONEC SEWERS

Seen by many as a warped reflection of the surface, the extensive and labyrinthine Antronec sewer system serves as a riskier but faster and more secretive means of circumnavigating the city. Beyond a number of standard entrances for simple maintenance, the Mercantile and other guilds hoard various secret access tunnels through it to facilitate their various agendas.

You can use the following table to help determine random secret entrances for your adventurers to uncover.

### EXAMPLE ANTRONEC SEWERS RANDOM SECRET ENTRANCE TABLE

d12	Secret Entrance
1	Tracing a caravan route on a map with a finger activates a series of buttons that open that section of the wall.
2	A broken chair in the back of a store can be rotated, revealing a trap door.
3	A torch sconce or candle holder can be pulled down, opening a tunnel in the wall.
4	One of the bookshelves has a specific book that can make it swing ajar when pulled out.
5	The series of 'decorative' levers can be pulled in a pattern, activating a small elevator.
6	An empty but massive barrel in the cellar can be shifted to reveal the hole below it.
7	The metal grate that sawdust is swept down into can be removed, accessing a gently sloping tunnel.
8	A decorative ship's wheel can be turned in a specific pattern to unlock a trap door beneath a nearby rug.
9	Behind a large, ugly painting lies a small doorway.
10	One of the bricks in the wall can be pushed to open a hidden door.
11	One of the many ovens, while not in use, has a large flue that leads down as well as up the chimney.
12	Under one of the many workbenches, a switch activates a folding staircase.

You can use the following table to help determine random encounters while your adventurers are wading through the vile sewers of Antronec.

### EXAMPLE ANTRONEC SEWERS RANDOM ENCOUNTER TABLE

d10	Encounter
1	2d4 guild <b>spies</b> (50%) or 3d4 <b>cartographers' agents</b> (see Antronec Stat Blocks) (50%) that don't want to leave witnesses (see Random Guild Table)
2	A disguised sewer-filth trap releases gushing waste. Each character must succeed on a DC 13 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 hour.
3	1d4 <b>giant spore lizards</b> (See Antronec Stat Blocks)
4	A bag of 6d8 copper pieces with 1d6 <b>seed coins</b> (see Antronec Stat Blocks) mixed in (60%) or 1d3 <b>germination stalls</b> (see Antronec Stat Blocks) (40%)
5	1d10 <b>crocodiles</b> (50%) or 1d6 <b>giant crocodiles</b> (50%)

d10	Encounter
6	4d4 <b>rats</b> (40%), 2d4 <b>giant rats</b> (30%), or 1d4 <b>giant spider rats</b> (see Antronec Stat Blocks) (30%)
7	3d6 corpses of guild members, roughly 1d6 weeks old (see Random Guild Table)
8	A secret sewer offshoot tunnel that contains an ancient relic, hidden and forgotten decades ago.
9	1d6 <b>scarapits</b> (see Antronec Stat Blocks) (65%) or 2d4 <b>ankhegs</b> (35%)
10	A hidden or abandoned workshop belonging to a random guild (see Random Guild Table)

## OTHER SPECIFIC LOCATIONS

**White Dove Hospital** is a thinly-veiled, state-sponsored business masquerading as a care center. Owned and operated by the Mercantile Guild, White Dove provides absurdly expensive treatment for various mundane illnesses. Due to complex legislation, every other hospital or similar organization that has attempted to help the citizens of Antronec has been bankrupted or forced out. The hospital's chief of staff, Doctor Raincliff, ensures that the hospital is profitable by whatever means necessary, earning him his nickname—The Pale Leech. As such, many whispers in the city warn that death from an injury is better than the Pale Leech's slow and painful illness.

**The Peoples' Prison** is another Mercantile Guild program that helps ensure their iron grip on Antronec is never questioned. The Dwarven Warden Melodreth Stonebrow is feared both within and without the walls because she is empowered by the Guildmaster to act as both judge and jury. Sentences here are often long, and usually without the possibility of parole. Inmates are put to work in heavily supervised construction and grueling community service initiatives. Without the energy to escape or fight back, the prisoners become an anonymous part of Antronec's smooth, filthy, grease-oiled machine.

## ADVENTURE HOOKS

Consider using the following tables to generate conflict scenarios between Antronec's guilds in your campaign. You can also roll 1d12+1 and consult the table if you only want to determine a random Artisan Guild and exclude The Mercantile Guild.

### EXAMPLE RANDOM GUILD TABLE:

d10+d4 or d12+1	Guild
2	Alchemical Federation
3	Metallurgy Incorporated
4	Order of Hues
5	Unified Cobblecraft
6	The Book Binders
7	The Cartographer's Guild
8	The Filigreed Union

d10+d4 or d12+1	Guild
9	The Hospitality Collaborative
10	The League of Bricks and Mortar
11	The Lumber Company
12	The Tastemaker Society
13	The Textile Collective
14	The Mercantile Guild

### EXAMPLE RANDOM DESIRE OR FEAR TABLE:

d8	Desire or Fear
1	A design, patent, or blueprint for an invention capable of revolutionizing Antronec's technological status quo
2	A large amount of coin being transferred between safe-houses or banks
3	Evidence of a covered-up business mistake that could spell disaster for the person responsible
4	A spy within a guild was discovered and is now being interrogated
5	News that a shop only has one supplier left, making them vulnerable to being bought out or blackmailed
6	An influx of cheap materials or tools flooding the market
7	Collusion, trade between guilds without passing through the Merchant's Guild first
8	A previously-ousted Guildmaster planning to get back into the fray

### EXAMPLE RANDOM INTERFERENCE TABLE:

d8	Interference
1	Dispatch an elite squad of mercenaries, adventurers, or assassins
2	Enlist a skilled thief to procure a vital item
3	Blackmail the most powerful individual involved
4	Commit fraud or forge documents
5	Raze a warehouse or storefront to send a message
6	Kidnap and ransom their opponent's family member or close friend
7	Spread slander and libel
8	Vandalize an important or expensive property

## MAKING CUSTOM ANTRONEC GUILD NPCS

When populating Antronec with Guildmembers to interact with your world, consider using the following tables to determine their personality.

