

BRIGHTMOON FAYRE

- LITE -



HUMPERDINK'S
WARES

Explore this harvest festival supplement full of compelling competitions, exquisite cuisine, and comical characters for all levels of the world's greatest 5th-edition roleplaying game

CREDITS

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BRIGHTMOON FAYRE

The Harvest Festival

Ah, zee harffest festival! Ripe marrows, round piggles, and roving pickpockets! I remember at mein favourite festival - *Die Goldfeldernte* - zat ein trixy magician animated all zee pumpkins. It vas most amusink to see all ze little thieving kinder-children runnink from ze giant marrow monster. Anyvay, my pal, Karl ze Goliath - he's a gnome, don't let the name fool you - hit ze *Bellowflumpf* so hard it vhooshed into the air und landed right on zee monster's face. Von fireball later and it vas roasted pumpkin seeds fur all.

- Humperdink

Food, fun, and frivolity awaits you at the Brightmoon Fayre. Contests to find the finest archer, strongest arm, and most snappy dresser are but a few ways you might leave such a festival wealthier than you came in. However, the plethora of food and drink might drain those purses as rapidly as they fill, especially if you're unlucky enough to get hustled or pickpocketed!

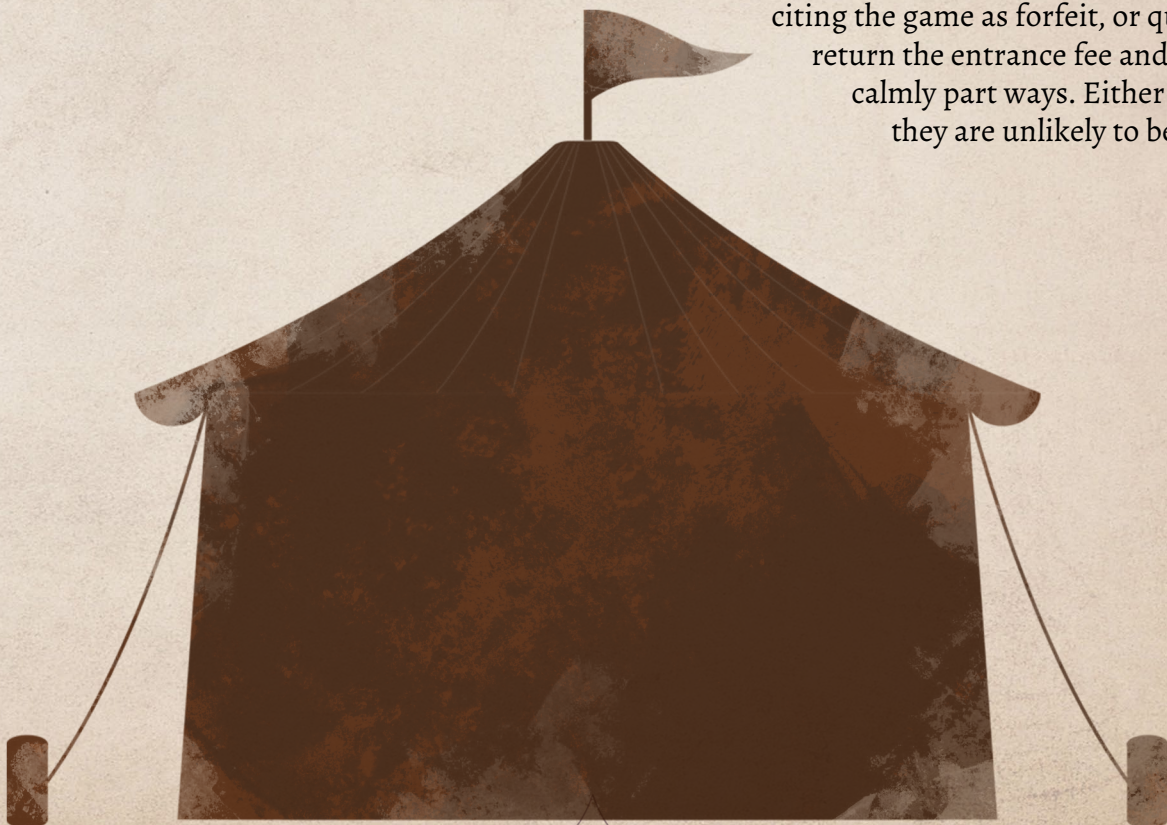
A TRAVELLING HOME

The arrival of the Brightmoon Fayres colourful wagons are often a cause for celebration in hamlet and metropolis alike. They bring festivities, trade, and news of the happenings from the realm's furthest reaches. Called home by a diverse cast of misfits, vagabonds, and outcasts, it is often not long before rumours begin to abound. Then, it's back on the road. If Pa Clay, father of the fayre, knows one thing, it's not to outstay a welcome, lest you never be welcomed back!

VARIATIONS & CHEATING

Does your party like to cheat honest people? Perhaps they're the ones about to be cheated after unwittingly stumbled into a fayre filled with con-men! Maybe there's something strange afoot and the party pick up rumours as they compete in events. The variations included herein provide a plethora of rules with which you can modify the encounters and make this fayre your own.

Cheating. Unless stated, magic is generally seen as cheating. If a player is caught, the stall owner might keep the player's bet, citing the game as forfeit, or quietly return the entrance fee and opt to calmly part ways. Either way, they are unlikely to be happy!





LOCATIONS & ENCOUNTERS

This supplement provides you with all sorts of interactions in which your player characters can spend a bit of down time. The encounters are grouped into games & contests, food & drink, and characters & shops. You can let your players discover this unique setting for themselves using the map on the previous page with the key below.

1 - LOBANEGG (FULL VERSION)

A teamwork contest relying on Strength, Dexterity, and Wisdom.

2 - BELLOWFLUMPH (PAGE 4)

A Strength game in which you try to make a flumph fly out of a tube.

3 - SALIENT SPIRITS (PAGE 11)

A cocktail & liquor bar run by a ghost specialising in magical draughts.

4 - GOBBOLOB RACING (FULL VERSION)

A contest in which you race delicious gobbolobs. You get to eat them at the end, too.

5 - KNUCKLEBONES (FULL VERSION)

A dice game of luck and Dexterity.

6 - BLIND MAN'S WHIST (PAGE 9)

A card game rewarding both speed and Intelligence.

7 - DRINK-OR-PUKE (PAGE 7)

Take on Annie in the universal drinking game!

8 - JEZABELLE'S TRYST (PAGE 9)

A card game of deception, insight, and persuasion. Will the hag win the pot, or will Jezabelle choose a suitor?

9 - WHOLESOME HUNGER (PAGE 10)

Get a hearty *pumpedking pie*, *stew of the graincients*, or *charameleon crisp* to fortify your constitution.

10 - PA CLAY'S OFFICE (PAGE 12)

Looking for work? Come see the Father of the Fayre.

11 - HUMPERDINK THE WARLOCK'S WILD AND WACKY WARES (PAGE 12)

Your favourite half-vampire and his collection of wares, now with a brand-new **claw** machine!

12 - GODFREY GOODMAN'S GOOD GOODS (PAGE 14)

They're ok. Lots of scrolls.

