

Pipe of the Mushroom God's Glade

Wondrous Items



Casting Time	1 Action
Range	Self + 12 Allies within 30ft
Components	Somatic (One Puff), Material (Tobacco Worth 1 gold Per Hour, Fire)
Duration	Up to 9 Hours
Recharge	Dawn

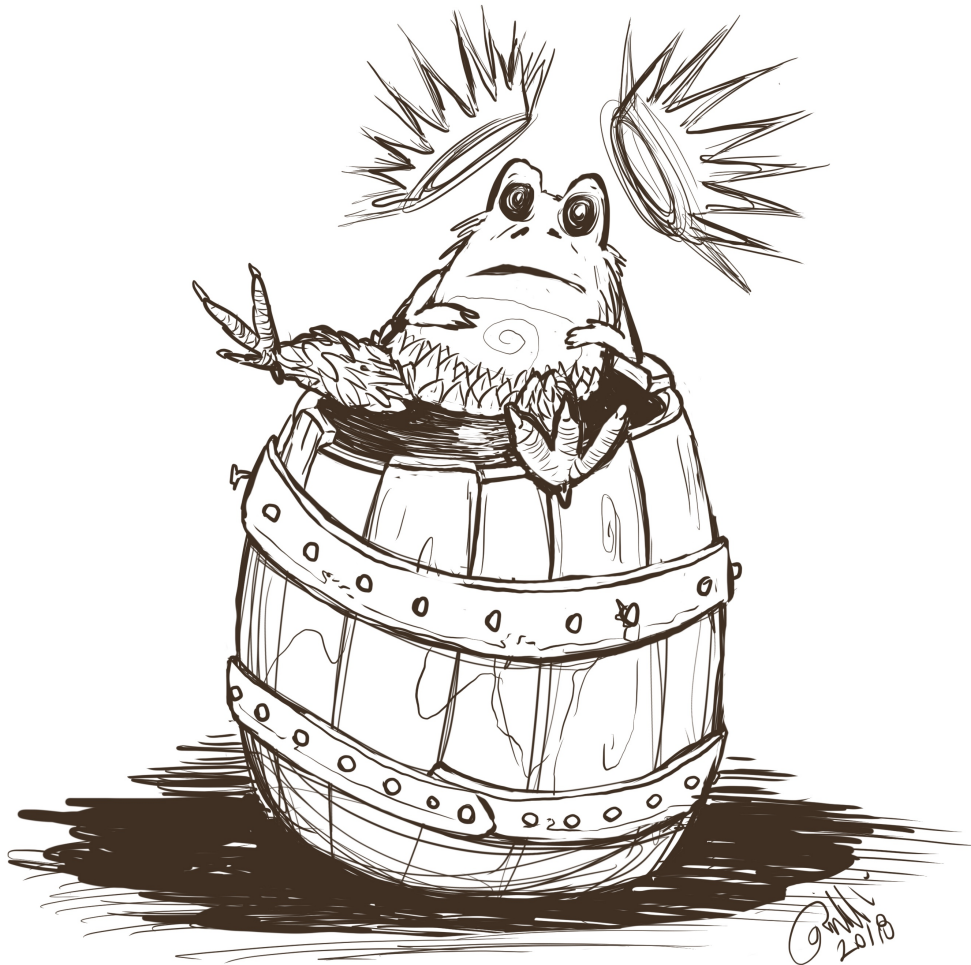


Rikki
2018

Smoker's Glade

Carved with the face of a Goblin, there lies within this briar pipe the imprisoned avatar of the Archfey, Valárgchel Croak, the Troddenstool Mushroom God. Valárgchel Croak's appearance is that of a frog with chicken legs wearing two crowns and sitting in a barrel full of water. When you look down into the pipe and ask Valárgchel Croak how he's doing he says that he has been terribly cold since he was imprisoned here by the sorcerer, Suchgrumb Scroothtooth the Irritable and he would like to be warmed with a fire. If you light the pipe with an expensive tobacco worth at least 1 gold (per hour of use), it will summon a pan-dimensional glade of poplar trees 30 feet in diameter and take the smoker, 12 of their friends and all of their possessions (including pets and pack animals) within range into the glade.

- The glade is set at night no matter the time of day and there is a campfire in the centermost point (it is somewhat chilly except near the fire).
- The glade will last for at least 9 hours per day but only if the pipe is refilled and lit every 3 hours.



- Those within the glade will vanish from the Material Plane for the duration. Creatures outside the range of the pipe will not be able to see, hear, or touch you, your friends, or your possessions as they pass through the area where the pipe was first lit.
- You can leave the glade and return to the Material Plane by walking beyond the glade's edge but you cannot return to the glade until the pipe is extinguished.
- You can stand at the edge of the glade and peek out into the Material Plane without leaving the safety of the glade.
- You do not need to smoke the pipe for the duration; it only needs to remain lit.
- If you fall asleep while the pipe is burning, Valárghe! Croak will call out that he is getting cold and wake you up ten minutes before the pipe goes out. The DM can decide if this needs a saving throw to wake up in time to light the pipe.
-

Copyright © Rikki Simons 2018