



TRALIN'S THEATER

Adventure Location

A cultural landmark with a curious secret

ANY
SYSTEM
COMPATIBLE

elven  *firefly*

TRALIN'S THEATER

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Help us build better locations	

A note on Adventure Locations

Instead of a definitive questline, these locations provide a plethora of areas, hooks, and tools for you to **craft a unique adventure for your table**.

Each comes with a short **history, rooms, quest hooks, tables, NPCs** and **design notes** which you can utilize to populate your worlds and fill your sessions – a building block for your campaigns.

Locations are system, setting, and level agnostic, allowing maximum freedom with minimal preparation.

Yours is to place the monsters and roll.

Credits

Writing & design by Nikko @ElvenFirefly.
Art and cover by Nikko using Shutterstock and other stock art providers.

Battlemap by amazing [Cze and Peku](#). Their Patreon provides plenty of battle maps, perfect for the quest of your choosing.

Page dividers and borders by magnificent [Ramona @Alderdoodle](#).

This location was made as part of a giveaway. The winner, [Penny Blake](#), requested a theater/opera house to use in the upcoming adventures. May it serve you well.

Let's connect so you don't miss the next creation:

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History

Tralin Bigcloak was a half-folk of small stature and a giant personality who believed he was destined for history. From a young age, he displayed brilliance in his endeavors and possessed determination and charisma that was rarely seen. After many years of training, adventuring, and acquiring the highest of knowledge, he had finally made it to the parchments.

“The most exquisite theater in the world, built by legendary Tralin,” people said. It was a classic tale of rags to riches: a poor boy from rurals who lived to have the crowd chant his name.

Unfortunately, after his death, theater had a tumultuous life, changing myriad of hands. Nobles, traders, arcanists, and bards, each owner imposed their vision for the grandiose monument, each failing to fill Tralin’s shoes. They were missing his charisma and showmanship, and thus, the theater descended into decay.

A decade ago, Meekon the Great bought the dilapidated building and renovated it. With a combination of personal wealth, loans, and careful trickery, he eventually broke even from this investment five years later.

A curious crowd started gathering at the historical landmark, drawn by exotic shows with arcanists, beastwhisperers, acrobats, bands, actors, orators, and many more.

That is until...

...Meekon had discovered Tralin’s hidden room and became obsessed with its contents. He found Tralin's journal filled with secret operations that had been bringing the majority of the theater's revenue. Theater’s current state could never match that. But that was only because Meekon have not yet utilized Tralin’s greatest secret.

Roll a d6	Tralin’s Secret	Operation
1	He was a moneymongering illusionist.	Grandious displays of magic that were based on deceit. The show was bloated to exceptional proportions, bringing a lot of revenue.
2	...a necromancer puppeteer.	An unsettling show with talking dolls, never seen anywhere in the world. Additional revenue came from twisted arcanists wanting the spells.
3	...a manipulative bard enchanter.	Enchanting and swaying masses into a political agenda brought hefty coin and royal influence.
4	...a smuggler of magical beasts.	Magical animals made great pets for the nobility and wealthy to whom they were secretly sold.
5	...a ghost whisperer.	Great coin lies in leveraging the grievance for the deceased loved ones. Private seances were charged double.
6	... an extraordinary assassin acrobat.	When someone needed to disappear, Tralin made that happen behind the curtains.

Quest Hooks

Meekon's downfall began with the discovery of secrets. Using long-lost knowledge, he was set to restore the theater to its rightful glory. The problem was that he wasn't nearly as skilled or charismatic as the legendary Tralin. His imitation of "secret operation" often goes awry, and it has started raising eyebrows. Rumors of strange accidents, bribery, silent disappearances, and otherworldly voices have spread throughout the city, reducing the theater's revenue. This pushed Meekon even deeper into Tralin's journals, narrowing his vision with an obsessive, maniacal scramble that led to more reckless accidents that further drove the theater into obscurity. It is a perpetual loop that will cause the loss of dozens of jobs and hundreds of lives.

Moneymongering Illusionist

Following Tralin's footsteps, Meekon dabbled in illusionary magic. A couple of months into it, a show flopped when Meekon mispronounced the incantation and made **Julia Sharlzee**, the daughter of a prominent merchant, disappear.

Trying to save his head, Meekon lied and said it was all part of the trick. He started researching higher arcana to retrieve Julia from the Plane of Fire. This weakened the veil between the cosmic planes, causing all sorts of elementals and wyrmlings to manifest.

Julius Sharlzee hired the party to investigate and retrieve his daughter.

Design Notes: Sprinkle the location with the monsters from the chosen plane and think of creative ways to use them. Perhaps the fire imps refused to leave and now demand to work in the theater for pay. No pay? They unionize. Maybe the *Props Storage* (see Rooms) is guarded by a dragon that refuses to depart from the "treasure".

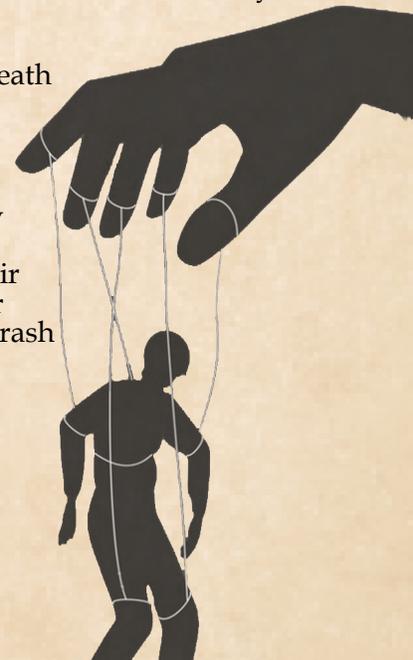
Dot the map with clues about what truly happened to Julia and make the final confrontation with Meekon occur during a dramatic time. Perhaps while he was just about to open an unstable portal to the Fire Plane — one that will collapse in a couple of rounds, making players choose to either flee, save the theater, or try and find Julia.