13 - TRICKY'S TREATS (FULL VERSION)

Get a spring in your step with some *shockolate*, *rocket candy*, and *toughy apple*.

14 - DRESS THE SCAREHOG (PAGE 6)

Use your wits and scariest paints as you try to make sure yours is the last pumpkin Hamlet the hog eats!

15 - PIN THE TAIL ON THE HOG (PAGE 8)

Go head to head as you see who is the most accurate with their ranged weapons.

16 - DANCE CONTEST (PAGE 5)

The finale of every Brightmoon Fayre, a don't stop 'till you drop boogie!

BEWARE

PICKPOCKETS OPERATE IN THIS AREA

Are you missing a coin purse? Did you misplace your *ring of invisibility*? Come to Pa Clay's office for lost & found, or to report ne'erdownells! For rules on pickpocketing, check out page 19.



CONTESTS AND GAMES

From dancing to bellowflumph, there's a competition for everyone. The prize money on offer, or bets wagered, will depend upon the economy of the locale.

This supplement uses two types of encounters: games and contests. In general, most games consist of an entry fee, which is doubled on a success. In some cases, you can even win magic items. Contests, on the other hand, can have many more participants. This means greater rewards, but a lower chance of success!

BELLOWFLUMPH

Strength game (and quest hook!)

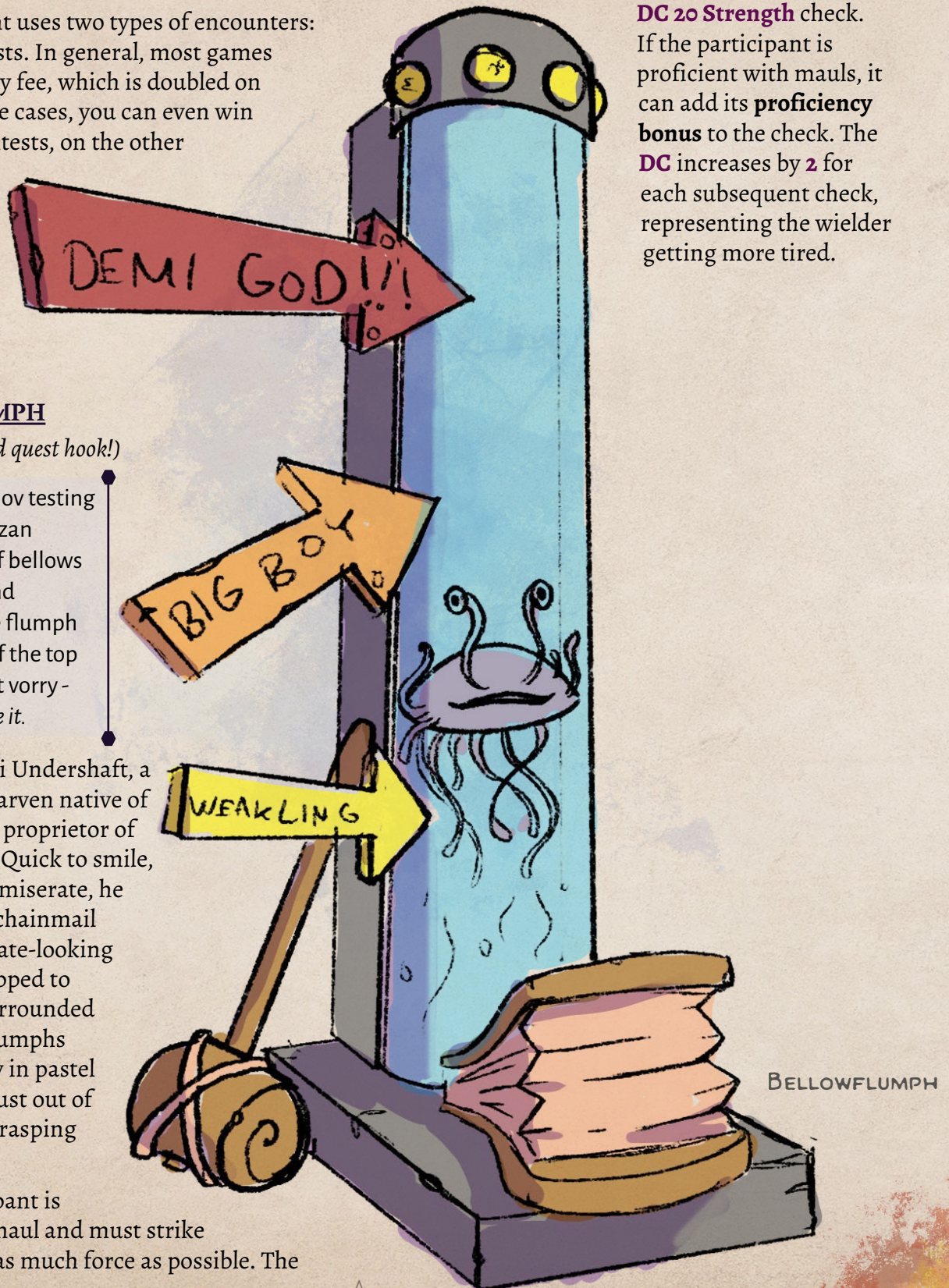
What finer way of testing your strength, than striking a set of bellows with a maul and sending a little flumph shooting out of the top of a tube! Don't worry - ze flumphs love it.

Setting. Stromboli Undershaft, a dark-skinned dwarven native of the underdark, is proprietor of the *Bellowflumph*. Quick to smile, and quick to commiserate, he wears fine silver chainmail and keeps an ornate-looking warhammer strapped to his back. He is surrounded by half a dozen flumphs that cheerily glow in pastel shades, floating just out of the reach of the grasping children.

Rules. A participant is provided with a maul and must strike the bellows with as much force as possible. The

bellows are connected to a tube that contains a floating flumph. If the flumph shoots out of the top of the tube, you win! **Minimum entry fee: 1 sp.**

Mechanics. The participant must succeed on a **DC 20 Strength** check. If the participant is proficient with mauls, it can add its **proficiency bonus** to the check. The **DC** increases by **2** for each subsequent check, representing the wielder getting more tired.



DANCE CONTEST!

Dance contest - Multiskilled

Zee pinnacle of ze evenink's entertainment, zee height of ze harvest hullabaloo, zee *danse kontest!*

Setting. Towards the end of the night, a loud bell clangs in the main tent on the village green/town square/city parade ground, which is quickly filled by a stream of townsfolk. Some are here to watch, some to shake what they've got, and some to *win*. The dance contest is a test of endurance, athleticism, and panache. **Entry fee: 5 sp.**

Winning pot: 100 gp... or a magic item?

Rules. The music is non-stop and the dancing must follow suit! As and when the judges command, the contestants must perform acrobatic lifts, find proficient partners, and/or remember the 123 steps of the *Dwarven Long March*, whilst never ceasing to move their feet.

Mechanics. The contest is split into 'rounds', each one lasting a minute. Each round requires all the contestants to make a check or saving throw. You can choose which check from the list below, or simply run them in the order written. The **DC** for that check equals **8 + the current round number**. On a failure, you're out! On the eighth round, it's down to the final two.

