Candlewood Hollow

Map and Locations



Town Square:
The center of all village life—a plain stretch of cobbles where festivals unfold, gossip spreads, and mobs occasionally gather.

Characters of note: Any of Candlewood Hollow's residents may be found wandering through the square at all hours of the day. This is where players first observe Mayor Hood delivering a speech to the villagers. It is also where they are likely to meet Sheriff John.

Quests:

- **An Odd Job.** Hopeful you can help find the missing children, the Sheriff sets up a meeting with Mayor Hood.

Mayoral Manor:
A splash of brilliant alabaster architecture rising from a huddle of quaint cottages. If Mayor Hood truly redistributed wealth from the rich to the poor, he must have been quite the vagabond at one point.

Characters of note: This is Mayor Hood's place of residence as well as his workplace. Sherrif John can be found there often.

Quests:

- **An Odd Job.** Mayor Hood has no idea what happened to the missing children, so he asks you to look into it.
- **Pay the Piper.** When asked about the jilted rat-trapper, Hood admits he decided not to pay her after hearing that she'd released the rats herself. Since he didn't bother to meet with her in person, he had no idea she'd vowed to get revenge.

- **Pay the Piper (Act 2).** Piper has asked for payment in the form of the magical key located in Mayor Hood's private vaults. If you wish to retrieve it, you'll need to break in.

Items of note:

- **The Kingdom Key.** A skeleton key that can open doors between realms when enchanted by a halfling witch. How… specific. *Vault.*
- **Pendant of Crowd Control.** A poltician's best friend, this statement piece ensures your statements, however controversial, are well received. Casts "calm emotions" once per day. *Vault or Hood's person, depending on the occasion.*
- **Group Portrait.** This elaborate oil painting depicts a band of musicians, a much younger Hood standing at the forefront. (Perception 10) The orc drummer looks like Sheriff John. (Perception 20). If players have met Piper, they might see a vague resemblance to the only girl in the painting, though her long, golden curls and ruffled dress don't suit the bandit queen. ***Office.***

Guest House:

A quaint cottage nestled in the shadow of the Mayoral Manor. Players who agree to help find the missing children will be able to lodge there, free of charge...so long as they don't insult their host too badly.

The Laughing Gnoll:
A rustic inn/café where villagers and visitors alike can grab a bite and enjoy the latest gossip. There are even a few rooms for rent upstairs, should weary travelers have coin to spare.

Characters of note: Every rumor muttered in the village slithers through this establishment eventually, so the server, Leena, has heard them all.

Quests:

- **Big Bad.** For the past few nights, folks have been fretting over wolf sightings in the Western Wilds. A few of the local children were a little too curious.
- **Pay the Piper.** According to Leena, Mayor Hood refused to pay a duplicitous rat trapper who swore she'd have her revenge.

Goods and services: *See Food, Drink, and Lodging Menu (P.H. 158)*

Tough Cookie:
This once-pristine establishment is in a state of disarray following an unfortunate baking accident. Even so, the owner is happy to peddle her oversweet wares.



Characters of note: Local baker Miss Cardamom Muffet (see recruitable characters sheet) is happy to peddle her wares, even in the middle of a personal crisis. Her trusty spider, Webster, will happily keep all eight eyes on the shop, should the baker join the party.

Quests:

- **Fast Food.** Muffet's experimental recipe didn't turn out quite right, and now a dozen mischievous gingerbread folk have been loosed upon the realm. If you help her hunt them down, she'll return the favor by helping track down the missing kids.

Goods and services:

Sweets menu

Players may eat sweets as a bonus action to gain an effect.

- **Carrot cake.** (heal 1d4 hp) 15 gp.
- **Coffee cake.** (cannot be surprised, lasts until next long rest.) 20 gp.
- **Butter cookie.**(remove grapple, ensnared, or web effect and immediately disengage.) 40 gp.
- **Pound cake.** (add 1d4 to unarmed attacks for 3 turns) 30 gp.
- **Devil's food.** (regain a spell slot. Lose health equal to x d4, where x is the level of the spell slot regained.) 50 gp.
- **Angel food.** (expend a spell slot. Gain health equal to x d4, where x is the level of spell slot expended.) 50 gp.

Stop in for a Spell:
A cluttered shop that smells strongly of herbs and dander. As many black cats crowd the shelves as potion bottles and spell scrolls.

Characters of note: Halfling wizard Priscilla Pennyweather and her many cats, including a sick kitten named Licorice.