### PERSONALITY TRAITS

d6	Personality Trait
1	I easily get distracted by the small details of life, losing track of the big picture.
2	I'm incredibly competitive with the crafters within my own guild.
3	I speak far too quickly, as I'm eager to finish conversations and return to work.
4	To cover my lack of artistic flair, I have to absolutely gush with charm and suave salesmanship.
5	I'm such a horrible liar that I never make as much profit as others do.
6	I'm a horribly brusque businessperson, but I stick with it because of my devotion to the art.

### IDEALS

d6	Ideal
1	<b>Perfection.</b> I cannot permit even one imperfection to spoil my craft. (Lawful)
2	<b>Self-improvement.</b> If each project is better than the last, my life is worthwhile. (Good)
3	<b>Beauty.</b> A true crafter brings utility and artistic wonder into the world. (Good)
4	<b>Hard Work.</b> I may not be as talented as others, but I compensate by giving all of my effort. (Lawful)
5	<b>Ambition.</b> I care about success, and in Antronec, the gateway is climbing the Guild ranks. (Any)
6	<b>Change.</b> A significant portion of art is how it changes the world, for better or worse. I want my work to move civilizations and mountains. (Chaotic)

### BONDS

d6	Bond
1	I've invested a lifetime of effort into my business, growing it from the ground up.
2	A fellow Guild crafter was my mentor, they taught me everything I know about the craft.
3	Now that I can't work as much, I've taken on a number of skilled apprentices. They will be my legacy.
4	The craft itself is everything to me. If I had no outlet for my artistic vision, I'd have nothing worth living for.
5	I pour a piece of my soul into each piece I make. My life's work and I are one and the same.

### FLAWS

d6	Flaw
1	I'm frequently overwhelmed by my paranoia, making it difficult to trust others.
2	I've done horrible things to attain my position, and am plagued by my guilt. Should anyone uncover my deeds, I'd be ruined.
3	I can never work hard enough, fast enough, good enough to compete with my rival in the guild, and the frustration makes my temper short.
4	In pursuit of wealth, I take reckless risks I probably shouldn't, but can't resist.
5	I'm so focused upon my future ambitions and goals, that I'm blind to those I trample on my path forward.
6	My cutthroat business dealings have whittled away what few emotions and cares I had in the world, making me overwhelmingly cynical.

## EXAMPLE TREASURE

Adventurers in and around Antronec can be rewarded with crafting items like the *alchemist's potion belt*, *ambitious medic's box*, *clockwork colony toolbox*, *clockwork earwig*, *clockwork faefly*, *clockwork healerbee*, *clockwork inkbeetle*, *clockwork mend-a-pillar*, *coldfire anvil*, *edible book of recipes*, *forgekeeper's spark*, *redsmith crucible*, *redsmith hammer*, *stonemason's companion*, *weaving wasp needles*, or *wind-up merchant*, bard-related items like the *bard-in-a-box*, *Burrage's collegiate case*, *Dramus' dancing shoes*, *fife of dragonsong*, *gloves of mimicry*, *glove of the grim fandango*, *liar's lyre*, *pair of tiny violin rings*, *second fiddle*, *sword of resonance*, or *vain virtuoso's violin*, or *intrigue-based items* such as the *band of mirrored essence*, *book of clothier's croquis*, *Camilla's quicksilver mirror*, *charlatan's wardrobe*, *conspirator's coat*, *dress of defense*, *dress of many pockets*, *lamian facestealer*, *pendant of thieves' sight*, *pomade of ten thousand styles*, *shadow ink*, *shadow tag*, *visage of delight and disaster*, or *wand of merri-ment*. Of course, any other high-quality crafted items could be a perfect fit for adventurers working with the Guilds of Antronec.

CHARLATAN'S WARDROBE



# ANTRONEC STAT BLOCKS

## BARDIC MERCHANT

---

Individuals that practice the bardic art of mercantile magic can be found across the land with independent goals and occupations. The various departments of Antronec's Mercantile Guild government are composed of many such individuals, but most of them are completely unaware of the guild's larger machinations. Regardless, the core leadership of the Mercantile Guild is composed of charismatic and manipulative merchants such as this. Eminent storytellers, arcanists, and economists, these capable bards administrate the bureaucratic spiderweb of the city and tug the puppet strings necessary to ensure their success. For them, wealth is power rightfully earned—making them both deserving and rightful custodians of Antronec.

## CARTOGRAPHER'S AGENT

---

Most members of The Cartographer's Guild are simple map-makers or merchants, but a special division known as The Cartographer's Agents handles the faction's dirtier business. These are the individuals that track and follow adventurers, using them as pawns to wear down the defenses of various dungeons and similar challenging locations. If these unknowing adventurers fall in combat, these agents are the ones that retrieve their belongings and treasures to fill the guild's coffers. If they survive, the agents can either finish them off and claim the wealth, or loot any leftover treasure that they were unable to acquire.

