

Delivery Witches Apply Within

Expansion for Sharn

This is an expansion for *Delivery Witches Apply Within* found in [Eyes Unclouded](#) that is meant to add numerous deliveries and delays that are fitting for Sharn. I, personally, use it for a repeated adventure for a backup campaign for a few reasons.

1. It's meant for 1 or 2 players, so I won't have to worry about not having enough players.
2. Because the adventure involves being hired by a bakery and parcel delivery service, I can just say that PCs that are absent for the session are just helping out with baking instead of handling the delivery quests.
3. There is some customization involved where the DM can mix and match deliveries and delays. Add in that it can be believable enough for some deliveries and delays to be reused due to regular customers and some things just being a regular occurrence (poor cabbage merchant), and I can probably keep it fresh easily enough.
4. The length of the adventure is variable as it just involves making multiple deliveries, so I can always just add or remove some deliveries to get it to fit a single session.

So without further word, let's move onto the new deliveries.

Delivery Ideas

**Page numbers will refer to pages of Sharn: City of Towers unless stated otherwise.*

1. A small cart of sweets and baked goods to be delivered to Flamewind at Morgrave University. This is mostly a replacement for the *Dragon Treats* delivery in the original. Flamewind may reward the PCs with a fortune telling. Consider letting it work like bardic inspiration but without the 10 minute duration. You might even gloss over the actual fortune, letting the player decide what it was at the moment they use the effect.
2. A delivery of buns to a troll running a grist sausage cart. The enterprising troll has come to Sharn to try selling this Droaam staple. They have even managed to arrange for deliveries of grist mix to Sharn to make it from. Their recent genius idea is to put them into buns to provide a better way to hold them while eating. It has required them to switch to a long and thin sausage shape, which they have taken to calling a "hot weasel" (It should be noted that the "Animal Companions by Region" section of the 3rd edition Eberron Campaign Setting book indicates that Droaam doesn't have dogs, but it does have weasels.), so that the sausage and bun can both fit the smaller mouths of most of Sharn's residents. They will offer a free hot weasel in a bun to each PC and is more than accepting of suggestions on how to improve the food which they will have

implemented by the time the PCs next visit them. They will avoid giving away the truth of what's in the hot weasel, claiming that it's actually weasel meat. If pressed, they will claim that all that the PC needs to know is that it's safer than Mror stew. One of their arms seems to always be in the process of regenerating. If you want a punny name to give them, you can go with "Frank" (or "Phrenk") for male or "Vienna" for female. I have a document dedicated to this character [here](#).

3. A delivery of food to Dacca at Dacca's Watch (page 82). While the PCs are headed there, they meet an elderly gnomish woman heading in the same direction. She'll avoid giving her name, asking the PCs to just call her "granny" or something of the sort. As is the stereotype of gnomes and old ladies, she is nosy and interested in what the PCs are up to. After finding out where they are making the delivery to, she'll let them know she's heading to the same place and ask if they'd be willing to accompany her. Try to have at least one delay happen while she's with the PCs. Once they arrive, the 12 foot pillar that is Dacca's Watch is currently unoccupied. The gnomish woman will offer to try and see if she can spot Dacca from the top of the pillar if the PCs can get her up there as she knows what Dacca looks like. If the PCs do help her up, she'll make herself comfortable, take a look around, and say that she can't see Dacca anywhere. If the PCs have shown themselves to be kind and polite and generally good people, she'll suggest that they just enjoy the food they were delivering themselves, since Dacca would probably prefer it to not go to waste. Cue a visitor arriving to ask for advice and reveal that the gnomish woman is actually Dacca, herself. The delivery turns out to have been a thank you gift someone sent to her for some advice she gave.
4. Donut delivery to the Sharn Watch.
5. A pair of wooden idols for hrazhak to be delivered to the DM's choice of either Teln at one of Stoneyard's parks (page 85) or Box at the Tooth and Nail tavern (page 91). Teln would want them for the local children to be able to use for their games, which the PCs might get invited to participate in (good opportunity to have squishy magic users get beaten up by children, which is always fun). Box might use them as a decoration for the tavern and might invite the PCs to watch a game and maybe bet on which team will win. Either way, the PCs get an opportunity to learn about this shifter sport.
6. A kit for assembling some arcane device to be delivered to the Cog Carnival (page 262 of *Rising from the Last War*). It turns out that the owner, Smelt, has found a loophole around the city's gambling laws that allows for this special game to be set up and give prizes even without a gambling license, a mage hand game (arcane version of a claw machine/UFO catcher, with mechanics for playing it described [here](#)). If the PCs help assemble it, Smelt will reward each of them with one of the prizes she has already made for it.
7. An expensive-looking figurine to be delivered to... The Mausoleum of Gath?! (page 105, and for Gath himself, you can find some good information [here](#)) It seems every other delivery service has turned this job down. After the PCs reach him for the delivery, possibly falling into a trap meant for Gaia Sotharr, Gath is appreciative of finally being able to get legitimate delivery service and is willing to reward each PC a ring that will make them invisible to mindless undead but will alert Gath if it enters his mausoleum (to make future deliveries go more smoothly), plus an additional random magic item if they made it in without destroying any of his undead.