Necromancer Puppeteer

There's a reason why this particular show is unique: the spells required are hard to master and difficult to obtain. The talking dolls show was a hit until Meekon's weak arcane prowess caused the puppets to rise up. He couldn't undo their consciousness, and, as tension rose, they refused to work with him. They are now stalking the theater, escaping from the *Props Storage* causing trouble.

It escalated when a young boy named **Jacko** snuck backstage and was stabbed to death by a cookie-man puppet. Meekon covered up the murder, but Jacko's mother is adamant that he visited the theater the night he disappeared. She even gave him a silver coin to pay for the ticket.

Design Notes: There are many ways to go about the murder mystery and many rooms to hide the clues in. Who helps the party? Is it one of the dolls who will give clues if the party makes it human? Who else is part of the cover-up, and what is their motivation? Heck, I'd hide a clue behind a small, improvised boxing ring encounter where the players need to fight off a bunch of dolls who are cursing and throwing trash at them.



Bard Enchanter

"Swaying the masses" is a lucrative business if you are good at it. If you are Meekon, you stumble and mumble and cast weak spells, and people start talking. Fearing that his reputation is on the line, a corrupted lord who paid Meekon is now sending his cover-up crew. The party can be that crew or hirelings from a rival countess who wants nothing more than the truth to come to light. During a final confrontation with Meekon, he offers the party an irresistible deal: hefty coins, an artifact, Tralin's knowledge, or, if they truly let him go, the theater itself.

Magical Beasts Smuggler

The smuggling chain is keeping "The Magical Beasts Show" at the top of the charts. Once animals are no longer in prime condition, they are sold to the highest bidder. The operation took a hit when one magical beast escaped the theater and the militia had to intervene.

However, Meekon is protected by influential people, escaping justice. The city hired the party to investigate, bring as much evidence, and liberate as many animals via a special teleportation cage.

Design notes: This is a perfect opportunity to make the quest personal by having the party's pet or familiar be one of the beasts. Perhaps it gives chase and stumbles onto the *Cat Walk* during an important performance? How epic would it be to confront Meekon during his speech while riding liberated griffons?

Ghost Whisperer

A private seance was interrupted by an unleashed spirit who has been terrorizing the theater for months. Party is hired by Meekon to banish the spirit so the theater can reopen.

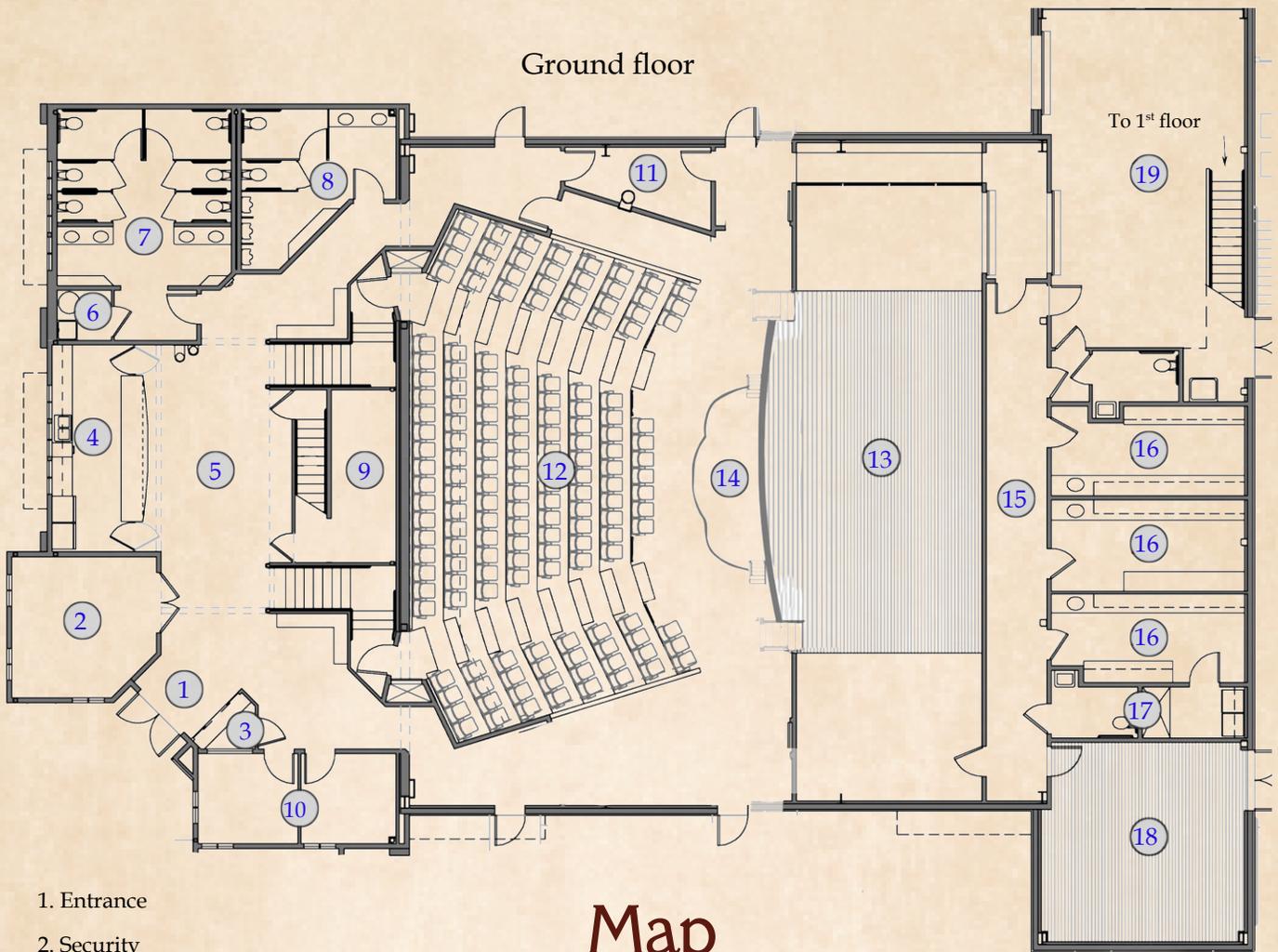
Design notes: A time to make the place eerie and gloomy with voices, ghosts, and necrotic energy that had deteriorated the interior. Specters, banshees, and animated objects are trying to prevent the party from reaching the 'epicenter'. What lies there, and who is keeping the portal open? Perhaps PC's long-lost friend who was presumed dead?