## GIANT SPIDER RAT

---

When Antronec's sewer network was first dug out, the Mercantile Guild made sure that enough space was provided for the city's anticipated growth. The unanticipated consequences of such an elaborate and cavernous network of sewage-filled tunnels, however, were the giant spider rats. Considered by some to be the unofficial mascot of Antronec, this vicious little beast is every bit as dangerous as a giant rat, but with the extra arachnoid horror of additional limbs, poison, and other spider bits. There was one occasion where a merchant tried to market and sell a soft children's toy designed like this creature, but the merchandise was found burnt to miniscule ashes, and the merchant's body was never found.

## GIANT SPORE LIZARD

---

Another major consequence of Antronec's sewer network was that it provided a wonderfully damp environment for the giant spore lizards to move in and claim. A strange creature, it possesses the ability to magically transport itself between instances of flora and biota, for instance from a mushroom to a bush. They also possess hazardous spores, which they utilize as a defensive system against attackers. With these elements and a ferocious dedication to protecting its perceived territory, to underestimate a giant spore lizard is to court death.

## MERCHANT LORD

---

Within the Mercantile Guild, the most powerful, skilled, and experienced members are known as Merchant Lords. They typically occupy a notable position in one of Antronec's public service departments, hold a government office, or are major players in their black market. These individuals are truly masters of deception and manipulation of commerce, working behind the scenes to direct the populace and maintain their city.

## SCARAPIT

---

In Antronec's sewers, these vile monstrosities roam, relishing in the abundance of waste and smaller prey. Some researchers presume that this unholy mixture of dung beetle and centipede was created by a mage or deity striving to inspire nightmares. It is uniquely adept at navigating the underground and often-poisonous sewer system, as many adventurers have discovered. In fact, some adventuring agencies consider slaying a scarapit to be the deciding factor between an adventurer and a thrill-seeker.

## SEED COINS

---

Although myriad fantastic and vicious plants and plant creatures can be found across the land and seas, perhaps the most insidious of them is the seed coin. Taking the appearance of a humble copper piece, or occasionally a silver, they easily pass from hand to hand in marketplaces. When they take root, they develop into their second stage of growth, infested pollinators that only appear human. These walking 'flowers' latch onto and collectively build the third stage, a germination stall, which coordinates the coins and pollinators to further expand their reach.

**Pernicious Parasite.** Because it relies on such mundane and seamless camouflage, the danger of this plant's infestation is considerable. These simple but deadly plants have been known to eradicate entire cities, especially thriving and bustling trade centers. As such, many cities with large enough ports or roadways keep a constant team of investigators on hand to follow leads from their money changers.

In a city as large as Antronec, it's impossible to register every merchant and stall, so the Mercantile Guild's currency department focuses on careful and consistent examination of their coinage at their various Fiscal Exchange Centers. If the Federal Mint and Savings suspects an infestation, their first step is usually to offer the city's populace 11 freshly minted copper pieces in exchange for 10 used ones. They do this in order to test if the coinage is made from plant matter and burns, or metal that melts normally.

## SEED COIN

Besides the occasional silver, most seed coins grow to closely mimic the appearance of the local copper coin, using its limited psychic abilities to match its shape to the bearer's perception. This same psychic connection is also the coin's means for beginning its infestation of a creature's body. Grim speculations suggest that it purposefully takes the form of a copper piece to increase the likelihood of ending up in the possession of prey that can more easily disappear, such as common laborers or beggars.

## SEED COIN POLLINATOR

Once a seed coin has fully taken root in its host's mind, it begins to burrow into their flesh. From there, it begins to expand its vines through the veins of the deceased creature, utilizing the abundant moisture, nutrients, and direct access to the body's brain and lungs. Once it has spread, it puppets the form with these vines, though the bulk of it resides in the unmoving lungs and skull cavity. This rapid growth strengthens the body's cell walls, making them harder and more plant-like below the skin's surface. The appearance changes little, but the pollinator is most certainly a plant and not a humanoid.

## GERMINATION STALL

It's not entirely clear how seed coin pollinators manage to coalesce and combine into a germination stall, as it's never been witnessed directly. What has been recorded is that by all indications, a germination stall looks like almost every other merchant stall around it. They often have their own quirks, based on the appearance of their staff members, which are their pollinators. They rarely make any sales, as their inventory seems deliberately unappealing. Instead, the pollinators channel energy from the stall to produce seed coins which can be slipped into pockets, left on the street, or offered as alms to the poor.

## BARDIC MERCHANT

*Medium humanoid (any race), neutral*

**Armor Class** 13 (leather)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)

**Skills** Investigation +4, Persuasion +7

**Senses** passive Perception 11

**Languages** Common plus up to two other languages

**Challenge** 1 (200 XP)

**Spellcasting.** The merchant is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13). They know the following bard spells:

Cantrips (at will): *friends, mending, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*

2nd level (2 slots): *detect thoughts, suggestion*

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Magic Coin.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 1 bludgeoning damage plus 6 (1d12) thunder damage.

### REACTIONS

**Chance (Recharge 5–6).** When a creature within 60 feet of the merchant makes an ability check, attack roll, or saving throw, the merchant flips a coin. If it's heads, the creature can roll a d6 and add the number rolled to the d20. If it's tails, one random creature within 60 feet of the merchant gains a d6, which it can roll and add to one ability check, attack roll, or saving throw it makes before the end of its next turn.

