



# THE MIRAGE BAZAAR

**T**he Mirage Bazaar is a mysterious and inherently magical marketplace that exists outside the normal boundaries of time and space. Frequented by a diverse crowd of creatures from across the Multiverse, the Mirage Bazaar usually appears exactly where it's needed offering temptations to those who can ill afford to turn them down.

## DESCRIPTION

The Mirage Bazaar is a fertile oasis roughly 1000 feet in diameter and packed tight with palm trees, colorful tents, and sandstone buildings. Azure water springs from ornate fountains and a pleasant wind rustles through the palm trees. A beautiful and serene place – were it not for the constant bustle of trade.

Packed shoulder-to-shoulder, a perpetual crowd fills the bazaar at all hours of the day and long into the night. Heated haggling, chiming bells, and loud music meld together into an impenetrable cacophony, while the scent of honeyed pastries and roasted meat mix with sweat and a myriad of other smells to overwhelm the senses. Though members of the common races are plentiful, the presence of more exotic beings speak to the bazaar's interplanar nature. Here, a pit fiend growling prices at a gnome customer; over there, a unicorn outfitted with golden plate armor sauntering through the crowded streets – there is no shortage of wonders in the Mirage Bazaar!

## THE MIRAGE BAZAAR OVERVIEW

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| <b>Description</b>          | The Mirage Bazaar is a busy marketplace in a large oasis that can travel across the planes of existence      |
| <b>Background</b>           | Once the home of a powerful dryad, the Mirage Bazaar is now under the control of a greedy efreeti lord       |
| <b>Rules &amp; Security</b> | The bazaar has strict laws against theft and lying, and the Searing Eyes, efreeti guards, patrol the streets |
| <b>Wares &amp; Services</b> | The bazaar offers all manner of wares and services from across the various planes of existence               |

**Safety**

**Prices**

**Assortment**

Imagine this; you're lost in the vastness of the desert, parched, hungry, tired, and surrounded by nothing but sand. Suddenly, an oasis appears in the distance, where there was nothing just moments before. Palm trees cast cooling shadows, tents and houses promise shelter and rest. As you come closer, you see that it's more than just an oasis; it's a sprawling marketplace, filled with all manners of exotic wares, scents, and sights. One could not blame you for believing you've finally found a peaceful haven to rest, but beware; the Mirage Bazaar is many things, but peaceful isn't one of them!

– *The Wanderer*



## BACKGROUND

Originally, the Mirage Bazaar was as far from a marketplace as any place could be. There were no shops, structures, or even people – just a mysterious, bone-white palm tree surrounded by a few hectares of fertile land. The only sentient being was the reclusive dryad, who inhabited the alabaster palm tree.

Through some mysterious power or magical mishap, the dryad could transport herself and the swath of land around her palm tree through space and even across planes of existence. She could make the whole oasis appear out of thin air in the most desolate areas – and often did so, providing much-needed succor to lost explorers and wayward travelers.

It is unclear whether the first permanent structures were built before or after the dryad disappeared, but at some point, an enterprising efreeti, Mak-ûn-Kâl the Magnificent, took control of the oasis and began converting it into the interplanar bazaar it is today. Ruthlessly pragmatic and with a keen eye for profit, Mak-ûn-Kâl has titled himself Lord of the Mirage and, aided by an elite force of efreeti guards, Mak-ûn-Kâl maintains an iron grip on the Mirage Bazaar.

At present, few remember the Mirage Bazaar's origins, knowing it only as one of the most exclusive and well-stocked marketplaces in existence. Open to nearly all visitors, regardless of origin or creed, and kept relatively secure by the Lord of the Mirage's plentiful guards, the Mirage Bazaar is a dream destination for merchants and customers alike.

## LORE & RUMORS

Characters who visit the Mirage Bazaar may learn the following as they roll History or Investigation checks, at your discretion:

- **Lord of the Mirage (DC 10).** The Mirage Bazaar is controlled by the efreeti Mak-ûn-Kâl.
- **Interplanar Market (DC 13).** The Mirage Bazaar can travel across the planes of existence and appear anywhere the Lord of the Mirage wills it to.
- **Liars' Bane (DC 13).** Lying is outlawed and anyone who breaks this law may find themselves arrested and fined.
- **Rhymes & Riddles (DC 15).** Most merchants at the bazaar have a fondness for rhymes and riddles and may offer discounts to those who partake in this custom.
- **Oasis Origin (DC 17).** Before it became the Mirage Bazaar, the oasis was home to a powerful dryad, who lived in the alabaster palm in its centre.
- **Dryad's Disappearance (DC 19).** The dryad who used to live in the oasis disappeared more than a century ago, shortly before the Lord of the Mirage seized control of the oasis.