- **Basic Groove** - "All right! Everybody move!" **Charisma (Performance)** check.

- **Partner Dance** - "You must now find a partner and waltz!". Each character must make a **DC 11 Wisdom (Perception or Insight)**; on a failure, they choose a bad dancer as a partner and have **disadvantage** on their next check.
- **Quickstep!** - "Okay, double time!" - **Dexterity (Performance)** check.
- **One on One!** (partner dance) - "Okay, get down! The worst partner leaves" - contested **Charisma (Performance)** check. If you chose a bad dancer as a partner, they have **disadvantage** on this check, and you roll as normal. The lower result loses and is out.
- **Dwarven Long March** - "Time for the Dwarven Long March! Let's hope you remember every step" - **Intelligence (Performance)** check.
- **Dirty Dancing** (partner dance) - "Time for a lift!!" - **Strength (Athletics)** check (if lifter) or **Dexterity (Acrobatics)** check if liftee. If either fails, both are out.
- **Keep on Goin'** - "You can do it folks, keep those legs moving!" - **Constitution** check.
- **Final Showdown** - "We're down to the final two, ladies, gents, and others! It's freestyle time". Choose a check depending on what the player describes themselves as doing. If their contestant is an NPC, they have a **+4** to their check.



DRESS THE SCAREHOG

Skarehog games are some of mein favourite!
You haf to make your pümpkin zee least
attraktif so that zee piggy doesn't eat it!

Setting. Three huge pumpkins - would-be contenders for the marrow contest - are arranged in a paddock. In a small enclosure at the far end, an obese boar named **Hamlet** squeals and bashes against the wooden fence. A gnome, **Bartholomew Hogsprocket**, rattles off a well-rehearsed sales pitch trying to get a final group to engage with the competition: “Which of you lot is creative enough to trig the pig, to fog the hog, for the boar to ignore! If yours is the last pumpkin to be eaten, you win!” **Entry fee: 10 gp. Winning pot: 20 gp.**

SCAREHOG LORE

Scarehogs are usually crafted to keep boars out of farmers' fields. This one is a joke - the scarehog itself is the food!

Rules. Each group has 1 minute to dress and manipulate their pumpkin in any way such that the hog doesn't eat it first. After 1 minute has elapsed, the paddock is vacated, and the boar is let loose. The last pumpkin standing wins!

Mechanics. This contest is pretty freeform. The GM rolls a d20 for each pumpkin and then applies any relevant modifiers. The lowest two

results are the pumpkins that are eaten. It's your job as a GM to build tension and make the aftermath exciting! Here's some examples of how skill checks can be used. Let each check be one or more actions:

- The keen smell of the boar is reveal on a successful **DC 12 Intelligence (Nature)** check.
- Any effort to cover up the pumpkin, such as burying it, give that pumpkin **advantage** on its roll.
- Any effort to cut the pumpkin gives **disadvantage** as it is easier to smell.
- Cutting a scary face into the pumpkin might require a **DC 12 Dexterity (Performance)** check and take the whole minute. Give a **+1 bonus** to that pumpkin's roll for each point by which the DC is beaten (e.g. a roll of 15 gives a +3 to the roll).
-
- If the armour is very smelly it might mask the smell of the pumpkin, giving the roll **advantage**.
- Using a spell to create an off-putting scent might require a **DC 14 spellcasting ability** check. Give a **+1 bonus** to that pumpkin's roll for each point by which the DC is beaten.



DRINK-OR-PUKE

Constitution game or contest

I had mein furst und last ale durink a game of Drink-or-Puke. I believe you can guess zee outcome. Now I stick to vine.

Setting. The Drunken Sprout is merry with the sound of laughter and mirth. Warm light, peeking between the silhouetted patrons, spills out onto the street. Within the tavern, a goliath lies slumped over a table, slowly rolling to one side and falling out its chair as the party enter. Counting her winnings is **Annie**, a female halfling. Spotting the new patrons, she motions to them to take a seat and challenges them to a drinking contest! **Entry fee: 5 gp** (for drinks) **plus the bet. Winning pot: twice what was bet.**

Rules. The two contestants simultaneously drink one shot of strong liquor after another until one of them throws up, or passes out. Each liquor is different to the last: Furious Firewhisky, Comely Carmen's Crème Liquor, then Sallow-sweat

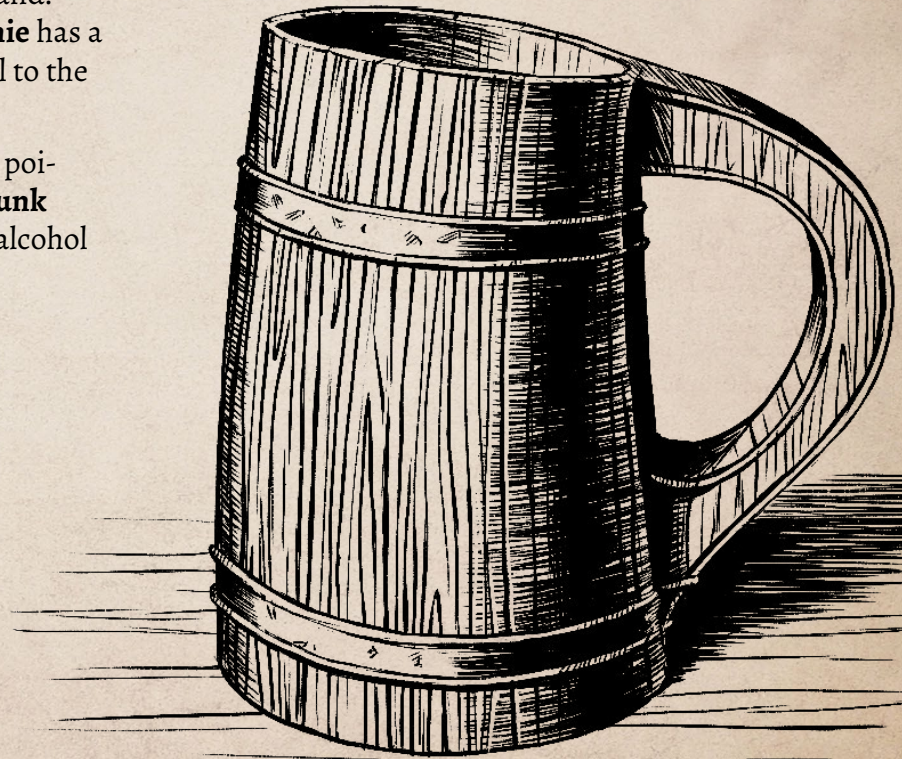
Mechanics. Each 'round' involves the participants making a **Constitution saving throw**. The **DC** starts at **8**, and increases by **2** each round. Keep track of each participant's fails. **Annie** has a Constitution saving throw modifier equal to the player character's proficiency bonus.