## CARTOGRAPHER'S AGENT

Medium humanoid (any race), lawful evil

**Armor Class** 15 (studded leather)

**Hit Points** 104 (19d8 + 19)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	17 (+3)	14 (+2)	15 (+2)

**Saves** Dex +7, Int +6

**Skills** Acrobatics +7, Deception +5, Investigation +6, Perception +5, Sleight of Hand +10, Stealth +10

**Senses** passive Perception 15

**Languages** Common, Thieves' Cant

**Challenge** 5 (1,800 XP)

**Cunning Action.** On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Expert Cartography.** The agent has a +3 bonus to any ability check it makes using cartographer's tools, in addition to the ability modifier used for the check.

**Sneak Attack (1/Turn).** The agent deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The agent makes two attacks with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

### REACTIONS

**Uncanny Dodge.** The agent halves the damage that it takes from an attack that hits it. The agent must be able to see the attacker.

### VARIANT: KAYBELLA DAWNQUILL, THE CARTOGRAPHER

Kaybella is an old and experienced elf who has gained both of those traits by being cutthroat in an economic and literal sense. It is her cunning wit and iron fist that have allowed The Cartographer's Guild to rise to its current prominence without having their adventurer-farming venture discovered. Most of the loot and treasure from those ventures are sold or put to use by other members of the guild, but The Cartographer keeps a few tricks up her sleeve.

Kaybella Dawnquill, The Cartographer uses the cartographer's agent stat block, with the following changes:

- She has a challenge rating of 7 (2,900 XP).
- She has a Wisdom saving throw bonus of +5.
- Her Intelligence (Investigation) modifier increases to +9, and her Expert Cartography trait grants a +6 bonus, instead of +3.
- She has blindsight out to a range of 10 feet.
- Her Sneak Attack damage increases to 31 (9d6).
- She has the Special Equipment, Elusive, and Reliable Talent traits, as well as the Pick and Pocket action option, which replaces the Dagger attack from the normal cartographer's agent (all described below).

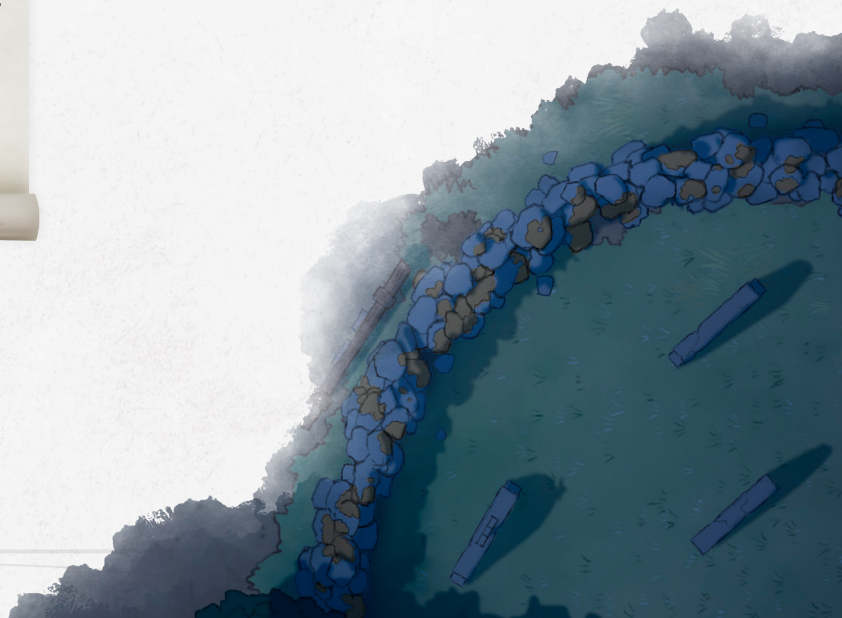
**Special Equipment.** Kaybella wields a *pick and pocket* and has a *hoarder's haul* and a *wayfinder sphere*, which are all described in appendix A.

**Elusive.** No attack roll can have advantage against Kaybella while she isn't incapacitated.

**Reliable Talent.** Whenever Kaybella makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

### ACTIONS

**Pick and Pocket.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.



## GIANT SPIDER RAT

*Small beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spider Climb.** The rat can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## GIANT SPORE LIZARD

*Medium plant, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

**Skills** Survival +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

**Flora Flit.** Once on each of its turns, the lizard can use 10 feet of its movement to step magically into any living flora (such as a plant, mold, or fungus) within 5 feet of it and emerge from a second living flora within 60 feet of it, appearing in an unoccupied space within 5 feet of the second flora. Both floras must be Medium or larger. If the lizard takes fire damage, this trait doesn't function until the end of its next turn.

**Nature Stride.** Moving through nonmagical difficult terrain costs the lizard no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

**Organic Camouflage.** The lizard has advantage on Dexterity (Stealth) checks made to hide in flora.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Retaliatory Spores.** When the lizard takes bludgeoning, piercing, or slashing damage, it ejects a flurry of poisonous spores around itself. Each creature within 5 feet of the lizard must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also poisoned until the end of its next turn.

