



## LUIZHANA'S EMPORIUM

*Every inch of shelf space in the small shop seems crammed with obscure oddities, magical marvels, and exotic ingredients. The purple-skinned crone behind the desk sets her pale eyes upon you and croaks: “Yes? What do you want? Hey, hands where I can see them!” Her three-eyed lizard stares blankly at you and burps softly.*

Luizhana's shop holds a variety of magical treasures and valuable objects gathered over a lifetime of adventuring. It's the sort of shop you find at the back of a narrow alley, inside a marketplace tent much too small to contain it, or even in a city on another plane of existence!

### LUIZHANA, QUEEN IN PURPLE

Luizhana was once known as the Queen in Purple, a name spoken with respect and awe across the planes of existence. Wielding the sorcerous powers inherited from her fiendish forebears, Luizhana was as powerful as she was uncompromising and unscrupulous.

Age catches up to – nearly – everyone, however, and though she was loath to admit it, age eventually caught her too. Two decades ago, at the ripe age of 70, Luizhana hung up her staff and opened up Luizhana's Emporium of Adventuring Goods, from which she sells the treasures she has accumulated throughout her career.

### MERCHANT OVERVIEW

<b>Merchant</b>	Luizhana, retired adventurer with a sharp tongue
<b>Inventory</b>	All manner of items with a focus on equipment for spellcasters
<b>Security</b>	Burp, a three-eyed lizard with psionic powers, and the shop is kept in an extradimensional space when closed
<b>Bargaining</b>	Luizhana drives a tough bargain, responds well to compliments, and poorly to mockery
<b>Biases</b>	<ul style="list-style-type: none"> <li>+ Young, female adventurers</li> <li>- Pious clerics and paladins</li> </ul>

**Sell Prices**  
130%

**Bargaining DC**  
**15**

**Buy Prices**  
30%

### ROLEPLAYING LUIZHANA

While old and frailer than she used to be, Luizhana hasn't forgotten her spells, nor the respect casting them used to earn her. She brooks no nonsense and responds to insolence with sharp barbs of wit and ruthless insults. It takes much to truly anger the old tiefling – even dire threats provoke only a mocking cackle from the sorcerer – but anyone who crosses the line will swiftly find out that the Queen in Purple still reigns supreme in her little dominion.

For all her crankiness and imperiousness, Luizhana has a soft spot for adventurers. Those who are often met with scorn and derision, like Luizhana often was early in her career, may even experience a rare glimpse of kindness from the old sorcerer.



## BARGAINING

Though she greedily counts every copper that passes through her shop and drives a tough bargain, Luizhana has little actual need for money. She haggles for fun, not necessity, which also means she has no issue sticking to a price if a customer haggles poorly.

Luizhana usually responds to flattery by grumbling something akin to, “Save your sweet words for the wenches at the tavern, scoundrel.” In truth, Luizhana always smiles inwardly at compliments on her looks or storied career – and flattery is usually the quickest way to earn her favor.

Conversely, Luizhana doesn’t tolerate mockery in any form. If she senses that someone is trying to make a fool of her, they will find that her prices rise just as quickly as her anger.

## BIASES

A character that reminds Luizhana of herself in her early adventuring days – a young woman who was often underestimated – can bring out an entirely grandmotherly side of Luizhana. In addition to significant discounts, she may even slip such a character a minor magic item and gruffly mutter: “You give them hell, my girl, and don’t ever let anyone tell you what you can and can’t do, okay?”

Luizhana finds holier-than-thou attitudes insufferable and especially lawfully-aligned clerics and paladins will have to work harder to earn her respect – and to get a fair price!



## LUZHANA

Medium Humanoid (Tiefling), Neutral

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	20 (+5)

**Saving Throws** Con +7, Wis +8, Cha +10

**Skills** Arcana +7, Insight +8, Perception +8

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Abyssal, Common, Draconic, Infernal

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Foresight.** Luizhana can’t be surprised and has advantage on attack rolls, ability checks, and saving throws, and attack rolls against her have disadvantage.