Additional Quests

1	Meekon is a young dragon who enjoys theater art. Party needs to impress him to gain favors.
2	Meekon is possessed by the soul of a powerful lich who lost its body and soul gem. He kidnaps members of the audience and conducts secret rituals to unleash the lich.
3	A powerful artifact is used as a stage prop. Party needs to steal it/prevent it from triggering and causing chaos.
4	The theater is built atop a graveyard. It is haunted and Meekon is an undead proprietor seeking to open the portal to the Underworld so his friends can enjoy art.
5	Meekon is a failed actor running a crew of dragonling muggers who steal from the audience during shows. It is a "payback to the world for not watching him perform".
6	A secret meeting between two factions takes place during shows. The party needs important information.



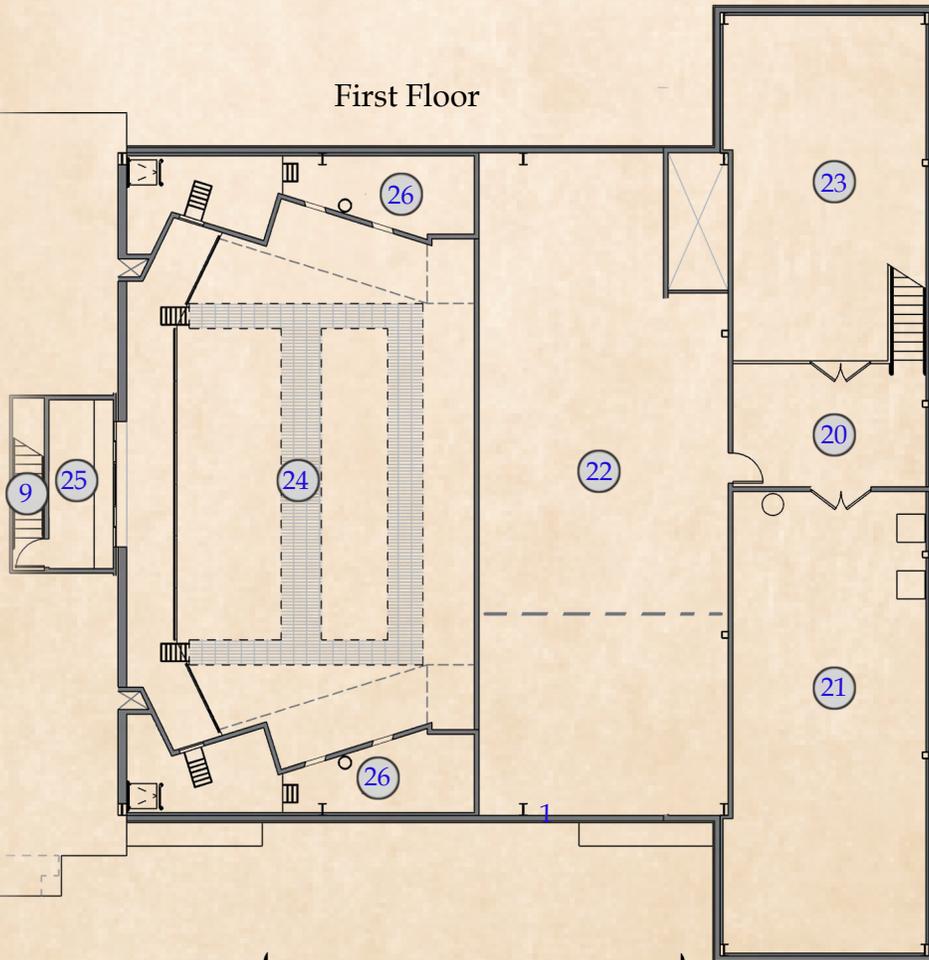
Ground floor



Map

- 1. Entrance
- 2. Security
- 3. Tickets
- 4. Concessions
- 5. Lobby
- 6. Janitor
- 7-8. Toilets
- 9. Balcony Stairs
- 10. Offices
- 11. Crossover
- 12. Auditorium
- 13. Stage
- 14. Orchestra
- 15. Backstage
- 16. Dressing
- 17. Laundry & Washroom
- 18. Rehearsal
- 19. Workshop
- 20. Mezzanine

First Floor



- 21. Costume Storage
- 22. Props Storage
- 23. Meekon's Office
- 24. The Cat Walk
- 25. Royal Box
- 26. Balcony Boxes

Rooms

Security

Prompts: cramped, dirty, muscular ogre

The security office is a cramped, dimly lit room with a single desk taking up most of the space. An ogre sits behind it, his massive arms crossed over his chest as he glares at anyone who enters. The shelved walls are filled with various pieces of equipment and tools, including batons and riot gear. A crystal ball sits on the desk, flickering.

Kogark is a fierce ogre who uses the crystal ball to keep an eye on various theater areas. Shelves are filled with seized contraband, from innocuous voice magnifiers to a thunder tube that is easily triggered. The office is 20x20 ft., with 10ft. high ceilings that make Kogark claustrophobic.

Design notes: An encounter occurs when a child pranks the party by slipping a fake weapon into their pockets.

Possible findings in Security office:

1. Illegal weapons such as swords or knives.
2. Stolen or counterfeit tickets.
3. Prohibited substances such as alcohol and potions.
4. Explosives or other dangerous materials.
5. Illegal gambling equipment or items.
6. Animal products or items made from endangered species.
7. Items that could be used to cause damage to the theater, such as tools or paint.
8. Prohibited types of food or drink, such as those that are considered unsanitary or unhealthy.