## MERCHANT LORD

Medium humanoid (any race), neutral

**Armor Class** 16 (studded leather)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	15 (+2)	18 (+4)

**Saves** Dex +5, Cha +6

**Skills** Arcana +3, Insight +4, Investigation +5, Persuasion +8

**Senses** passive Perception 12

**Languages** Common plus up to three other languages

**Challenge** 3 (700 XP)

**Spellcasting.** The merchant is a 7th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14). They know the following bard spells:

Cantrips (at will): *friends, mage hand, mending, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*

2nd level (3 slots): *detect thoughts, locate object, suggestion*

3rd level (3 slots): *glyph of warding, sending*

4th level (1 slot): *secret chest*

## ACTIONS

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Magic Coin.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 1 bludgeoning damage plus 13 (2d12) thunder damage.

**Money Talks (4/Day).** The merchant enchants a coin in its hand with divination magic, which lasts for 10 minutes or until the merchant ends the effect early (no action required). For the duration, a creature holding the coin that knows at least one language can understand the meaning of any word the merchant speaks, and when the merchant speaks, that creature understands what the merchant says.

Alternatively, the merchant can use an action to see and hear through the enchanted coin until the start of its next turn, using its own senses as if it were in the coin's space. During this time, the merchant is deaf and blind with regard to its own senses.

## REACTIONS

**Chance (Recharge 4–6).** When a creature within 60 feet of the merchant makes an ability check, attack roll, or saving throw, the merchant flips a coin. If it's heads, the creature can roll a d8 and add the number rolled to the d20. If it's tails, one random creature within 60 feet of the merchant gains a d8, which it can roll and add to one ability check, attack roll, or saving throw it makes before the end of its next turn.

### VARIANT: CHANTELLE REDCLIFF, MERCANTILE GUILDMASTER

Chantelle Redcliff, as the current Guildmaster of The Mercantile Guild, is accurately described as the most influential and powerful person in Antronec. The resources at her command within Antronec's government branches and underbelly are considerable, and she is more than willing to do whatever it takes to ensure that her guild retains its control over the city. She is exceptionally resourceful, and not to be underestimated—she has risen to her current role by proving herself the most capable politician and mage in The Mercantile Guild.

Chantelle Redcliff uses the merchant lord stat block, with the following changes:

- She has a challenge rating of 4 (1,100 XP).
- She replaces the merchant lord's Spellcasting trait with the Spellcasting trait below, and she has the Special Equipment, Silver Tongue, and Wand of Gilding traits (all described below).
- The thunder damage for her Magic Coin attack increases to 19 (3d12).
- The die for her Chance reaction option increases from a d8 to a d12.

**Special Equipment.** Chantelle wears a *dress of many pockets*

and has a *book of instant copying* and *wand of gilding*, which are all described in appendix A.

**Silver Tongue (Recharges After a Short or Long Rest).** When Chantelle makes a Charisma check or saving throw, she can choose to make the roll with advantage.

**Spellcasting.** Chantelle is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15). She knows the following bard spells:

Cantrips (at will): *friends, mage hand, mending, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*

2nd level (3 slots): *detect thoughts, knock, locate object, suggestion*

3rd level (3 slots): *clairvoyance, glyph of warding, sending*

4th level (3 slots): *fabricate, phantasmal killer, secret chest*

5th level (2 slots): *geas, legend lore*

6th level (1 slot): *instant summons*

7th level (1 slot): *arcane sword*

**Wand of Gilding.** The wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, Chantelle can use an action to expend 1 of its charges to cast one of the following spells (save DC 15) from it: *alter self, charm person* (2nd-level version), *enthrall*, or *hypnotic pattern*.

## SCARAPIT

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	3 (-4)	8 (-1)	4 (-3)

**Skills** Perception +1, Stealth +4, Survival +3

**Damage Resistances** poison

**Condition Immunities** paralyzed, poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Ambusher.** In the first round of a combat, the scarapit has advantage on attack rolls against any creature it surprised.

**Keen Smell.** The scarapit has advantage on Wisdom (Perception) checks that rely on smell.

**Noxious Resilience.** The scarapit can breathe normally in any environment, and it has advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

**Spider Climb.** The scarapit can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Subterranean Explorer.** While the scarapit is underground, it always knows how far it is from the surface, it can't be surprised while it isn't incapacitated, and it has advantage on Wisdom (Survival) checks made to track creatures.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, or 21 (4d8 + 3) piercing damage if the target is surprised, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## SEED COIN

*Tiny plant, chaotic evil*

**Armor Class** 5

**Hit Points** 2 (1d4)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	10 (+0)	3 (-4)	10 (+0)

**Skills** Deception +4, Persuasion +4

**Condition Immunities** charmed, exhaustion, unconscious

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** understands Common but can't speak

**Challenge** 1/2 (100 XP)

**False Appearance.** The seed coin is indistinguishable from a normal copper piece. However, a creature that has true-sight sees a deep red aura radiating from the seed coin, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the seed coin and knows it is a plant creature.

**Unusual Nature.** The seed coin doesn't require sleep. If the seed coin spends 1 minute in direct sunlight or a creature spends 1 hour in direct sunlight while the seed coin is on the creature's person, the seed coin receives enough nourishment to sustain itself for one day. When the seed coin dies, it becomes an ordinary copper piece.

### ACTIONS

**Infestation.** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one humanoid that has the seed coin on its person. *Hit:* The creature must succeed on a DC 10 Wisdom saving throw or its mind becomes imperceptibly infected with a disease until the seed coin is no longer on the creature's person or the creature dies. Creatures immune to the charmed condition are immune to this disease, and a creature that succeeds on the saving throw is immune to this disease for the next 30 days. The seed coin's influence invades a diseased creature's mind, killing the creature in a number of hours equal to 1d12 + the creature's Wisdom score, unless the disease is removed. In half that time, the creature becomes charmed for the rest of the duration and refuses to part with the seed coin.

