

## THE MIDNIGHT MARKET AT A GLANCE

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After a dangerous trek through the mountains, eager adventurers can find their way to a lonely entrance to the Ebon Realm. The remoteness of this entrance helps deter the dangerous underground monsters from wreaking havoc on the local populace, but it is also a landmark that truly maintains the peace. Perched across a chasm is a strange fortress-bridge, built both above and below the level of the crossing. The insides provide a safe place for both under-dwellers and the light folk to meet and exchange goods, services, and information. Bloodshed is expressly forbidden within the Midnight Market, a rule its mistress maintains with cold ruthlessness.

### DEMOGRAPHICS

**Ruler** Mistress Amelya Van Fersker  
**Population** 21 (10 humans, 6 ghouls, 4 vampire spawn, 1 vampire) plus merchants and shoppers  
**Alignment** LE  
**Languages** Common, Undercommon  
**Resources & Industry** Trade goods, magic items, black market goods (poisons, drugs etc.)

### LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about the Midnight Market. A successful check reveals all the information revealed by a lesser check.

**DC 10:** The Midnight Market stands over the Final Chasm at the mouth of a major entrance to the Ebon Realm. It provides a neutral place for trade between those dwelling above the ground and those dwelling below.

**DC 15:** Access to the Midnight Market does not come cheap. At the least, a *potion of gaseous form* is required to enter the market. Any who enter are also indebted to the mysterious mistress of the Midnight Market, who is known to call in favours even years after the transactions are complete.

**DC 20:** To accommodate some of the more irregular visitors to the site, most of the major trading is done between dusk and dawn.

### NOTABLE FOLK

When the market is in full swing, dozens of people of all races and descriptions can be found here, from armoured dwarves and green-clad elves to ghouls in tattered finery and dark-skinned duergar and drow. Some of the inhabitants, however, are particularly notable:

**Mistress Amelya Van Fersker** (location 7; LE female vampire enchanter 10) The beautiful seductress in charge of keeping the peace between worlds.

**Anshelm Chellas** (location 1; NE male ghost rogue 6) Ambassador to the Ebon Realm; bitter rival of Bertich.

**Bertich** (location 1; LN male human fighter 8) Chief of the Day Guard, Bertich is fanatically loyal to his lady and a rival to Anshelm Chellas.

### NOTABLE LOCATIONS

Much of the Midnight Market is given over to storage or is used as living quarters for the Night Guard and Day Guard. A few places, however, are of interest to adventurers.

1. **Entryway:** The main entrance of the Midnight Market spans the chasm separating the world of light from the Ebon Realm.
2. **The Midnight Market:** This is the primary trade area for the Midnight Market. Here, many things are for sale.
3. **The Elite Market:** Those seeking specialized goods and illegal trade eventually seek out the elite market.
4. **Elite Storage:** Crates of contraband stored for the members of the Midnight Market's elite fill this area.
5. **Trapped Corridor:** To reach Mistress Amelya's personal chamber is never an easy task. This heavily trapped corridor is a death-trap for the unprepared.
6. **Amelya's Chamber:** This beautiful, but nearly inaccessible, chamber is home to Mistress Amelya and her entourage. Few visitors emerge from this chamber unchanged.

### MARKETPLACE

Nearly any good under 25,000 gp can be found in the Midnight Market, with a bit of time and luck. When the PCs first arrive at the Midnight Market, the following good are available:

**Armour** +2 heavy wooden shield (4,157 gp), +3 heavy darkwood shield (9,257 gp), +4 banded mail (16,400 gp),  
**Potions & Oils** bless weapon (50 gp), gaseous form (5; 750 gp), hide from undead (50 gp)  
**Scrolls (Arcane)** darkness (150 gp), magic mouth (2; 160 gp each)  
**Wand** sound burst (49 charges, 4,410 gp)  
**Weapon** +2 repeating crossbow bolts (5; 831 gp)  
**Wondrous Items** cloak of arachnida (14,000 gp), ivory goat figurines of wondrous power (21,000 gp)

Additionally, the following services are available:

- **Spellcasting** 5th-level arcane
- **Crafting** 10th-level or lower

## EVENTS

While the PCs are at the Midnight Market, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A group of human visitors draw weapons against a ghoulish merchant, threatening to close the market down as they accuse him of kidnapping (and eating) one of their friends.
2	A humanoid merchant wrapped head to toe in bandages offers vials of a black dust that transport the inhales to another dimension.
3	A scuffle over a table of strange reagents ends abruptly when one man gets shoved into the stall and the shattered glass vials mix disastrously, consuming the whole area in purple flames.
4	A bizarre fey creature sells phoney artefacts, for a few hours. By the time the hoax is discovered, the creature has vanished.
5	Several humans wandering the market bear puncture wounds in their necks. When asked about the wounds, none of the victims have any recollection of their origins.
6	Two dwarves engage in an arm wrestling contest over a sparkling green gem the size of an ogre's fist.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the Midnight Market and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Lady Amelya can be bought as easily with admiration and adulation as with gold.
2	There is much tension among the members of the so-called "Elite Market", something a canny customer might turn to his advantage.
3*	In the deep reaches of the keep is a portal to an inter-planar marketplace to which only a select few are granted access.
4	There are no requirements to be mortal or even living to visit the Midnight Market.
5*	The Mistress of the Midnight Market is a powerful devil in search of souls to please her infernal masters, so tread carefully and sign nothing.
6*	Anything can be found at the Midnight Market, for a price. (In reality, the Midnight Market is simply a place for contraband to cross to and from the Ebon Realm).

\*False rumour