Concessions

Prompts: colorful, tasty, smells of candy

The concession stand is a bustling hub of activity, with a constant stream of theatergoers. The showcase is filled with rainbow candy, gleaming pastries, and a tiny wyrmling breathing fire into popping corn. Behind the counter stands a shiny automaton with four arms and two heads, serving the crowd. The children applaud and jump with joy.

Automaton has two modes: "serve with a smile" and "kill everything within a mile". The second one activates only in 3 scenarios: When someone hurts a child. When someone steals candy. When Meekon orders it.

Lobby

Prompts: grandiose, wide, decorated

The lobby is a spacious, grand room with high ceilings and ornate chandeliers. The walls are adorned with gilded frames containing portraits of famous actors and actresses from years past. A plush red carpet leads from the entrance and past a ticket booth, where a disinterested-looking half-elf sits counting a small pile of coins. Two sets of double doors to the right of the ticket booth lead to the auditorium. A long refreshment stand sits to the left, offering overpriced snacks and drinks. The air is thick with the smell of popcorn and the excited chatter of theatergoers.

Tralin's illusion hovers 6ft. above the ground, overlooking the bustling crowd. It gives a warm welcome and speaks about the theater's history, past shows, and current playbill.

Historical note: The theater was once robbed when thieves tweaked the illusion's commands and used it as a diversion.

Auditorium & Stage

Prompts: exquisite, marvelous, comfortable, light beam

Rows of dark velvet seats cascade toward a grand archway depicting carved dragons. The elevated stage is filled with cardboard props, structures, and paintings, and the air brims with expectant silence. From a 50-ft. high ceiling, an enchanted light shines a blue beam onto wooden planks. To the left, right, and behind, balcony boxes tower over the auditorium, hiding nooks for the wealthy.

At the show's start, **Abby the Play Arcanist** casts a dimming spell that dwindles all the light in the auditorium except the stage one. Throughout the play, she casts various illusions to enhance the mood. Snacks and drinks during the performance are provided by hardworking dragonling servers. The Play Organizer is backstage, ensuring everything runs smoothly.

Overhead, "runner boys" traverse the *Cat Walk* and change the hanging props when needed. Underneath a hidden, sprawling maze of tiny tunnels lies—an omen to the past. Its original function was for props and actors' transportation, especially during magic tricks to aid in the performance. However, it became a hideout for pickpockets and thieves, sparking a heated debate among the management.

Design notes: Use height to add tension. Split the group and let them work from above and below. Where's the assassin who stares at the *Royal Box*? Who is the cultist in the auditorium? The distracted audience is easily tricked, but can the party escape the eye of the security and the gaze of the Play Organizer?

Orchestra

Prompts: tucked in, instruments

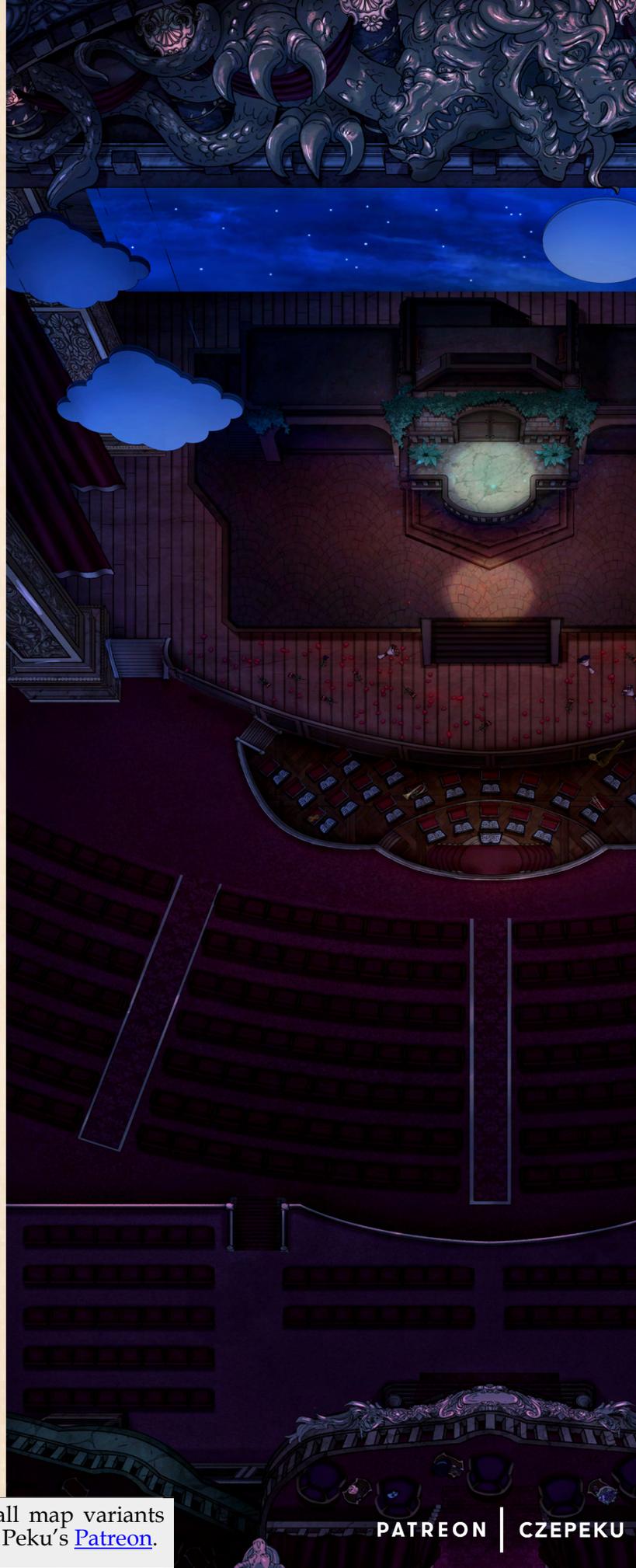
A lowered floor with two side stairs hosts two dozen of chairs and music stands with a small platform for the conductor. Violins and trumpets peer from their cases.

Historical note: Under the management of different owners, the orchestra took plenty of forms. From animated objects that didn't need musicians, to a band of undead and awakened animals, the *Auditorium* heard it all.