**Legendary Resistance (2/Day).** When Luizhana fails a saving throw, she can choose to succeed instead.

**Metamagic.** When Luizhana casts a spell, she can choose one of the following effects:

- One target of the spell has disadvantage on its first saving throw against the spell’s effect.
- If the spell has a casting time of 1 action, it instead has a casting time of 1 bonus action for this casting.

## ACTIONS

**Hellfire Blast.** Ranged Spell Attack: +10 to hit, range 120 ft., one target. *Hit:* 27 (4d10 + 5) fire damage.

**Spellcasting.** Luizhana casts one of the following spells requiring no material components and using Charisma (spell save DC 18) as the spellcasting ability:

3/day each: *dispel magic*, *dimension door*, *fireball*, *invisibility*, *hold monster*, *mage armor*\*

1/day each: *feeblemind*, *fire storm*, *foresight*\*, *dominate person*, *mass suggestion*, *true seeing*

\*Luizhana casts these spells on herself before combat.

## LEGENDARY ACTIONS

Luizhana can take 2 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Luizhana regains spent legendary actions at the start of her turn.

**Hellfire Blast.** Luizhana uses Hellfire Blast.

**Cast Spell (Costs 2 Actions).** Luizhana casts a spell.

I quite like the old Queen in Purple. She can be a bit gruff, but there’s a big, soft heart underneath all the bluster. Plus, she sells the best pipweed this side of the River Styx!

- Azân the Wanderer



## SHOP SECURITY

Luizhana's greatest defense against thieves and robbers are the powerful spells she wields. Protected at all times by spells of abjuration, it is hard to catch the Queen in Purple off-guard.

### THREE-EYED GUARDIAN

Anyone who attempts to steal from Luizhana must first get past the shop's guardian: Burp. The unflappable lizard-creature (a souvenir Luizhana picked up in a faraway land) has keen eyes and truesight, which means it misses very little.

When a thief is caught in the act, Burp croaks to stun the target and alert Luizhana. As long as characters don't respond with violence, Luizhana delivers a stern warning, but avoids a fight.

### EXTRADIMENSIONAL SHOP

Luizhana's shop lies within an extradimensional space. When the shop is closed, the door to her shop leads to nothing but empty space, as Luizhana's Emporium rests safely elsewhere.

## QUEST HOOKS

Luizhana has two quests to offer adventurers who are looking for alternate means of payment.

### HATEFUL HAGS

Luizhana has had many rivals over the years, but none fiercer than Ytharra the Decrepit, a hag of great renown and even greater evil. Their enmity started when Ytharra seduced – and slew – one of Luizhana's lovers, and culminated when Luizhana bested the hag in battle and cut off her hand.

Luizhana had mostly forgotten about Ytharra, but recently she's heard rumors of a coven of hags spreading disease in a nearby kingdom – one of whom fits Ytharra's description. Too old to take up the fight herself, she is willing pay 2,000 gp to an adventuring party who will do it for her.

### OLD FRIENDS

Not long ago, Luizhana received word that a member of her old adventuring party, the Golden Troupe, was found dead in his bed, seemingly of natural causes. While Luizhana always found the pious paladin, Tymolk the True, to be an insufferable moralist, he was still a dear friend.

She suspects foul play and can offer the characters a reward of up to 1,000 gp to investigate and even lend them her *sands of reminiscence* to aid them in their efforts. As it turns out, Luizhana was right to be suspicious: Tymolk was poisoned by a cabal of Blackguards who have infiltrated his order!



## BURP

*Tiny Monstrosity, Unaligned*

**Armor Class** 14

**Hit Points** 55 (10d4 + 30)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	16 (+3)	7 (-2)	20 (+5)	5 (-3)

**Saving Throws** Dex +7, Con +6, Wis +8

**Skills** Perception +11

**Damage Resistances** damage from spells

**Condition Immunities** blinded, charmed, frightened

**Senses** truesight 120 ft., passive Perception 21

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

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

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

**Psionic Shield.** Any creature who targets Burp with an attack or a harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

### ACTIONS

**Grasping Tongue.** Burp's tongue shoots out toward an object within 10 feet. An object that weighs less than 30 lbs. is pulled toward Burp and ends up in its space. If a creature is holding or wearing the object, that creature can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to keep hold of it.

