

MAGIC SHOP ENCOUNTERS

Scroll of Malevolence #046

THE PARTY FIGHTS...

1. **{Potion Golem}** Explodes out of the shop's back room where the shop owner was improperly storing volatile potions.
2. **{Arcane Thief}** In the process of stealing several very powerful items from the shop, and they know how to use them all.
3. **{Mimic}** Snuck itself into the shop disguised as a treasure chest and is trying to eat the shopkeeper.
4. **{Genie}** A customer ignored the "DON'T TOUCH" sign and released it from its lamp.
5. **{Animated Armor}** Has stood motionless in the corner for years only to go into a berserker rage for seemingly no reason.
6. **{Owner}** Charmed by an evil mage and using their inventory to attack the city market.

THE PARTY MEETS...

1. **{Sad Item}** A sentient shield doesn't want to be sold off like some "forgotten relic" and asks the party to steal them.
2. **{Shelf Golem}** A clumsy shelf golem that lumbers through the shop displaying items and helping customers the best they can.

3. **{Retiring}** An ancient, wrinkly elf who's wanting to retire soon and selling most of their inventory at a massive discount.
4. **{Nervous Shopper}** A quiet and sweaty customer buying a poisoned dagger they claim will just "hang over their mantle."
5. **{Pawner}** A young pickpocket attempting to sell a magic ring they stole from the party a few hours ago to the shopkeeper.
6. **{Cat}** The awoken pet of the old shopkeeper who is rarely around but trusts the cat to run things in their absence.

THE PARTY DISCOVERS...

1. **{Bounty Board}** A long list of magic items the shopkeeper is willing to pay high sums of coin to have retrieved for them.
2. **{Secret Door}** A strange, lead-lined door at the back of the shop that the owner doesn't ever mention or let people through.
3. **{Mega Dungeon}** A small bone-carved idol in the shape of a dungeon door that can transport you into a planar mega dungeon.
4. **{Receipts}** A receipt on the counter that shows several powerful relics were sold to an enemy of the party within the past week.
5. **{Break In}** The shop's front windows are still broken from a recent robbery.
6. **{False Items}** Very few of the items are actually magical, and those that are don't actually do what the owner says they do.