Design notes: Who in the orchestra intertwines their music with a ritual incantation? Who will give the signal for the coup? What if the assassin plays the trumpet that has a special blow-dart mechanism?

You can get all map variants from Cze and Peku's [Patreon](#).

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Dressing Rooms

Prompts: busy, smells of make-up, messy

An array of brushes, powder boxes, and hairpins lay scattered across several stations. The room is long and narrow with a door leading backstage. It is lit with ever-glowing candles, and a sweet and sharp aroma permeates the buzzing air. Actors and actresses chat while makeup artists apply the colors. One make-up artist whispers an incantation, and a spectral hand manifests near him to retrieve a brush. Another frantically rummages in search of a special shade.

The hecticness of the place could even hide an elephant in the room. No one has the time to look further than their own mirror and has only short and sharp words for helpers.

Sidequest: Meekon's misuse of the arcana enchanted the mirror to swallow anyone who touched it. The dressing rooms are currently barred and closed as the lead actress/party's key witness is stuck behind the glass in a plane of horrors.

Workshop

Prompts: dimly lit, smelly, dusty, cluttered

A single lantern shines on the grumpy old face of a goblin. His grey Cherokee is neatly combed, his tongue out as he concentrates on a strange item. The room is filled to the brim with broken mannequins, prompts and stage parts, torn costumes, and broken chairs. It is a maze of loose items threatening to bury a careless trespasser.

Anything that is unfunctional finds its place in **Zuzo's** lair. The major difference between the workshop and the two storage spaces upstairs is organization. Upstairs there's a catalog; here, only Zuzo the tailor knows what is hidden. Aside from broken commodities, there are intricate and dangerous tools and a secret hatch beneath Zuzo's chair that leads to *Tunnels*. It's locked, and the key is somewhere in the workshop.

Almost anyone can pass through if they touch nothing, and almost no one can persuade Zuzo that the place needs a cleaner and a planner.

Curious Things in the Workshop:

1. A broken lamp that runs on a captured lightning bolt.
2. An animated mannequin that can pose.
3. An animated tailor's needle that's gone rogue and attacks the disturber, sewing them shut.
4. Broken 'show eyepiece' that can zoom.
5. Torn dress that once was magical – it could change into any outfit.
6. A coat with a bottomless pocket that can store up to 500 lbs of things.
7. Unstable, enchanted brise fan that randomly sends huge winds when waved.
8. A broken necklace that hides the soul of its owner.

Workshop Encounters:

1. The party startles Zuzo while he's fixing **Cyb**, Concessions automaton and he accidentally activates the automaton's 'killing mode'.
2. A magical beast manifests from the coat's bottomless pocket and starts attacking.
3. Piece(s) of equipment come to life and wreak havoc. Party needs to fix everything before Zuzo comes back from the break.
4. The party's sneaking through the workshop is prevented by the posing mannequin who challenges them to a dance-off.
5. Party's missing/needed item is on the workbench. When they touch it, it goes off in the most powerful way and alerts security.
6. Zuzo asks the party for help during his repair.

Enchanted Lantern Repair:

For the reparation to be successful, PC needs to succeed on 3 tasks before 3 fails. Zuzo covers up for two PC's failures – on a third, the lantern is irreparable.

1. PC needs to make a magical knowledge check to discern if they understand Zuzo's instructions. On a fail, choose one of the next tasks to be of higher difficulty.
2. PC needs to carefully remove the lantern's lid, on a fail, it gets stuck and they need to bust it open.
3. PC needs to scrape off a rune that enchants the copper wire inside. On a fail, the rune heats up the wire which breaks.
4. PC needs to loosen the wire holder bolts so it can be replaced. On a fail, they break the wire.
5. PC needs to recenter the light direction wings, on a fail they get jammed.



Costume Storage

Prompts: rows of clothing racks, busts with masks and hats, splendor

60-foot-long rows of metal racks host hundreds of costumes: from opulent royalty gowns and animal costumes to perfect pirate outfits. Strewn lavender bags keep the air fresh and sharp, and a couple of low-hanging lanterns bathe the room in warm light.

The costumes are high quality, either bought or made by Zuzo who is also a clothing enchanter. The doors are locked, and only the storage manager, the security, and Meekon have the key. There's a big demand for the dresses of famous actors among the wealthy. Doors and barred windows bear the scars of countless burglaries.

Curious Costumes:

- | |
|------------------------------------------------------------------------------------|
| 1. A big automaton costume. |
| 2. A giant dragon puppet controlled by multiple people. |
| 3. A huge, walking tree costume with moving branches and leaves. |
| 4. Splendid royal gowns. |
| 5. Perfect pirate linen outfit with fake pistols. |
| 6. A coat that can change colors and patterns like a chameleon. |
| 7. A costume that mimics the appearance and sounds of a swarm of insects or birds. |
| 8. A costume that can change the appearance of the wearer to any humanoid. |
| 9. A 'talking rock' costume. |
| 10. A doublet that makes only the wearer invisible, not the rest of their clothes. |

Side Quests & Encounters

- | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Party is hired by a noble to steal a famous dress only to find goblins in the midst of the same theft. |
| 2. Party needs to retrieve an expensive, magical crystal that ended in a costume. When touched it animates all the costumes and they attack. |
| 3. Party is hired to prevent a royal assassination. They need to check every room. Hiding in a giant automaton costume that has a functioning pistol attached, are 3 half-folks who fight once discovered. |
| 4. A ghost is hiding in the storage refusing to depart for the afterlife. Once confronted it possesses various costumes and fights. |

Props Storage

Prompts: heavily guarded & cramped

Towers of props adorn every inch of the floor and walls, intersected by curvy paths. A small desk near the entrance holds a ledger with a list of all present items. Various lanterns and a single skylight illuminate the 50x30 feet room. The southern wall is entirely covered in shelves that hold smaller objects.