**Psionic Croak (Recharge 5–6).** Each creature of Burp's choice within 30 feet must succeed on a DC 16 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Teleport.** Burp magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

### REACTIONS

**Instinctive Teleport.** When a creature makes an attack roll against Burp, Burp uses Teleport to blink away, causing the attack to miss.



## INVENTORY

Luizhana's Emporium has a broad selection of merchandise, but specializes in equipment for spellcasters, including potions, rods, and wands. She also sells nonmagical pipeweed, which she gathers and dries herself or imports from faraway places.

### HAG'S DELIGHT

This pipe was personally crafted by Luizhana from the hand of the renowned night hag Ytharra the Decrepit. Luizhana always keeps the pipe close if she needs to make customers forget about a deal gone wrong. She will part with it only to someone she takes a liking to – and for the right price!



HAG'S  
DELIGHT

### LUIZHANA'S EMPORIUM'S INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Climbing	Potion	Common	A square vial filled with brownish liquid	25 gp
Potion of Healing	Potion	Common	A slender glass vial filled with red liquid	50 gp
Potion of Greater Healing	Potion	Uncommon	A heart-shaped glass vial with red liquid	100 gp
Potion of Fire Resistance	Potion	Uncommon	A slender vial filled with clear blue liquid	100 gp
Wand of the War Mage +1 <b>A</b>	Wand	Uncommon	A wand made of silver branches	400 gp
Circlet of Blasting	Wondrous Item	Uncommon	A silver circlet with a garnet at its center	500 gp
Eyes of Charming <b>A</b>	Wondrous Item	Uncommon	A pair of glasses with blue crystal lenses	500 gp
Wand of Magic Detection	Wand	Uncommon	A wand with rivulets of purple crystal	500 gp
Goggles of Night	Wondrous Item	Uncommon	A set of goggles with dark lenses	800 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with runes on its front	1,000 gp
Sands of Reminiscence <b>U</b>	Wondrous Item	Rare	A mithral and gem-encrusted hourglass	1,500 gp
Wand of Magic Missiles	Wand	Uncommon	A wooden wand with a crystal at its tip	1,500 gp
Watcher's Visage <b>AU</b>	Wondrous Item	Rare	A helmet with three eyes attached	1,500 gp
Basilisk's Blade <b>AU</b>	Weapon (Dagger)	Rare	A blade made from scales and feathers	2,000 gp
Hag's Delight <b>U</b>	Wondrous Item	Rare	A pipe shaped like a decrepit hand	2,500 gp
Dancing Scimitar <b>A</b>	Weapon (Scimitar)	Rare	A scimitar with a crossguard	3,000 gp
Gem of Seeing <b>A</b>	Wondrous Item	Rare	A circular topaz lens in an iron frame	3,000 gp
Transmuter's Robe <b>AU</b>	Wondrous Item	Rare	A luxurious green robe with gold seams	3,000 gp
Transmuter's Stone <b>AU</b>	Wondrous Item	Rare	A pale, glowing orb the size of a fist	3,000 gp
Mantle of Spell Resistance <b>A</b>	Wondrous Item	Rare	A short blue cape with sharp cuts and a pin made of bone	5,000 gp
Potion of the Phoenix <b>U</b>	Potion	Legendary	A flask decorated with a golden bird	5,000 gp
Survivor's Studded Leather <b>AU</b>	Armor (Studded Leather)	Very Rare	A worn and torn studded leather armor with eldritch symbols on it	5,000 gp
Wand of Binding <b>A</b>	Wand	Rare	A long ebony wand wrapped in chains	5,000 gp
Animated Shield <b>A</b>	Armor (Shield)	Very Rare	A shield with a purple gem at its center	6,000 gp
Staff of Fire <b>A</b>	Staff	Very Rare	An obsidian staff with runes on its shaft	8,000 gp
Wand of Polymorph <b>A</b>	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp
Staff of Frost <b>A</b>	Staff	Very Rare	A staff of pale-bluish wood	10,000 gp
Staff of Thunder and Lightning <b>A</b>	Staff	Very Rare	An adamantine staff engraved with images of clouds and lightning	12,000 gp

**A** = Requires attunement **U** = Unique item (detailed in Chapter 4)