

Fair Cauldron

The Fair Caldron is an apothecary and magic shop located in an affluent area of the city. (High Market in tribal in my TDV campaign). I am proposing the shop be located in the city of Morscala in the Galahais region of Nibirum as a part of the Community Atlas project.

The creatures chiefly associated with the place are:

- **VanAxis** - A Female High Elf Wizard, 17th level, actually an adult Gold Dragon, known as **Aurum sine Aerugo** (Gold without Avarice).
- **VanAxiet** - A simulacrum of Van Axis who takes strides to avoid being seen with her original. Generally working on projects while Van Axis is at home, runs the shop in her place when she is away.
- **Merandra**, Van Axis' Pseudodragon familiar
- **Amra Vacaryn**, Male High Elf, VanAxis's apprentice, who has run of the upper levels
- **Alavara Heilee**, Female High Elf fighter type who provides muscle to the effort
- **Migon and Ros Desk** a local couple who provide housekeeping and cooking services.
- Several automatons, some shown on the maps, others hidden from view. These could include: Iron Golems (CR16), Helmed Horrors (CR4), Rug of Smothering (CR2), Animated Stove (CR3), and the ilk. Protections for the shop that VanAxis may have built or acquired.
- A Gelatinous Cube, *garbage disposal*, is trapped in the basement, room 22.

The building is largely well built of stone. It is two and a half stories tall with a basement level. Business is conducted from the blue room (room 1) with customers rarely invited into the house proper. Merchandise is typically brought out by request, not displayed for browsing.

The areas other than 1-5, 7 (down), 21, 22 are magical and mundanely protected. Walls are generally lined with a film of lead. Doors are sturdy and lockable. Magical protections include Guards and Wards permanently cast, valuables stored in Demiplane(s), and any other devious protections the DM and VanAxis have concocted to keep the place secure.

Hidden behind two secret doors, and a crevice in the basement level is Aurum sine Aerugo's lair (area 30). The lair is not completely included on the map, it is assumed to be a large cavern with no other significant entrances. The **Crevasse** (29) is deep, at least 150 feet, so that dark vision can not see the bottom. The entrance to 30 from the crevasse is lower than area 28 by at least 30 feet and positioned so that it can not be seen from 28.

VanAxis demands above market pricing for her items, but she has been known to occasionally grant special discounts and even help those she approves of in the field.

Musty Nook

The Musty Nook is a book shop, library of sorts next door to the Fair Cauldron.

The creatures chiefly associated with the place are:

- **Star and Zia Whitpeak** the proprietors, a middle aged human couple more inclined to study than adventure.
- **Mui Jee** and **Xai Qei**, local students who are here frequently, and the
- **Desks** who also work at the Cauldron.

The building is a story and a half and includes a small basement, otherwise unremarkable.