Quests:

- **Berry Kind of You.** Licorice ate a rat that had recently been poisoned. Having already lost 8 lives to curiosity, his last is on the line. Priscilla could make a potion to save him if only she had spriteberries, which are native to the Feywild.

Goods and Services:

- **Basic health potion:** 10 gp (1d4+4)
- **Potion of Animal Speaking:** 10 gp (can talk to animals until the next long rest,)
- **Greater health potion:** 50 gp (4D4+4)
- **Slippy slime:** 30 gp. (Pour over a creature to give them the "freedom of movement" spell (ability to walk through difficult terrain at normal speed) for 8 hours OR toss it to create a 10-ft grease puddle (creatures passing through it make a Dex 15 save or fall prone, ending their turn.



- **Pumpkin potion:** 100 gp. (A creature who consumes this potion will transform into a pumpkin for 1 hour or until it receives physical damage.)
- **Drink Me:** 20 gp (A creature who drinks it will shrink to the size of a pixie for 1D4 hours.)
- **Invisibility potion:** 50 gp (drinking the potion grants you invisibility for one hour. Effect ends when you attack or cast a spell.)
- **Deck of dreadful whimsy:** 300 gp (Roll a D-6 to determine the card drawn, once a card is used, it vanishes from the deck forever.)
    - **1: the joker:** the deck bursts into flames, dealing 3D4 fire damage to the owner. It is destroyed.
    - **2: the jack:** choose lightning, fire, ice, or poison. Attacks you make for the next hour add 1d6 of that damage type.
    - **3: the queen:** a magical crown appears on your head for 1 hour. While wearing it, you have advantage on charisma and persuasion rolls.
    - **4: the trickster:** swap appearances with another person you can see. Lasts one hour.
    - **5: the king:** a creature you can see makes a Wis 20 save. If they fail, they must bow and skip all actions. At the end of their turns, they repeat the save.
    - **6: The magician:** You and all creatures in a 50 foot radius roll a D4. On a one, they become a mouse. Two, a bunny. Three, a cat. Four, a dog. They keep mental stats. Effects last 1 hour.

Saving Soles:
Crass language mumbles through this cobbler shop as dozens of glowering quasits polish leather, fasten laces, and grind away at mundane chores. A man sits slumped in a rocking chair at the back of the room, head bowed. He doesn't look up when you enter.

Characters of note: The cobbler, Herr Shumacher, collapsed into his chair after finding his grandchildren, Hanzel and Gretal, were missing. He hasn't moved since. He blames himself, having recently made a deal with a leprechaun: one tireless workforce in exchange for the town's most valuable treasure. *Note: If a warlock has chosen the fiend background, this might be a good place to introduce Rumplestiltskin.*

Quests:

- **Over the Rainbow.** Confront the leprechaun who may have stolen the village's children. The cobbler met him in the woods, but he's since vanished. Rumor holds his home lies over a rainbow.
- **Worker's Wrongs.** The quasits didn't sign up for an eternity of servitude to a filthy human. Hells, they didn't realize they'd signed up for an eternity of servitude to a filthy leprechaun! If you can find the loophole in their contract and boost them through it, they'll reward your effort.

Goods and Services:

Shoe Alterations

50 gp, 1 alteration per pair of shoes.

- **Cleats.** Gives advantage against "slip" effects, like ice or grease, and removes penalties from difficult terrain.
- **Steel Toes.** Wearers may kick as a bonus action, dealing 1d4 bludgeoning damage.
- **Stiletto Heels.** Wearers may stomp as a bonus action, dealing 1d4 piercing damage.
- **Winged Cuffs.** Add 5 ft. to movement speed.

Jail and Guard Station:
Rustic, uncomfortable buildings that rowdy players might become all too acquainted with.

Characters of note: Sheriff John can often be found here when he's not on patrol or visiting the mayor.

Schoolhouse:
A one-room building that smells of ink and parchment, depressingly empty, now that the children have vanished.

Characters of note: Teacher Mary Bo Peep has lost her students, and the school mascot, Lamby, has been eating their homework out of boredom.

Double Trouble:
The only place in Candlewood Hollow where players can find armor and weapons.

Characters of note: this shop is run by quarrelsome twins, Frederick and Sederick, who are currently too busy arguing to sell anything.

Quests:

- **Sibling rivalry.** Help the brothers determine whose wares get to be displayed in the shop's storefront window.

Goods and Services:
See weapons list (P.H. pg. 146) and armor list (P.H. pg. 144)

Marketplace:
This once-bustling street has recently suffered a rat infestation. The problem has passed, but only a few vendors have resumed their work.

Goods and Services:
See adventuring gear list (P.H. pg. 150).