If a diseased creature dies while the seed coin is on its person, it immediately regains all its hit points and becomes a **seed coin pollinator**, as the seed coin takes over its body. The seed coin doesn't gain access to the creature's knowledge, class features, or proficiencies while controlling a creature in this way. This infestation lasts until the **seed coin pollinator** dies, killing the seed coin.

### VARIANT: SILVER SEED COIN

A rare breed, these seed coins bear an uncanny resemblance to a typical silver piece. Though less prevalent, they are even more potent than their copper kin. Such a silver seed coin uses the seed coin stat block, with the following changes:

- It has a challenge rating of 1 (200 XP).
- Its Intelligence and Charisma scores each increase to 14.
- It has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- It is indistinguishable from a normal silver piece, and it becomes an ordinary silver piece when it dies.
- It has the Innate Spellcasting trait below, which it retains after it becomes a seed coin pollinator.
- The saving throw for its Infestation increases to DC 12, and it kills a diseased creature in a number of hours equal to 1d6 + the creature's Wisdom score, rather than 1d12.

**Innate Spellcasting.** The seed coin's innate spellcasting ability is Charisma (spell save DC 12). The seed coin can innately cast the following spells, requiring no components:

At will: *prestidigitation*

3/day each: *comprehend languages*, *misty step*

1/day each: *locate creature*, *suggestion*

## SEED COIN POLLINATOR

*Medium plant (any race), chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 7 (1d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	16 (+3)

**Skills** Deception +5, Persuasion +5

**Condition Immunities** charmed, exhaustion

**Senses** passive Perception 10

**Languages** the languages its host knew in life

**Challenge** 1/8 (25 XP)

**False Appearance.** The pollinator is indistinguishable from a normal commoner, and it appears and sounds exactly like the creature it was before becoming infested. However, a creature that has truesight sees a deep red aura radiating from the pollinator, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the pollinator and knows it is a plant creature.

**Unusual Nature.** The pollinator doesn't require sleep. If the pollinator spends 1 hour in direct sunlight, it receives enough nourishment to sustain itself for one day. When the pollinator dies, it becomes an ordinary humanoid corpse.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

**Coin Spray (Recharge 6).** The pollinator hurls a flurry of seed coins at one creature it can see within 10 feet of it. The target must make a DC 10 Dexterity saving throw, taking 10 (4d4) bludgeoning damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, one of the seed coins gets lodged on the target's body (for example, in a pocket or a fold in its clothing).

## GERMINATION STALL

*Huge plant, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 114 (12d12 + 36)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (-5)	17 (+3)	13 (+1)	10 (+0)	18 (+4)

**Saves** Con +6, Wis +3, Cha +7

**Skills** Deception +10, Persuasion +10

**Condition Immunities** charmed, exhaustion, unconscious

**Senses** blindsight 150 ft. (blind beyond this radius), passive Perception 10

**Languages** the languages its staff knew in life

**Challenge** 5 (1,800 XP)

**Alluring Affluence.** Whenever a humanoid ends its turn within 60 feet of the stall, it must make a DC 15 Wisdom saving throw. On a failed save, the creature has no hint that it is gradually falling under the effects of the stall's enchantment. If a creature succeeds on three of these saves, it is immune to this effect for the next 24 hours. If the creature fails three of these saves, it becomes charmed by the stall and must use all its movement on its turns to get as close to the stall as possible. The effect lasts for 24 hours or until the stall dies, is on a different plane of existence than the target, or ends the effect on the creature as a bonus action.

**Dedicated Staff.** The stall comprises a staff of 5 (2d4) seed coin pollinators. This staff collectively shares the stall's Innate Spellcasting and Magic Resistance traits, they can't willingly move more than 150 feet away from the stall, and they seek to defend the stall at all costs, including to their own peril. Some of the stall's effects can use a member or members of its staff as the point of origin.

**False Appearance.** The stall is indistinguishable from a normal merchant stall. However, a creature that has truesight sees a deep red aura radiating from the stall, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the stall and knows it is a plant creature.

**Innate Spellcasting.** The stall's innate spellcasting ability is Charisma (spell save DC 15). The stall can innately cast the following spells, requiring no components:

At will: *detect magic, detect thoughts, prestidigitation*  
3/day each: *comprehend languages, suggestion, unseen servant*

1/day each: *create food and water, creation, geas, mass suggestion*

**Magic Resistance.** The stall has advantage on saving throws against spells and other magical effects.

**Unusual Nature.** The stall doesn't require sleep. If the stall spends 1 hour in direct sunlight, it receives enough nourishment to sustain itself for one day. If the stall dies, it decomposes and is reduced to dirt within 7 days.

### ACTIONS

**Enthralling Vines.** The stall causes dark, creeping vines to protrude from itself and its staff, lashing out at creatures nearby. Each creature of the stall's choice within 10 feet of it or a member of its staff must succeed on a DC 14 Strength saving throw or be restrained by the vines for 1 minute. While restrained in this way, a creature has disadvantage on saving throws against the stall's Alluring Affluence. A creature restrained by the vines can use its action to make a DC 14 Strength check, freeing itself on a success. These vines disappear if the stall dies, or if it uses this action again. It can also choose to end the effect early on any number of restrained creatures it chooses as a bonus action.