This storage has been redesigned after Meekon's discovery of Tralin's Journals. The 'operation room' contains all the necessities for Meekon's shady business. It is hidden behind the southern wall, and only Meekon can access it via secret doors embedded in the long shelf. Two security guards deny access to the Props Storage to all except Meekon, and Aric the stagehand.

Inside, there are ropes, curtains, cardboard clouds and boulders, platforms, balls, rings, and almost everything needed for a show.

Props Storage clues for the secret operation:

- | |
|-------------------------------------------------------------------------------------------------------------------------------------|
| 1. A strange powder used for illusionary magic leaves a trail to the huge shelf. |
| 2. Puppets gaze at the party, following their movement, ready to attack the intruders. One of them knows about the hidden entrance. |
| 3. A self-playing harp performs a beautiful song that makes the party forget why they came here. |
| 4. A small, shabby bag opens and from it, a huge magical beast manifests, confused and volatile. |
| 5. Ghosts loom and question the intruders, threatening to take them into the underworld if they answer wrongly. |
| 6. A deadly trap is triggered if the party comes too close to the hidden door. |



Meekon's Office

Prompts: guarded, locked with arcana & traps, organized, luxurious

A heavy oak desk sits at the farthest wall, opposing the doors. The office is adorned with expensive candleholders, vintage armor, a purple silk doublet, and various nicknacks that the wealthy appreciate. Large windows let the sun bathe a luxurious emerald-green sofa, and in a locked showcase, there are numerous books, parchments, and instruments. Above the fireplace, there is an ornate portrait of a handsome half-folk in a marvelous stage cloak.

The portrait is of Tralin Bigcloak, and it is well-kept and of great importance to Meekon. Behind it, there's a safe with Meekon's most prized possessions: gold and Tralin's journal. A huge calendar sits on top of the desk with notes for the upcoming shows. Locked in the desk's upper drawer is Meekon's personal ledger with all the information about the business, both light and dark. The showcase is enchanted, depicting regular books and items, but once opened, it shows the strangeness of Meekon's mind.

Here Meekon meets with prominent clientele, patrons, far-world merchants, nobles, acting scouts, and more. The office is guarded by two arcane users, a smothering carpet, and intricate locking mechanisms to which only Meekon has the key.

Design notes: Does the party confront Meekon or sneak into the office while operating the case? What valuable information do they need to retrieve? What about an expensive artifact? Have the party fight the traps, the rug, and the animated armor while trying not to alarm the staff. What will they do with the dangerous journal? Consider placing the knowledge inside it that is of great emotional value to the party to truly test their moral compass.



The Cat Walk

Prompts: unstable, supporting wires, metal structures

A set of rectangular walkways are held 50 ft aloft by metal wires. They are 5 ft wide and have numerous props hanging from them: cardboard cutouts of the moon, sun, and clouds; lanterns and silk; pirate and royal flags. From this position, the auditorium and orchestra spread before you, and the Royal and Balcony boxes to the side, 7 feet beneath you.

Aric's helpers roam the walk and aid in changing the scenes. Half-folk, dragonlings, or gnome children do the work for a couple of coppers. Two sets of ladders connect the walk to the first floor.

Design Notes: A perfect area for the assassin who aims at the Royal Box. Have the party sneak and keep their balance on the walk while looking for a cultist in the crowd. Have the structure fall down in the final confrontation as the wires finally give. Allow players to cinematically swoop from the top, riding a cardboard crescent moon just in time to snatch a dangerous item from the stage!

NPCs

Meekon Softbough is a young, average-looking half-folk with brown hair, greedy eyes, and a complex. He maintains a strict order in the theater with a fear of the unknown—some employees suspect 'shady businesses', which keep their heads down. He's unpredictable, impetuous, and prideful, with a mildly unlucky aura. He uses big, unknown words to sound smarter and is also impatient, which leads to many mistakes that cost him and the staff. However, Kogark and Ozzie help him maintain obedience in exchange for some extra gold and favors.

Ozzie Bushido is a surly orc with a scarred face and a menacing scowl. He works as an **usher** at the theater, helping to keep order and directing patrons to their seats. Despite his tough exterior, Ozzie is actually a bit of a softie and has a secret love of musical theater. He is fiercely loyal to the establishment and will do whatever it takes to protect it.

Kogark is a simple-minded ogre with big muscles. He works as theater **security**, often boasting about his past "shady days". He loves nothing more than to eat popcorn and is easily bribed by a batch. Together with Ozzie, he keeps the secret operation running smoothly, aiding in various tasks. The office makes him claustrophobic.

Aric Bozgov is a burly human man with a thick beard and a boisterous personality. He works as a **stagehand** at the theater, responsible for setting up and tearing down sets and props, as well as helping with maintenance and equipment. He is known for his rough sense of humor and his tendency to speak his mind, but he is also fiercely loyal to the theater and its staff.

Elara Cliamantes is a slender, poised half-elf with long, flowing hair and a regal bearing. She works as a **ticket taker**, greeting patrons and dreaming of having her own theater one day. She is a stickler for rules and etiquette, but she is also kind and helpful, offering assistance to lost and confused theatergoers.

Cyb 20558 is a **concessions server** that once was a fighter automaton. Its memory was deleted and behavior reprogrammed to serve sweets in the quickest way possible. Two heads and four arms make it a formidable enemy. In addition, Cyb often hums the theater's theme song.

Abiana 'Abby' Hobbot is an older half-folk lady with curly hair, big glasses, and plump cheeks. She works as a **Play Arcanist**, using her mother's old spellbook and self-taught knowledge to aid in the shows. Once she had dreams of attending the Arcane Academy, but after they rejected her, she found the world of art and theater far more enticing. Her demeanor is calm and gentle.