Failing Saves. Each failed save deals **1d4** poison damage. After **3 fails**, a creature is **drunk** (see sidebar). After **5 fails** a creature gets alcohol

poisoning and is hungover (**poisoned**) until they have lunch the next day. After **8 fails**, a creature vomits and falls **unconscious**. They do not gain the benefits of a long rest when they wake the next day, but do not gain exhaustion as if they had missed a long rest.

CONDITIONS: DRUNK

Looking for a way to mechanically apply being drunk that isn't just 'poisoned'? Try this: a drunk creature has **advantage** on **Charisma** checks, **disadvantage** on **Dexterity** checks and **saving throws**. This condition can be removed by the *lesser restoration* spell.



PIN THE TAIL ON THE HOG

Ranged game or contest

Archery contests? Darts? Pah, *Pin ze Tail on ze Hog* puts zem all to shame! Mit variations for all categories of ranged weapons, zis game is a true test of ackuracy.

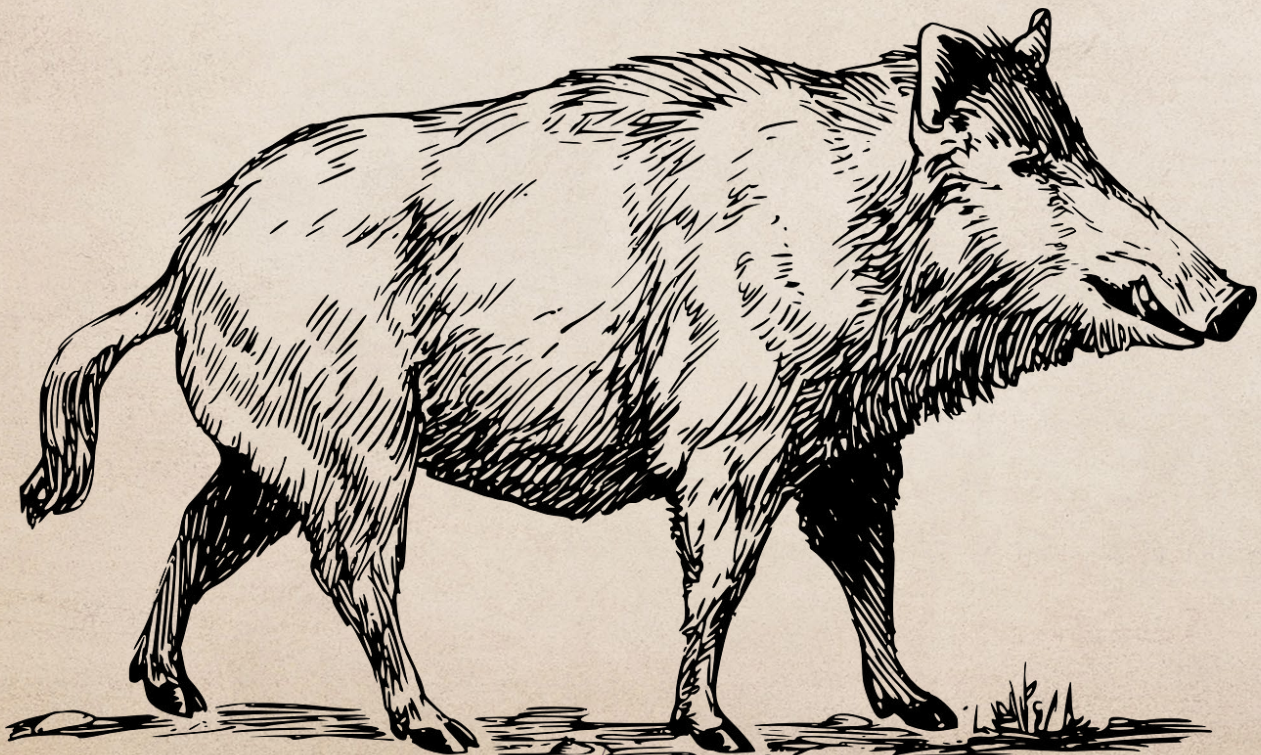
Setting. Scolo Folotro is a female **tanukin trickster** with keen eyes and a sharp wit. She keeps kids entertained by creating harmless, illusory showers of sparkles. Adorned in bark and furs, she will congratulate her pigs on ‘avoiding the greedy punters’ if the players lose. **Minimum entry fee: 1 sp.**

Rules. A participant is provided with three modified darts; a soft, sticky suction cap on one end, and a curly, straw pig’s tail on the other. Three paddocks, each one further than the last, contain pigs with a bullseyes on their bottoms.

The closer the pig, the easier it is to hit, but the fewer points on offer. The far paddock is always in the weapon’s long range. If a player hits the ‘bullseye’ (beats the **DC** by **5** or more), it gets additional points (see table below). If a player gets **5** or more points with **3** shots, they win!

Mechanics. A player must use the ammunition provided to make an attack roll against the target. See the table below for the ACs, and points on offer.

Paddock	Hit		Bullseye	
	AC	Points	AC	Points
Close	10	1	15	2
Mid	15	2	20	3
Far	20	3	25	5



CARDS & DICE

BLIND MAN'S WHIST

Blind Man's Whist involves equal parts speed, luck, and skill. A game for two to four players, a hand takes 5 minutes to resolve. After one player wins three hands, they are declared the winner and take the pot.

At the start of a hand, each player wagers 2 sp (or whatever ante you decide). After each hand, each player makes two checks: **Initiative** and **Intelligence (playing cards)**. The highest total wins the hand. After each hand is resolved, a player can decide to forfeit and leave the game. If all players bar one forfeit, the remaining player is declared the winner and takes the pot.

Trump Variant. Once per game, before a hand is finished a player can play its 'trump card'. This lets them add a **d6** to the total of its checks made at the end of that hand.

JEZABELLE'S TRYST

Jezabelle's Tryst is a game of persuasion, deception, and insight for three to five players. One player is randomly determined to play Jezabelle, whilst the other two to four players play her suitors. One of these suitors is chosen at random to be a hag in disguise! Roll a **d2/3/4** and let that player, and only that player, know.

A hand takes 30 minutes to play, after which Jezabelle must choose a suitor. All players make an **Intelligence** check using proficiency in playing card sets. The three different roles then make one additional check adding the result to the previous check; Jezabelle, **Wisdom (Insight)**; the suitors, **Charisma (Persuasion)**; the hag, **Charisma (Deception)**.

Jezabelle chooses the creature with the highest overall score. If this is a suitor, the two players split the pot between them. If it is the hag, the hag player gets the whole pot. If Jezabelle has the highest score, the three suitors split the pot between them.



FOOD AND DRINK

What is a harvest festival without feasting, drinking, maybe a little puking, and a coupon-based purchasing system that is kind of frustrating but is included in the price of entry? Well, for the low price of only **150 gp**, you can gain entry to the main event, see the infamous bard **Cacophonix** perform until he gets booted off the stage. One main meal, one drink, and one pudding is included in the price of entry.

WHOLESOME HUNGER

With fur fading from a soft maroon to a burnished gold, **Cedarose** is a female firbolg and head chef of Wholesome Hunger. Softly spoken, she mostly communicates with gestures that her animal crew seem to understand. An erudite and well-mannered Orang-utan - **Blemange** - takes orders, and food is delivered on silent wings by owls of all descriptions.

