

The Artefact

A solidified fragment of another dimension, this glowing, egg-shaped form periodically overcharges, throwing off bolts of magical energy that animate the inanimate and transform living tissue to unliving material. Every 20 + 3d6 minutes, it discharges. Randomly choose a target with an unobstructed line of sight to the artefact. If there is no such target, randomly choose among targets with no line of sight. The orb makes a ranged attack at +5 against 1d6+1 creatures or objects within a 20-foot radius of its target. Those that are hit are animated if inanimate; living creatures must make a DC12 Constitution save to resist petrification. If the artefact has no line of sight to the target, the target has advantage on the save.

The artefact can be contained by mystical incantation. **Zubeida** and **Layla** know it; there are also texts in the ruins of the tower itself. The artefact is not intelligent per se, but it does have a self-preservation instinct and will try to attract the notice of its animated spawn to prevent characters recovering these.

Swarm of animated items

Medium swarm of Tiny constructs, unaligned

AC 14 (natural armour), HP 26
Speed 5 ft., fly 30 ft.
Str 12 (+1), Dex 15 (+2), Con 11 (+0)
Int 1 (-5), Wis 5 (-3), Cha 1 (-5)
Saves: Dex +4

Dmg immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, frightened, paralysed, petrified, poisoned
Dmg resistances: bludgeoning, piercing and slashing

Antimagic susceptibility, deceptive appearance, swarm

Senses: Blindsight 60 ft, passive perception 7

Type (pick one)

Junk: Attack +5, 4d6/2d6 bludgeoning.

Knives: Attack +5, 4d6+4 slashing, 2d6+2 if on half HP.

Lamps: Attack +5, 4d6/2d6 fire damage, Dex save DC 14 or light one flammable object. Vulnerable to fire damage. If hit with area fire damage, explodes, causing 6d6 fire damage in all adjacent spaces (Dex DC 14 halves).

Pots and pans: Attack +5, 4d6/2d6 bludgeoning. AC 15.