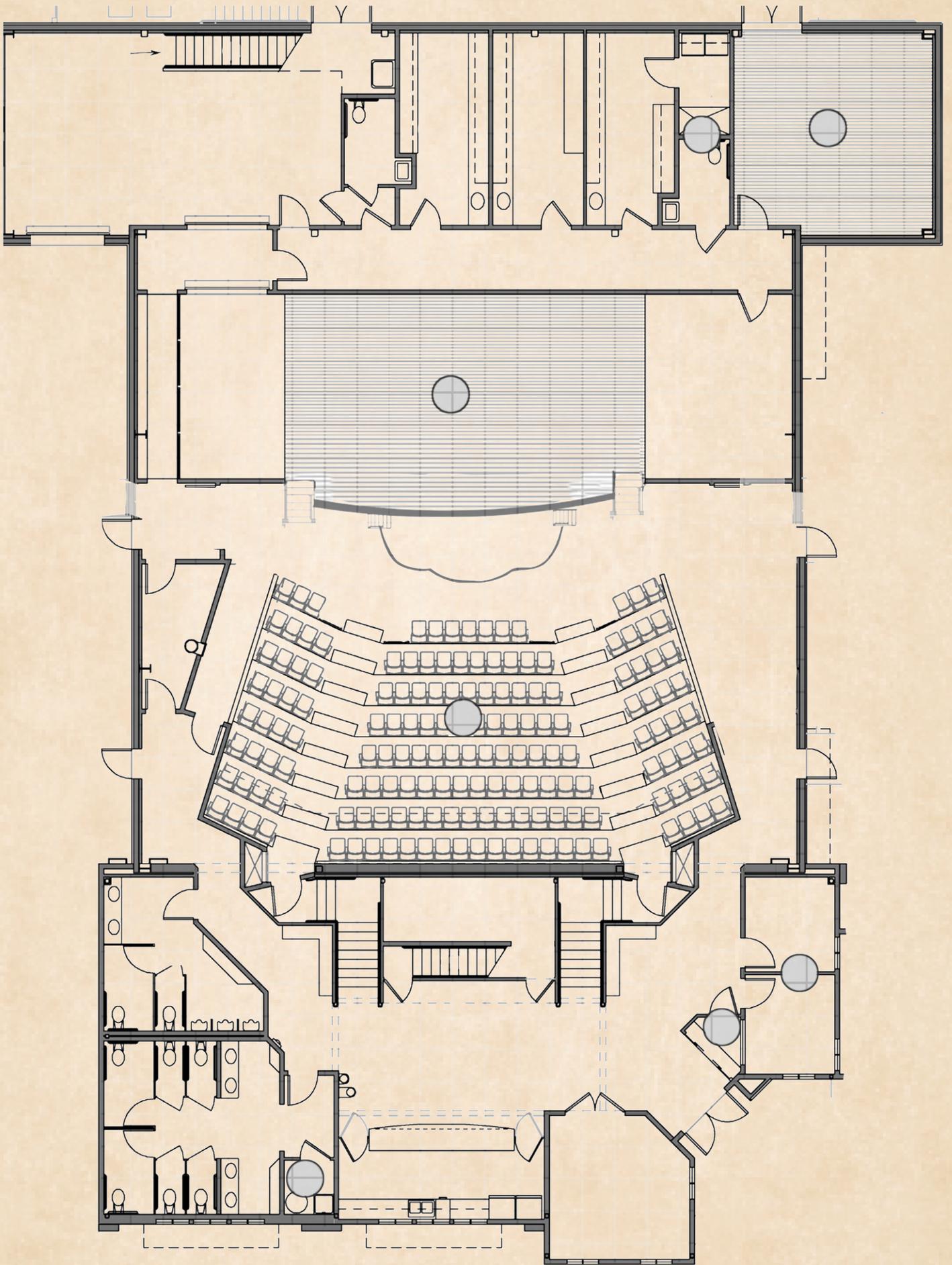
Zuzo the Tailor is an older goblin enchanter who works as a **handygob** and **tailor**. He repairs what is needed: from props to the theater itself. He likes to be left alone and once focused on work, he is almost oblivious to anything else. Abby is his big crush and he tries to court her with various gifts he makes in the workshop. She's playing hard to get but is mesmerized by his skill.