**Hostile Takeover.** The stall attempts to magically compel one creature charmed by it that is within 5 feet of the stall or a member of its staff to swallow a seed coin. The target must make a DC 10 Wisdom saving throw. On a failed save, the target swallows the coin and is subjected to the seed coin's Infestation. When subjected to the effect in this way, the diseased creature is killed in a number of hours equal to half its Wisdom score, unless the disease is removed. If the target successfully saves against this effect or the effect ends for it, it regurgitates the coin and is no longer charmed by the stall, and it is immune to the stall's Alluring Affluence for the next 24 hours.



COLLEGE OF MERCANTILE

## BARD: COLLEGE OF MERCANTILE

A good musician may be inspirational, but not the degree that a true bard can muster. Using sheer control over the simple magic of everyday comforts like music, song, and welcome conversation, bards are capable of twisting the world, and the people within it, to their liking. Bards are well-learned by trade, and as a result are capable of almost anything through gathered knowledge and uncanny aptitude. Often lauded as much as they are reviled by those they encounter, these practitioners of clever enchantments and illusions do their best work from the sidelines of combat and the heads of powerful tables.

### COLLEGE OF MERCANTILE

Bards of the College of Mercantile are well versed in the artistry of cutting deals and enemies alike in order to come out ahead. Talented merchants, smugglers, and trademen alike all learn from this college in some form or another, using both silvered words and sharp cunning to inspire their allies and subvert the competition. These calculated risk-takers travel the world to make their mark—and their fortune—by navigating treacherous landscapes, economies, and people. With even just a copper to their name, these bards are always worth their weight in gold.

### COIN FLIP

Starting when you join the College of Mercantile at 3rd level, a creature that uses a Bardic Inspiration die from you can choose to forgo rolling the die to flip a coin instead. If it's heads, the creature treats the Bardic Inspiration die as if it rolled its maximum number. If it's tails, the GM takes the Bardic Inspiration die and can use it when another creature of the GM's choice makes an ability check, attack roll, or saving throw instead. The GM can have multiple Bardic Inspiration dice at a time in this way, but can still only add one of them to a roll at a time. When you finish a long rest, the GM loses any of these taken Bardic Inspiration dice.

### MAGIC COIN

Also at 3rd level, you know that coins can be just as powerful as the most enthralling rhetoric. Whereas other bards may use words and song as their means for conjuring spells, you instead use a simple coin. You can use any coin worth at least 1 cp as a spellcasting focus for your bard spells.

In addition, you can use an action to magically fling a coin from your hand at a target within 60 feet of you. Make a ranged spell attack with the coin, using your Charisma modifier for the attack roll. On a hit, the target takes 1 bludgeoning damage plus 1d12 thunder damage. Immediately after the attack, the coin returns to your hand. If you roll a 20 on the attack roll against a hostile creature using a nonmagical copper, silver, electrum, or gold piece, the coin is magically duplicated when it returns to your hand. The new coin can appear in your hand, at your feet, or in a coin pouch on your person (your choice).

The coin's thunder damage increases by 1d12 when you reach 6th level (2d12) and 14th level (3d12).

### MONEY TALKS

By 6th level, you've learned how to briefly enchant a coin with divination magic. You can enchant a mundane copper, silver, electrum, gold, or platinum piece that you're holding in this way using an action. A creature holding the coin that knows at least one language can understand the meaning of any word you speak, and when it speaks, you understand what it says. In addition, you have advantage on the first Charisma (Persuasion) check you make when negotiating the value of a good or service with a creature that's holding or carrying the enchanted coin.

Alternatively, you can use an action to see and hear through the enchanted coin until the start of your next turn as if you were in the coin's space. During this time, you are deaf and blind with regard to your own senses.

The coin remains enchanted for 10 minutes or until you end the effect early (no action required). You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### SHREWD CONSUMER

Starting at 14th level, whenever you cast a spell that consumes a material component, drink a potion, or use a spell scroll that's worth no more than 500 gp, there is a 50 percent chance that the component, potion, or scroll isn't consumed. In addition, you can use a bonus action to take the Use an Object action or drink a potion.

# APPENDIX A

## BOOK OF INSTANT COPYING

*Wondrous item, common*

This book has a glass cover and is typically found with 2d10 + 30 blank pages. As an action, you can place a piece of paper or similar object (such as a leaf or patterned fabric) between the book's glass and the page below it and speak the book's command word. When you do, the book magically inscribes an image of the placed object in black ink as it appears pressed against the glass on the first blank page of the book.

Copied magic scrolls or spellbooks appear as nonsensical glyphs when copied in this way. When the last page of the book has been used, you can rebind it with 50 blank new pages using 50 gp of fine materials and 8 hours of work.

## DRESS OF MANY POCKETS

*Wondrous item, common*

This dress has six pockets that can be magically shown or hidden. While wearing the dress, you can use a bonus action to cause any number of its pockets to appear or vanish from it. The pockets can be located anywhere on the dress, and needn't be in the same place each time they appear. Each pocket is large enough for a small parcel, measuring no more than 4 inches in any dimension and weighing no more than 2 pounds. While a pocket is hidden, its contents are magically moved to the inside of the dress and evenly distributed throughout it so as to not affect its delicate appearance.