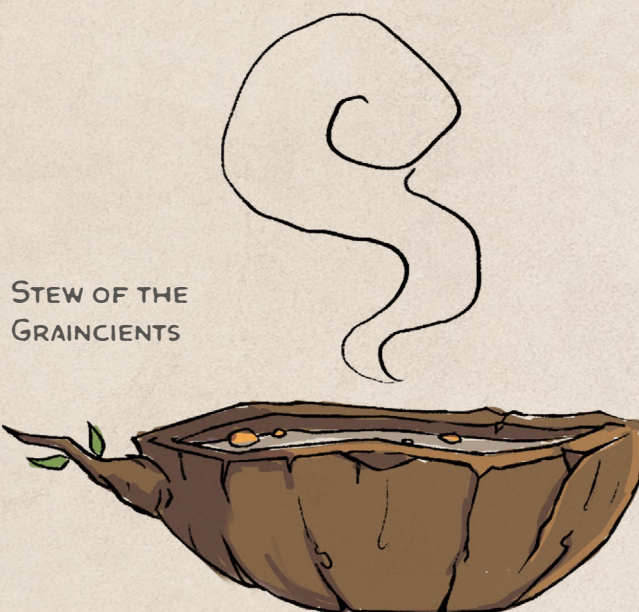
Pumpedking Pie. With a wholemeal crust, fibrous pumpkin seeds, and a beautiful, roasted aroma, the pumpedking pie is a robust meal. Until you next finish a long rest, you have **advantage** on **Constitution checks** and **saving throws** made to resist the **poisoned** condition or to avoid gaining levels of **exhaustion**. Cures constipation, suitable for vegetarians.

Stew of the Graincients. Using only the *oldest* seeds, grains, and tubers, this stew *reeks* of history, in a kind of mouldy-but-wholesome way. It's a well-known fact amongst bromeopaths that seeds carry a memory, and that these, via the proper fermentation and dilution process, can be absorbed when consumed. Until you next finish a long rest, you have **advantage** on **Intelligence checks** and **saving throws**. Vegan friendly.

Chameleon Crisp. A rare delicacy of the feywild, the roasted flank of the chameleon is both sweet and buttery, not unlike its 'caramel' namesake. When prepared with Cedar's proprietary blend of herbs and spices, the chameleon's pigment-changing properties are transferred to the consumer. For the next hour, you are under the effects of the *chameleon skin** spell; your skin shifts hues to match your surroundings.



PUMPEDKING
PIE



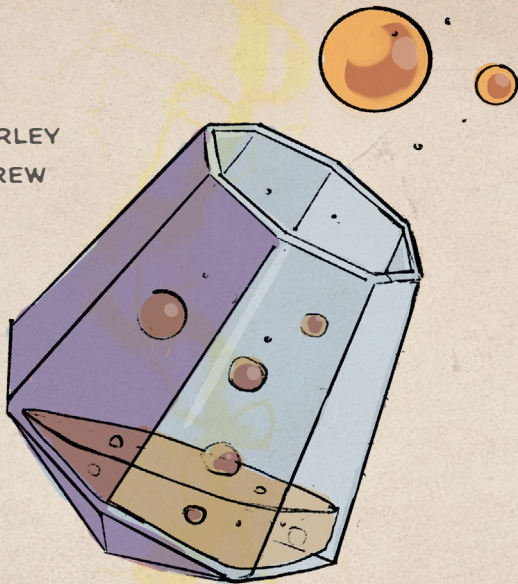
STEW OF THE
GRAINCIENTS



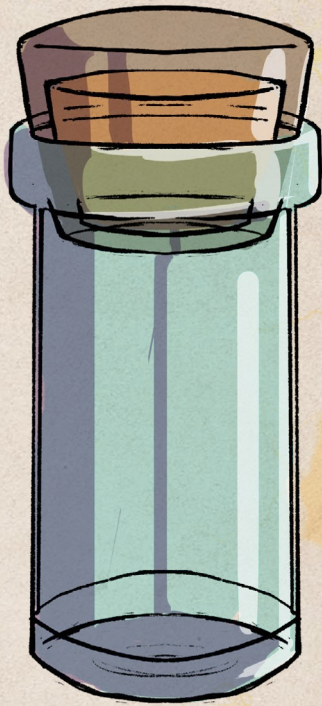
CHAMELEON
CRIPS

*Spell available from Humperdink's Wares

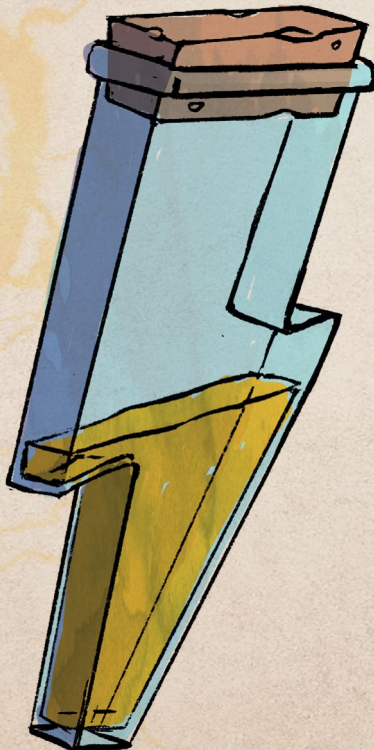
OWLBARLEY
BEARBREW



REVERSO



BOLT



SALIENT SPIRITS

Eve Inulder is, to pull no punches, a ghost. So dedicated is she to maintaining her collection of fine spirits and serving the more refined clientele that frequent the fayre that, one day, she got up and left her body behind. Her knowledge of the various vintages she carries are second to none, in no small part because she's older than most of them.

In addition to the usuals – firewhisky filibuster, frogka, and starboard (a fortified wine that tastes *precisely* the opposite of port), Salient Spirits sells some luxurious liquors.

Bolt. Price 20 gp/shot. Bolt is a liquor best drunk slowly. Consuming the whole thing in one go can leave you with bouts of unrequested clairvoyance. If knocked back in a single shot, a creature **stunned** for **1d10** turns. An unwilling creature can make a **DC 15 Constitution saving throw**, preventing the stun on a success. While stunned in this way, the creature gets visions of events that may yet come to pass. The longer they're stunned, the further into the future they see.

Reverso. Price 10 gp/shot. “Get drunk now, pay for it earlier.” says the slogan. The *vitis achronia* grape, likely the product of a chronomancer's tampering, is remarkable because it grows backwards. From a withered husk of a vine, it blooms year by year until it finally shrinks into a seed. The liquor made from its grapes has the unique property of giving you a hangover the day *before* you drink the shot. If you wake up with a headache, you know you have a good night ahead of you!

Owlbarley Bearbrew. Price 50 gp/shot. Only the most skilled cocktail craftspeople can create a fully potent *bearbrew*. So potent are its effects, that it is banned from all gambling halls, casinos, and betting shops. Luckily, it must be drunk within one minute of being shaken, lest it lose its magical potential. When you drink this cocktail, you gain the effects of the *foresight* spell for **1d10** turns. In addition, for the next hour, you have advantage on all **Wisdom** checks and **saving throws**.