**The Mirage Bazaar is featured in [Wanderer's Guide to Enchanted Emporiums](#) – [check it out here!](#)**

## Mirage Bazaar Notable Locations

| d10 | Name                | Description  |
|-----|---------------------|--|
| 1   | Assania's Aspects   | An artist's stall where the young tiefling Assania renders the likenesses of passersby as portraits or figurines that are sometimes magical      |
| 2   | Dancing Dunes       | An outdoors amphitheater where ethereal performers showcase magical dancing routines under the guidance of the elven matriarch Azû               |
| 3   | Elemental Emporium  | A sprawling shop run by elemental half-siblings that sell bottled elements and other alchemical mixtures   |
| 4   | The Elusive Mirage  | A boutique filled with adventuring equipment and rogues' tools, including objects imbued with illusions and a multitude of disguises             |
| 5   | Emberwild           | A cozy restaurant in a roofless building, specialized in grilled food and run by the jovial fire-touched Pyrallia                                |
| 6   | Luminous Loom       | A tailor that weaves fine garments, carpets, and other enchanted fabrics run by the elderly Ser Padfrey, a retired human gladiator               |
| 7   | Nymran's Nectars    | A colorful stall run by two satyrs that serve mundane and magical drinks   |
| 8   | Maronia's Menagerie | A stable and pet shop with an abundance of exotic beasts run by the elderly human woman Maronia.   |
| 9   | The Sapphire        | A rowdy four-story inn and tavern that offers all manner of services, run by the infamous elven siblings Amylla and Hamilan                      |
| 10  | Whispering Waters   | A high-end inn and restaurant run by a fashionable bugbear that has several fountains and streams within that whisper fantastic tales to patrons |



## RULES & CUSTOMS

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The Mirage Bazaar has a strong culture, which includes rules and customs that are strictly enforced by the Lord of the Mirage and his guard force, the Searing Eyes. Below is an overview of the most important of these unique rules and customs.

**No Lying.** Probably the most controversial of the Mirage Bazaar's laws is the ban on telling lies. Insisting that honesty is a prerequisite for order, the Lord of the Mirage has outlawed all falsehoods. While small, innocent lies, such as embellishing a minor trinket's value or giving a false compliment, only result in minor fines, bigger lies – lying about who you are or completely fabricating stories – carry hefty fines or may even cost the liar their tongue. The Searing Eyes treats accusations of deception as grave crimes and use *rings of truth* to question anyone suspected of lying. As a result, most inhabitants of the Mirage Bazaar have a habit of circumventing statements of fact, preferring to moderate anything they say so as to not inadvertently tell a lie (“A customer once told me, that they thought this was the best meal in all of the Mirage Bazaar” or “This object is worth up to 500 gold pieces – or so the appraiser says!”)

**Beautiful Barter.** Most who have shops or stalls at the Mirage Bazaar see themselves as much as artists as they do merchants. They put so much stock into the art of bartering, that they've developed their own unique style that incorporates riddles and rhyming. Instead of simply naming the price of an item, a vendor might say that the cost in gold is “equal to the number of layers in Hell” or that “it rhymes with dine and line – or these words of mine!” A customer who fails to play along reveals their inexperience and will see prices soar, while those who engage skillfully, presenting their own riddles or rhymes, may earn sizable discounts.

**Respect Thy Lord.** Though many chafe under the draconic rule of Mak-ûn-Kâl, few dare question the powerful efreet. There are no laws that explicitly forbid speaking ill of the Lord of the Mirage, but those who do so tend to disappear or wake up to find their shop burned down. As a result, most locals who are asked about the Lord of the Mirage will typically offer only obvious facts such as “the Lord of the Mirage is an efreet” or “the Lord of the Mirage has a great interest in the market's safety”, in an effort to not disparage Mak-ûn-Kâl while also not uttering a falsehood. It's a fine line to navigate, which is why most vendors prefer not to speak about politics at all.

## PROTECTIONS

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The Mirage Bazaar has plentiful protections to make it one of the more secure markets in existence, despite its varied clientele.

**Anti-Deception Magic.** A permanent *dweomer* protects the core of the bazaar from most forms of mundane and magical deception. Though unfelt by most who visit the market, this powerful enchantment alerts the Searing Eyes whenever a lie is told or illusory magic, such as *invisibility* spells or *disguise self* spells, is employed to deliberately fool others. The more bold-faced the lie and the stronger the illusion, the more likely that the Searing Eyes will dispatch a patrol to investigate and find the culprits. Small acts of deception, such as a white lie or a harmless illusion, may go unnoticed, though many such acts in succession are sure to draw the attention of the Searing Eyes.

**Searing Eyes.** The Searing Eyes are the Mirage Bazaar's guard force and operate out of the Lord of the Mirage's palace. Consisting of more than four dozen efreeti and a handful of other, powerful beings, visitors to the bazaar do well to respect their authority. Typically, the Eyes patrol in small squads of four **efreeti** and one **efreeti warmage**. When apprehending suspects, they prefer to do so quietly and without causing a commotion, but are ruthless and brutal towards anyone who refuse their decrees.

**Punishment.** The Mirage Bazaar does not have a prison; any punishment doled out is either corporal or monetary. Anyone suspected of a crime is brought immediately to the Lord of the Mirage's palace to stand trial before a magistrate. Suspects typically have to wait for hours before they are let into a courtroom, where the magistrate hears testimonies (under a DC 21 *zone of truth* spell) and judges the case. Punishments range from fines between 10 and 1,000 gp (though thieves and liars can pay with a hand or their tongue if they don't have sufficient funds), a public lashing, or an offer to redeem their honor by fighting in a gladiatorial arena (which has the added benefit of filling the Lord of the Mirage's coffers). The magistrates typically don't order executions but may, in extreme circumstances, order culprits to be evicted from the Mirage Bazaar in a hostile environment, such as the Astral Sea or the Plane of Elemental Chaos – which is a death sentence in all but name.





WANDERER'S GUIDE TO

# Enchanted Emporium

— HERE'S WHAT'S INSIDE —

- ◆ **Rules & pricelists** for trading items
- ◆ Simple & flexible **crafting system**
- ◆ 3+ epic **marketplaces**
- ◆ 5+ flavorful **subclasses**
- ◆ 25+ ready-to-play **merchants**
- ◆ 80+ fully-illustrated **magic items**