PANIC at the LIVING BAZAAR

A mini-sandbox for mid-level characters

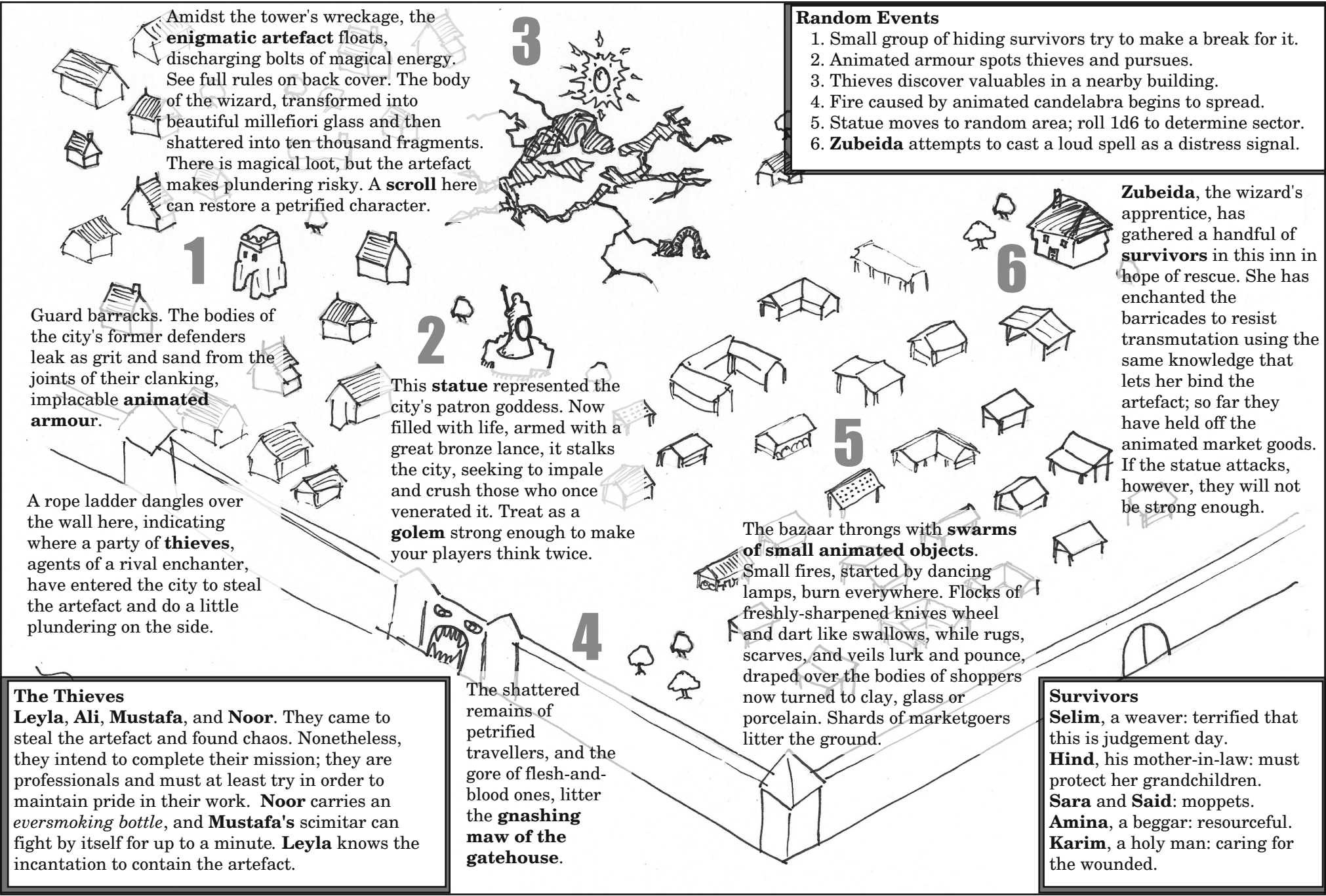


When an old enchanter found a mysterious artefact, he thought his moment had finally come. Instead, his hubris has unleashed a horde of animated items on a defenseless town. Only his brave apprentice and a few desperate survivors hold out. Will your adventurers rescue them? Can they control the artefact and free the town from its terrible power? Can they loot this place to the floorboards before swarms of flying butcher knives stab them to death? Let's find out.

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Amidst the tower's wreckage, the **enigmatic artefact** floats, discharging bolts of magical energy. See full rules on back cover. The body of the wizard, transformed into beautiful millefiori glass and then shattered into ten thousand fragments. There is magical loot, but the artefact makes plundering risky. A **scroll** here can restore a petrified character.

Guard barracks. The bodies of the city's former defenders leak as grit and sand from the joints of their clanking, implacable **animated armour**.

A rope ladder dangles over the wall here, indicating where a party of **thieves**, agents of a rival enchanter, have entered the city to steal the artefact and do a little plundering on the side.

This **statue** represented the city's patron goddess. Now filled with life, armed with a great bronze lance, it stalks the city, seeking to impale and crush those who once venerated it. Treat as a **golem** strong enough to make your players think twice.

The shattered remains of petrified travellers, and the gore of flesh-and-blood ones, litter the **gnashing maw of the gatehouse**.

The bazaar throngs with **swarms of small animated objects**. Small fires, started by dancing lamps, burn everywhere. Flocks of freshly-sharpened knives wheel and dart like swallows, while rugs, scarves, and veils lurk and pounce, draped over the bodies of shoppers now turned to clay, glass or porcelain. Shards of marketgoers litter the ground.

Random Events

1. Small group of hiding survivors try to make a break for it.
2. Animated armour spots thieves and pursues.
3. Thieves discover valuables in a nearby building.
4. Fire caused by animated candelabra begins to spread.
5. Statue moves to random area; roll 1d6 to determine sector.
6. **Zubeida** attempts to cast a loud spell as a distress signal.

Zubeida, the wizard's apprentice, has gathered a handful of **survivors** in this inn in hope of rescue. She has enchanted the barricades to resist transmutation using the same knowledge that lets her bind the artefact; so far they have held off the animated market goods. If the statue attacks, however, they will not be strong enough.

The Thieves

Leyla, Ali, Mustafa, and Noor. They came to steal the artefact and found chaos. Nonetheless, they intend to complete their mission; they are professionals and must at least try in order to maintain pride in their work. **Noor** carries an *eversmoking bottle*, and **Mustafa's** scimitar can fight by itself for up to a minute. **Leyla** knows the incantation to contain the artefact.

Survivors

Selim, a weaver: terrified that this is judgement day.
Hind, his mother-in-law: must protect her grandchildren.
Sara and **Said**: moppets.
Amina, a beggar: resourceful.
Karim, a holy man: caring for the wounded.