8. A delivery to the lab of Merrix d'Cannith. Unfortunately, he doesn't seem to be in at the moment. If the PCs try looking around, whoever rolls the highest investigation check ends up revealing a hidden passageway that leads to a second, secret lab. Merrix is here, panics at the sight of intruders, and activates an easily escaped trap while running off to get some help (I like to use a socially awkward interpretation of Merrix). When the PCs finally escape from the trap, they find that Merrix is accompanied by a warforged assistant that is explaining to Merrix that the PCs probably don't understand the significance of any of the stuff they've seen in the secret lab and that there are better alternatives to killing them. Upon spotting the PCs, the warforged apologizes on behalf of Merrix, explains that this lab has some secrets being kept from the other branches of House Cannith, and if the PCs would sign some enchanted nondisclosure agreements, he'd be happy to let the PCs leave with a generous tip of a coupon for a free common magic item from a House Cannith mail-in catalog.
9. A delivery of a poker chip to Chance (page 97). It seems that Chance currently has a group taking bets on how long the delivery will take. As a tip, Chance will bless the poker chip to provide a one time effect of gaining advantage on one attack roll, ability check, or saving throw as though the player had activated a Wild Magic sorcerer's *Tides of Chaos* ability. Alternatively, whichever gambler won the wager may offer a tip.
10. (Suggested by [Agecaf](#)) Cockatrice egg delivery. A medusa is running a cockatrice farm in the cogs and a luxury restaurant in the upper parts of Sharn has decided to add cockatrice egg omelets to their menu. It is up to our delivery witches to deliver the eggs, but there may be some need to "Pacify" some overexcited cockatrices.
11. (Suggested by [Agecaf](#)) Love letter and gift/flower delivery between two nobles whose parents are against their romance. There may be instructions to sneak it in through a window or other stealthy way.
12. (Suggested by [Agecaf](#)) A company is delivering their secret recipe to a new locale and their business rivals would very much want to get their hands on this information. Perhaps you are just being used as a decoy delivery to divide the attention of those business rivals.
13. (Suggested by [TheNedgehog](#)) House Phiarlan needs a batch of [cookies](#) to be delivered to a theater. The baker doesn't know these allow House Phiarlan to track all audience members after the show, they just follow the instructions and mix powdered dragonshard in the frosting. On delivery, the PCs can be rewarded with free seats for the show.
14. (Suggested by [TheNedgehog](#)) A box of seemingly empty vials to be delivered to the *Empty Belly*, a warforged "restaurant" in the Cogs. Warforged may not need to eat, but some greatly enjoy the smell of food, and that's what this place offers. If a vial breaks or is opened, a wonderful scent of fresh bread fills the air for a few minutes.
15. (Suggested by [TheNedgehog](#)) A delivery of gingerbread to the baker's favorite hrazhak team. They are shaped like a hrazhak idol, or like the team's emblem.
16. (Baker's Night Idea) Baker's Night thank you gifts to various previous customers. The Kat and Cake Bakery are celebrating Baker's Night by giving free pastry samples to some of their best customers. Of course the PCs are delivering them. The Bakery also provides the PCs with a box of 13 pastries, each wrapped in a flier advertising the bakery, to give out at their discretion. Feel free to use this with my [other ideas for Baker's Night](#).

17. (Holiday Idea) Toy deliveries on behalf of an elderly dwarf that might or might not secretly be some sort of fey creature in disguise. Completion of the deliveries for him is likewise rewarded with each PC receiving a children's toy trinket of some sort. [Sora Esma's Eventide Treasures](#) has a decent enough list of magical children's toys to use for this. For some strange reason, the client has also requested that a bag of coal get delivered to the rival bakery, the Purple Stove Outfitters.

Delay Ideas

OK, so a decent event table could probably work here, and I would greatly recommend getting some ideas from the [Sharn Flavor Events post from 4 years ago](#).

1. Someone's falling. If the PCs save them with a feather fall spell, they are entitled to a reward of 25 GP. This reward is provided by the city, but the person helped can provide the reward themselves to avoid the hassle of getting it properly reported. If you'd like possible reasons for the fall, you can check out my [Sharn Advice](#) for a d12 table of reasons.
2. A bridge to where the PCs need to get to is closed for construction/repair/maintenance. The PCs can spend extra time finding a detour, or they can take another bridge that they can spot above or below. It might be a tricky climb up/down though.
3. The delivery takes the PCs to Upper Tavick's Landing, which has some extra rules that the PCs will have to follow, including a dress code. These rules are described on page 87 of Sharn: City of Towers.
4. (Suggested by [Agecaf](#)) An elderly's handbag has just been snatched, and with the help of a feather fall token, he's taking the quick way down. Can the PCs catch him before he escapes?
5. (Suggested by [TheNedgehog](#)) A young child has lost their parents in the crowd. Can the PCs help find them? Bonus points if the child is a kalashtar and remains unnervingly calm all along.
6. (Suggested by [TheNedgehog](#)) Passersby boo and shout insults at a Karnathi noble escorted by undead guards. As someone throws a rotten vegetable at a zombie, things look like they're about to take an ugly turn. Can the PCs defuse the situation?
7. (Suggested by [TheNedgehog](#)) A Vadal's heir and a Talenta halfling are arguing about their mounts (a magebred hippogriff and a clawfoot raptor, respectively). They decide to have a race on the bridge the PCs need to take, making it dangerous to cross.
8. (Holiday Idea) The PCs happen upon someone struggling to calm down a deer that is panicking due to a light spell placed upon its nose. Complicating matters a bit is the fact that the deer is equipped with magic horseshoes that grant it flight while in Sharn's Syrania manifest zone.

Most of this has been copied over from [this Reddit post](#).