PICKPOCKETS!

Where the stall owners might at least pretend to give you a chance at winning, some folks are just downright dirty. But can you blame them? Drunk folks are practically *asking* for those bulging purses to be pilfered. At a time of your choosing, have a **bandit** (+1), **spy** (+4), or **thief** (+7) roll a **Dexterity (Sleight of Hand)** check against one of your players' **passive Perception**. On a success, consult the following chart to see what is taken.

The item needn't be picked out of a pocket, but could be taken whilst the character participates in a contest or game of cards.

d8	Item Taken
1	An inexpensive but useful item (e.g. tinderbox, crowbar)
2	One quarter of the character's total gold
3	Half of the character's total gold
4	All the character's gold
5	One item of high sentimental value
6	The least valuable magic item the player has
7	Ask the player to name up to three magic items they have, roll a d3 to decide at random which is lost
8	The most valuable magic item the player has

GM TIP: DELAYED INFORMATION

Players can, either consciously or subconsciously, metagame. They can use information to which their characters aren't privy, to influence their character's decision. To avoid this, consider only telling your player that they have lost something when they next look for an item.

CHARACTERS & SHOPS

Pa Clay holds the title 'Father of the Fayre'. He is a large, charismatic, and even handed man. He is fiercely proud and protective of all his performers and stall owners, unless they cheat a client. Then, he publicly reprimands them, ensuring the relevant clients and more than reimbursed for their troubles.

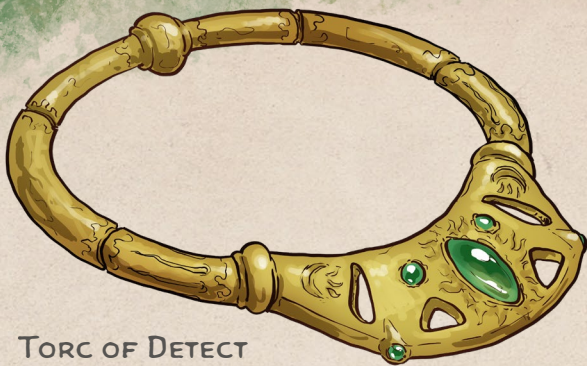
Variation I: Tricksters. If you elect to make the Brightmoon Fayre a den of thieves and tricksters, then scrap the above. **Pa Clay (evil)** is the master confidence trickster. When he comes to town, old women lose their life savings, town mayors go into hiding, and all local businesses find themselves paying 'protection' money.

Lascivious Luna, (CG female **werewolf**, with expertise in acrobatics and 16 Dexterity) is the headline act of the main tent. A high-flying trapeze artist, she is supported by her pack-mate and co-performer, **Crescent** (N male **werewolf**). She is young, and wears the scars of her lycanthropy with pride. An orphan, Luna met Crescent as she fled from her burning village when he accidentally bit her, cursing her with werewolf lycanthropy. Since then, through guilt and familial allegiance, he has become her protector.

HUMPERDINK THE WARLOCK'S WILD AND WACKY WARES

Yoo hoo, it's me, Humperdink, your liebe varlock. Cataloguer-extraordinaire, dashing vagabond eksetera eksetera. Godfrey's goods are... good. But zey're definitely neither vacky nor vild. Seriously, mein stuff ist *zo much* better.

Humperdink the Warlock is an androgenous, well groomed dhampir whose patron is his mother, a vampire queen. Part playboy, part mother's boy, he will buy anything unusual and has the most bizarre collection of magical trinkets. If you're looking for a shop to stock your weird homebrew, this is the place. Flaming swords? boring. Flaming red lipstick that gives people the *haste* spell for a turn when you kiss them? Now we're talking. He is in love with **Lascivious Luna**, though is unaware she's a werewolf.



TORC OF DETECT
MAGIC

The Claw. Of particular note is the arcanomechanical contraption that takes pride of place in Humperdink's tent. For the most reasonable price of **100 gp** you can test your luck, and are guaranteed a magic item. Willy, Humperdink's **flesh golem** servant makes sure you're satisfied with whatever you get (but only by preventing you from expressing any *dissatisfaction*).

If a player decides to try the machine, have them roll a d20 and consult the table below. The lower the result on the d20, the more useless or annoying the item tends to be.

d20	Item
1	Ring of Invisibility*
2	Sealable Bottle of Minor Hydration
3	Torc of Detect Magic
4	Horn of Invisibility
5	Ring of Turn Undead
6	Boots of Teleportation*
7	Mirror of Mirror Emotions
8	Apron of providing
9	Keys of Lockbreaking
10	Minor's pickaxe
11	A Stitch in Time
12	Camping Chair
13	Sandwich Bag
14	Ka Lan Da
15	Ka Ma Ra
16	Ring of Sexiness
17	Speedreaders
18	Sanguin Ring
19	Puzzle Box of Pocket Dimensions
20	Fate Coin

Ring of Invisibility*. A plain, gold ring, glowing red elven script becomes visible when this band is placed in fire. It reads - "Does what it says on the tin, lad". When you wear this ring it turns invisible.

Sealable Bottle of Minor Hydration. A colourless vessel made of a hard bendable material from another dimension, it can store any liquid without it leaking. Faintly imprinted are the words "Harrogate Spa".

Torc of Detect Magic. A golden torc with three round-cut green gems. When you wear this ring you detect the closest magical device to the ring; the ring itself.

Horn of Invisibility. A curved, ivory-coloured rams horn, banded at both ends in gold. It smells a bit. You turn invisible for the duration you blow this horn, which can be heard for 300 feet.

Ring of Turn Undead. A silver ring with a small knuckle bone that can rotate in its fitting. When you rotate the knuckle, all undead within 60 feet spin around 360 degrees.

Boots of Teleportation*. These fine, sparkling red boots rise to mid-calf. When you say the magic words ("There's no place like home") and tap the heels together, the boots teleport to any point you can see.

Mirror of Mirror Emotions. A silver mirror housed in a jagged obsidian frame. As an action you can point it at a creature to show them exactly how they feel (it just reflects their face).

Apron of Providing. A blue apron with vertical white strips and a large front pocket. As a bonus action you can reach into this pocket, say a quick prayer to the goddess of stuck kitchen drawers, and remove one random kitchen utensil.

Keys of Lockbreaking. This shiny set of six shimmering silver keys shift shape to suit any keyhole. Upon turning the key in a lock, the lock seizes and can no longer be picked or unlocked by its key.

Minor's Pickaxe. A new-looking pickaxe that looks as if it's never seen a day's use. While you hold this pickaxe you look underage and are refused service at most establishments.

A Stitch in Time. A 2" square tin that is always filled with the sewing supplies you need. The silver needle seems to twitch with energy, and you repair all clothes ten times faster.

Camping Chair. No longer will you have to sit on the cold, damp ground. When you take a short rest using this lightweight, foldable apparatus and roll hit dice to recover hit points, you regain a bonus 2 hit points

Sandwich Bag. The ultimate food-based pick-pocketing tool. When you reach into this brown paper bag, a portal opens to the nearest container than houses a sandwich, allowing you to pilfer it, and anything else inside!