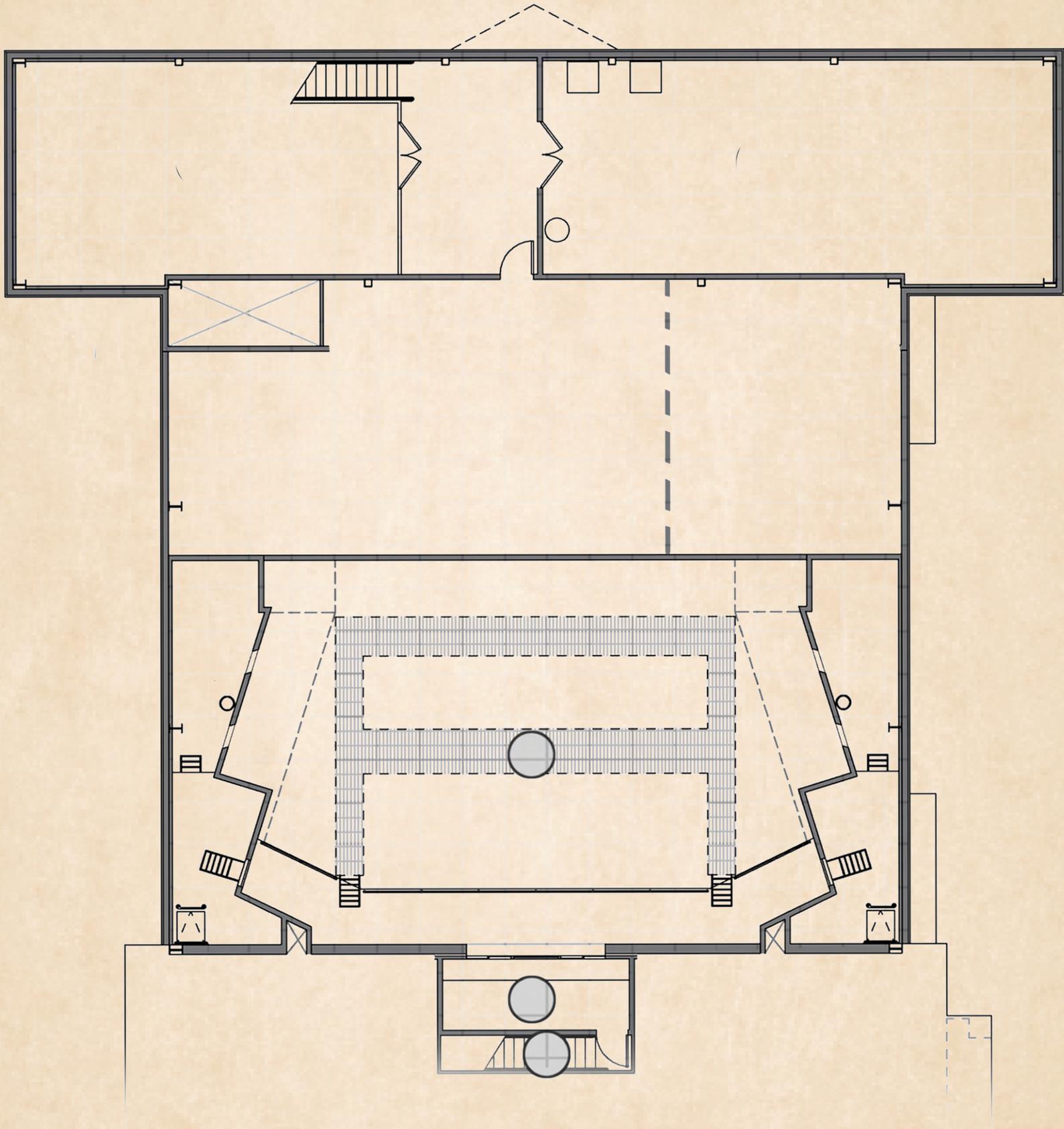


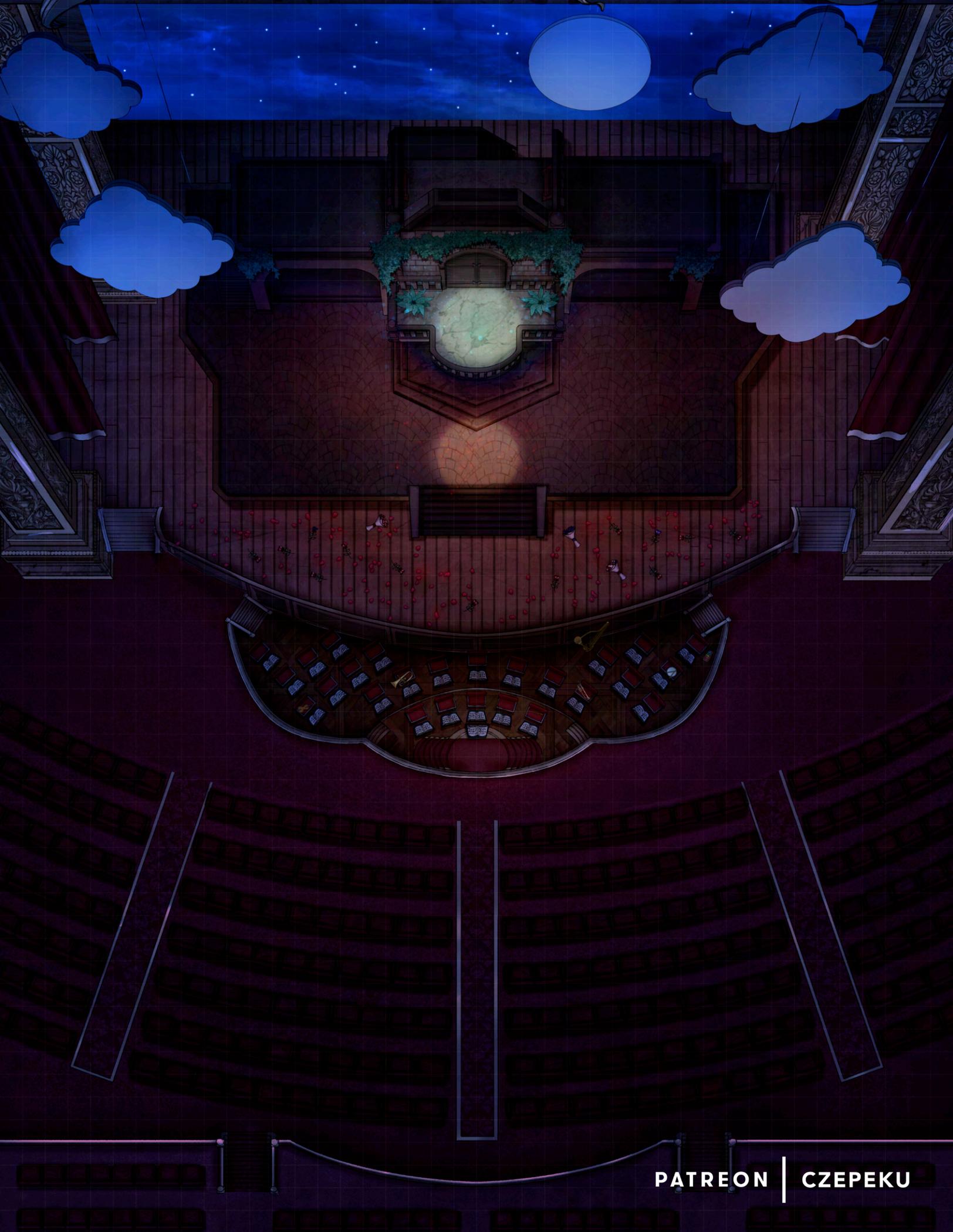
ZUZO

CYB









Closing Words

Help us build better locations

These adventure locations are a product in development. I would **truly appreciate** if you could fill out this [2-minute survey](#) regarding *this* location, so I can keep refining and optimizing them for game masters to use.

Thank you in advance!

You can find other locations, NPCs, and articles about ttrpgs, stories and storytelling on elvenfirefly.com

You can grab the **print-friendly location PDF**, as well as Zuzo and Cyb's expanded character PDFs, tokens and cards by subscribing to our [newsletter](#).

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