## HOARDER'S HAUL

*Wondrous item, rarity varies*

This magical cart is made from the large, hollow horn of a fallen dragon. While all *hoarder's hauls* are made from the horns of dragons, their true magic stems from the strength of the dragon's greed. Uncommon and rare carts have handles and a single wheel at their front and must be physically moved. Very rare versions have a flying speed of 10 feet, can hover up to 20 feet off the ground, and move according to your spoken directions, provided that you are within 30 feet of the cart.

The cart has two command words. The first command word can be spoken using an action and causes the cart to shrink or enlarge, becoming as small as 1 foot long and 7 inches across or as large as 5 feet long and 3 feet across. Regardless of its size, the cart always weighs 5 pounds without anything inside it. Anything contained by the cart does not resize to fit its new size, potentially spilling onto the ground if the cart becomes too small.

When you place a nonliving object in the cart, you can speak the cart's second command word as an action to cause the object to become locked in place. A locked object can't be removed or interacted with against your will, unless the cart becomes too small to contain it. A creature that attempts to remove an object locked in this way must succeed on a Wisdom saving throw or become frightened of the cart for 1 minute. A frightened creature is unwilling to move toward the cart or interact with it for the duration. If the cart is a rare or very rare version, the creature also takes psychic damage on

a failed saving throw. A creature that succeeds on the saving throw is immune to this effect for 24 hours. You can speak the second command word as an action again to unlock any number of objects within the cart.

The cart's properties depend on the item's rarity, as shown in the table below:

Rarity	Capacity	Save DC	Psychic Damage
Uncommon	250 lb.	250 lb.13	—
Rare	500 lb.	500 lb.15	3d6
Very Rare	750 lb.	750 lb.16	6d6

## PICK AND POCKET

*Weapon (dagger), rare*

This brass and steel dagger can also be used as part of a set of thieves' tools when picking locks. You gain a +1 bonus to attack and damage rolls made with this magic weapon, as well as on any ability check you make using thieves' tools to pick open a lock, provided you use the dagger as part of the set of tools.

While holding the dagger in one hand and a small enough object in another, you can use an action to speak the dagger's command word and twist it in the air as if it were a key. When you do, the object is shunted into a special demiplane, where it remains until you use an action to speak the command word again and twist the dagger in the opposite direction. If you have a free hand, the stored object reappears in it when the object is removed from the demiplane in this way. Otherwise, it reappears at your feet. Only one object can be stored in the demiplane at a time. The object can't be magical and must be no more than 1 foot on a side and weigh no more than 10 pounds. If the dagger is destroyed, any object within the demiplane reappears in the nearest unoccupied space within 5 feet of where the weapon was.

## WAND OF GILDING

*Wand, rare (requires attunement by a bard, sorcerer, or wizard)*

This golden wand is a classic royal family heirloom and has a delicate lily at its end that flowers when held. While holding the wand, you can use the following properties:

**Enhance Beauty.** You can use an action to point the wand at a living target you can see within 30 feet of you and magically enhance its beauty for 1 hour. If the target is a creature, its eyelashes may become thicker, its skin more radiant, and its hair more luscious. If it's a plant, it may grow more vibrant, smell more fragrant, and look visibly healthier.

**Gild.** As an action, you can touch the wand to a target no larger than 1 foot in any dimension to cause it to appear to be made of gold for 1 hour. Its appearance and texture change to reflect the new appearance, but its weight remains the same. A successful DC 15 Intelligence (Investigation) check reveals that the effect is illusory. Once this property has been used, it can't be used again until the next dawn.

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dirt and is destroyed.

**Spells.** While holding this wand, you can use an action to expend 1 of its charges to cast one of the following spells from it (save DC 15): *alter self* (Change Appearance only), *charm person* (2nd-level version), *enthrall*, or *hypnotic pattern*.

**Silver Tongue.** While holding this wand, when you make a Charisma check or saving throw, you can use your reaction and expend 1 of its charges to make the roll with advantage.

## WAYFINDER SPHERE

*Wondrous item, rare*

This spinning metal sphere is 6 inches in diameter and weighs 5 pounds. You can tap the orb twice as an action to activate it. While activated, the orb records basic details about the space that it can see within 100 feet. The orb has darkvision out to 100 feet, but can't see through heavily obscured areas or illusions. Tapping it twice again deactivates the orb.

The activated orb can display its recorded maps. If you are within 30 feet of it, you can speak its first command word, followed by a description of a location it's mapped. For example, you can command the orb to recall the entrance to a series of catacombs you explored 2 days ago, or the path you took to get through a twisting labyrinth. When you do, an illusory map appears in a 5-foot sphere centered on the orb that shows basic details about the recorded area, such as buildings, pathways, roads, signs, topography, and trees. While you're within 5 feet of the map, you can use a series of intuitive gestures to change the map's rotation, displayed location, or scale: showing as little of the recorded area as a 25-foot radius, or as much as a 1-mile radius. Speaking the command word again causes the map to vanish.

If you are within 30 feet of it, you can speak a second command word as an action to make the orb rise into the air and float no more than 5 feet off the ground. The orb hovers in this way until you or another creature grasps it. If you move more than 30 feet from the hovering orb, it follows you until it is within 30 feet of you. It takes the shortest route to do so. If prevented from moving, the orb sinks gently to the ground and becomes inactive.

You can speak a third command word as an action, followed by a location name, while within 30 feet of the floating orb to cause it to move on its own. If the named location has been recorded by the orb and is within 1 mile of you, the sphere moves on its own and floats up to 10 feet ahead of you, guiding you to the named location using any of its recorded maps of the area to guide you. Once you reach your destination or speak the command word again, the orb begins to follow you again.