Coat of Waterproofing. This black overcoat is slippery to the touch, a small logo on the breast reads "goat-tex". This overcoat is impervious to rain, snow, and hail, but don't let any "boar-tex" fans catch you wearing this rival brand!

Ka Lan Dar. A cedar box in which lives a tiny bearded impling 2" tall. He refers so some 'ecloud' account often and reminds you of things you need to do at annoying and inopportune times. He generally knows the date, though.

Ka Ma Ra. An oak box that houses a tiny impling with a fantastical curled moustache, named Flash. One gp of painting supplies, charcoal, and brimstone provides it with enough resources to paint ten 2" x 3" pictures. As an action you can point it at something and say 'Flash!'. At the start of your next turn, Flash hands you a pretty good picture of what you pointed it at.

Ring of Sexiness. Cursed. When you don this ring, your biological sex changes. You appear as a twin of your former self, but your clothes no longer fit well. Usually this is just a straight swap, but sometimes you end up somewhere in between.

Speedreaders. Thick glass lenses housed in a copper wire frame. You can read any language you understand ten times quicker than normal while you wear them.

Sanguin Ring. While you wear this ring of deep red metal, you gain 1 hit point whenever you kill a Small or larger creature.

Puzzle Box of Pocket Dimensions. This six-inch-cubed box has puzzles on each face, made of a variety of materials: lead, copper, silver, electrum, gold, and platinum. Each of these puzzles, when solved, opens to reveal a unique extra-dimensional space 1-foot-cubed.

Solving a face takes **10 minutes** and requires a successful **Intelligence** check using proficiency in children's toys. The **DC** for the check depends on the face's material: lead - **5**; copper - **10**; silver - **15**; electrum - **20**; gold - **25**; platinum - **30**. Once you have solved a side, you have **advantage** on checks made to open that side again.

Fate Coin. "Take fate into your own hands" reads the inscription on this golden coin. Instead of a check or saving throw, you can instead choose to flip the coin. On a heads, you get a 20, plus any relevant modifiers, on a tails, you get a 0, plus any relevant modifiers. One you use this feature, the coin turns to lead and is no longer magical.

GODFREY GOODMAN'S GOOD GOODS

Godfrey Goodman is a fairly unkempt male human, shoulder-length raggedy blonde hair and a prominent broken nose*. His tent produces clouds of poignant half-leaf smoke whenever the flap is opened, and he is almost constantly stoned. He is affable, enjoys a good story, and is also in love with **Lascivious Luna**, though he has told no-one.

Stock. His goods, as the name advertises, are pretty good. He has all the mundane adventuring gear one might need, including almost all common magical items and magical reagents. He has an enchanting station where, for the princely fee of 1000 gp, he can enchant any mundane weapon or shield to become a +1 version over the course of 24 hours. On a successful DC 17 Charisma (Persuasion) check, or if the party have helped him resolve his attraction to **Luna**, he reduces the cost by 10%.

Scrolls. What's really impressive are the racks and racks of scrolls stacked behind his counter. There are **loads**. There are two ways of deciding what spells he has on offer. The easiest is to ask

*If you need a visual, imagine Owen Wilson. Say "wow" a lot.

the player what spells they're looking for, then roll a 'luck check', a straight d20. The DC for the check equals **11** plus the **spell's level**.

Otherwise you can roll for each relevant spell level using the tables below. Godfrey has the following number of spell scrolls at each level. The number in brackets indicates how many of that scroll he has. For 9th-level spells, roll a **d20**. On an 11 or higher he has 1 copy of 1 spell.

Spell Level	Number of Spells	Number of Copies
Cantrip (0)	All	1d10
1	12	1d6
2	10	1d5*
3	8	1d4
4	5	1d3*
5	4	1d3*
6	3	1d2*
7	2	1
8	1	1
9	?	?

*GM TIP: NON-STANDARD DICE

To roll a d5, d3, or d2 simply roll a d10, d6, or d4, halve the result, and round up. For

example:

d6 : d3

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

The following tables provide a means randomly choosing spells. These spells listed include SRD and Humperdink's Wares content.

d100	Cantrips
1 - 3	Acid Splash
4 - 6	Chill Touch
7 - 9	Dancing Lights
10 - 12	Druidcraft
13 - 15	Eldritch Blast
16 - 18	Fire Bolt
19 - 21	Guidance
22 - 24	Light
25 - 27	Mage Hand
28 - 30	Mending
31 - 33	Message
34 - 36	Minor Illusion
37 - 39	Poison Spray
40 - 42	Prestidigitation
43 - 45	Produce Flame
46 - 48	Ray of Frost
49 - 51	Resistance
52 - 54	Sacred Flame
55 - 57	Shillelagh
58 - 60	Shocking Grasp
61 - 63	Spare the Dying
64 - 66	Thaumaturgy
67 - 69	True Strike
70 - 72	Vicious Mockery
73 - 75	Can't Trip*
76 - 78	Can'trip*
79 - 81	Concussion*
82 - 84	Pins and Needles*
85 - 87	Spark*
88+	Reroll

d100	1st-Level Spells
1	Alarm
2	Animal Friendship
3	Bane
4	Bless
5	Burning Hands
6	Charm Person
7	Color Spray
8	Command
9	Comprehend Languages
10	Create or Destroy Water
11	Cure Wounds
12	Detect Evil and Good
13	Detect Magic
14	Detect Poison and Disease
15	Disguise Self
16	Divine Favor
17	Entangle
18	Expeditious Retreat
19	Faerie Fire
20	False Life
21	Feather Fall

22	Find Familiar
23	Floating Disk
24	Fog Cloud
25	Goodberry
26	Grease
27	Guiding Bolt
28	Healing Word
29	Hellish Rebuke
30	Heroism
31	Hideous Laughter
32	Hunter's Mark
33	Identify
34	Illusory Script
35	Inflict Wounds
36	Jump
37	Longstrider
38	Mage Armor
39	Magic Missile
40	Protection from Evil and Good
41	Purify Food and Drink
42	Sanctuary
43	Shield
44	Shield of Faith
45	Silent Image
46	Sleep
47	Speak with Animals
48	Thunderwave
49	Unseen Servant
50	Belch*
51	Cannotrip*
52	Can't Rip*
53	Chameleon Skin*
54	Interrolight*
55	Pantsed*
56	Rooted*
57+	Reroll

d100	2nd-Level Spells
1	Acid Arrow
2	Aid
3	Alter Self
4	Animal Messenger
5	Arcane Lock
6	Arcanist's Magic Aura
7	Augury
8	Barkskin
9	Blindness/Deafness
10	Blur
11	Branding Smite
12	Calm Emotions
13	Continual Flame
14	Darkness
15	Darkvision
16	Detect Thoughts

17	Enhance Ability
18	Enlarge/Reduce
19	Enthrall
20	Find Steed
21	Find Traps
22	Flame Blade
23	Flaming Sphere
24	Gentle Repose
25	Gust of Wind
26	Heat Metal
27	Hold Person
28	Invisibility
29	Knock
30	Lesser Restoration
31	Levitate
32	Locate Animals or Plants
33	Locate Object
34	Magic Mouth
35	Magic Weapon
36	Mirror Image
37	Misty Step
38	Moonbeam
39	Pass without Trace
40	Prayer of Healing
41	Protection from Poison
42	Ray of Enfeeblement
43	Rope Trick
44	Scorching Ray
45	See Invisibility
46	Shatter
47	Silence
48	Spider Climb
49	Spike Growth
50	Spiritual Weapon
51	Suggestion
52	Warding Bond
53	Web
54	Zone of Truth
55	Accio*
56	Can Trip*
57	Endoleech*
58	Endotherm*
59	Inequality*
60	Initiative*
61	Magic Coin*
62	Mortiferous Pulse*
63	Protection*
64	Raise Bed*
65	Richter's Rending Rupture*
66	Shielding Word*
67+	Reroll

d100	3rd-Level Spells
1	Animate Dead
2	Beacon of Hope
3	Bestow Curse
4	Blink
5	Call Lightning
6	Clairvoyance
7	Conjure Animals
8	Counterspell
9	Create Food and Water
10	Daylight
11	Dispel Magic
12	Fear
13	Fireball
14	Fly
15	Gaseous Form
16	Glyph of Warding
17	Haste
18	Hypnotic Pattern
19	Lightning Bolt
20	Magic Circle
21	Major Image
22	Mass Healing Word
23	Meld into Stone
24	Nondetection
25	Phantom Steed
26	Plant Growth
27	Protection from Energy
28	Remove Curse
29	Revivify
30	Sending
31	Sleet Storm
32	Slow
33	Speak with Dead
34	Speak with Plants
35	Spirit Guardians
36	Stinking Cloud
37	Tiny Hut
38	Tongues
39	Vampiric Touch
40	Water Breathing
41	Water Walk
42	Wind Wall
43	Acid Rain*
44	Firther's Shadow*
45	Food Coma*
46	Influenza*
47	Mireball*
48	Stench*
49	Switcheroo*
50	Wind Wyrms*
51	Zippit!*
52+	Reroll

d100	4th-Level Spells
1-2	Arcane Eye
3-4	Banishment
5-6	Black Tentacles
7-8	Blight
9-10	Compulsion
11-12	Confusion
13-14	Conjure Minor Elementals
15-16	Conjure Woodland Beings
17-18	Control Water
19-20	Death Ward
21-22	Dimension Door
23-24	Divination
25-26	Dominate Beast
27-28	Fabricate
29-30	Faithful Hound
31-32	Fire Shield
33-34	Freedom of Movement
35-36	Giant Insect
37-38	Greater Invisibility
39-40	Guardian of Faith
41-42	Hallucinatory Terrain
43-44	Ice Storm
45-46	Locate Creature
47-48	Phantasmal Killer
49-50	Polymorph
51-52	Private Sanctum
53-54	Resilient Sphere
55-56	Secret Chest
57-58	Stone Shape
59-60	Stoneskin
61-62	Wall of Fire
63-64	Blinding Radiance
65-66	Cloudstride
67-68	Mass Leech
69-70	Tempest's Breath
71-72	Tentacle Lash
73-74	Totem Arrows
75+	Reroll!

d100	5th-Level Spells
1-2	Animate Objects
3-4	Antilife Shell
5-6	Arcane Hand
7-8	Awaken
9-10	Cloudkill
11-12	Commune
13-14	Commune with Nature
15-16	Cone of Cold
17-18	Conjure Elemental
19-20	Contact Other Plane
21-22	Contagion
23-24	Creation
25-26	Dispel Evil and Good

27-28	Dominate Person
29-30	Dream
31-32	Flame Strike
33-34	Geas
35-36	Greater Restoration
37-38	Hallow
39-40	Hold Monster
41-42	Insect Plague
43-44	Legend Lore
45-46	Mass Cure Wounds
47-48	Mislead
49-50	Modify Memory
51-52	Passwall
53-54	Planar Binding
55-56	Raise Dead
57-58	Reincarnate
59-60	Scrying
61-62	Seeming
63-64	Telekinesis
65-66	Telepathic Bond
67-68	Teleportation Circle
69-70	Tree Stride
71-72	Wall of Force
73-74	Wall of Stone
75-76	Aura of Impurity*
77-78	Bone Cage*
79-80	Endure*
81-82	Mind Fog*
83-84	Weave Entanglement*
85+	Reroll!

d100	6th-Level Spells
1-3	Blade Barrier
4-6	Chain Lightning
7-9	Circle of Death
10-12	Conjure Fey
13-15	Contingency
16-18	Create Undead
19-21	Disintegrate
22-24	Eyebite
25-27	Find the Path
28-30	Flesh to Stone
31-33	Forbiddance
34-36	Freezing Sphere
37-39	Globe of Invulnerability
40-42	Guards and Wards
43-45	Harm
46-48	Heal
49-51	Heroes' Feast
52-54	Instant Summons
55-57	Irresistible Dance
58-60	Magic Jar
61-63	Mass Suggestion
64-66	Move Earth

67-69	Planar Ally
70-72	Programmed Illusion
73-75	Sunbeam
76-78	Transport via Plants
79-81	True Seeing
82-84	Wall of Ice
85-87	Wall of Thorns
88-90	Wind Walk
91-93	Word of Recall
94+	Reroll!

d100	7th-Level Spells
1-4	Arcane Sword
5-8	Conjure Celestial
9-12	Delayed Blast Fireball
13-16	Divine Word
17-20	Etherealness
21-24	Finger of Death
25-28	Fire Storm
29-32	Forcecage
33-36	Magnificent Mansion
37-40	Mirage Arcane
41-44	Plane Shift
45-48	Prismatic Spray
49-52	Project Image
53-56	Regenerate
57-60	Resurrection
61-64	Reverse Gravity
65-68	Sequester
69-72	Simulacrum
73-76	Symbol
77-80	Teleport
81-84	Power Word Shield*
85+	Reroll!

d100	8th-Level Spells
1-5	Animal Shapes
6-10	Antimagic Field
11-15	Antipathy/Sympathy
16-20	Clone
21-25	Control Weather
26-30	Demiplane
31-35	Dominate Monster
36-40	Earthquake
41-45	Feeblemind
46-50	Glibness
51-55	Holy Aura
56-60	Incendiary Cloud
61-65	Maze
66-70	Mind Blank
71-75	Power Word Stun
76-80	Sunburst
81+	Reroll!

d100	9th-Level Spells
1-5	Astral Projection
6-10	Foresight
11-15	Gate
16-20	Imprisonment
21-25	Mass Heal
26-30	Meteor Swarm
31-35	Power Word Kill
36-40	Prismatic Wall
41-45	Shapechange
46-50	Storm of Vengeance
51-55	Time Stop
56-60	True Polymorph
61-65	True Resurrection
66-70	Weird
71-75	Wish
65+	Reroll!

For the full setting with more magical munchies, extra activities, and over 20 variations, head on over to [Humperdink's Wares](#)

*Spells available from [Humperdink's Wares](#)

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