

This document contains the description of the *Woolpit & Flayne* boutique, and its strange proprietors.



Woolpit & Flayne Fine Clothier and Leathers

Description: In the low end of the High Street in Southshore, there is an inconspicuous and unassuming little shop. The stark letters in the display window simply states *Woolpit & Flayne - Fine Clothier and Leathers*. The interior of the store is hidden from view by thick velvet curtains, and the only insinuation that the boutique might be anything but a high end tailor and leatherworker's workshop are the odd and extreme clientele who patronize the establishment.

Inquisitive tourists who bother to enter the shop discover a scrupulously clean, sparsely decorate showroom, lit by light filtering between the heavy curtains of the display window. The walls apparently consist of bulky chestnut cabinets and drawers, and a worn, polished counter with a simple silver bell atop it is the only other detail in the space. A cloying smell of potpourri mixed with old dust hangs in the air, and the entrance to the back room is behind the counter is also covered by a heavy drape of black velvet. Should this eerie atmosphere not dissuade the curious consumer, ringing the bell summons the shop's proprietors: Mr. Warren Woolpit and Mr. Reginald Flayne.

Warren Woolpit is a gangly fellow, dressed in a simple black suit, meticulously tailored but of a noticeably archaic cut. His face is slack-jawed and expressionless, to the point of appearing palsied to the trained eye, and his skin has a sickly green tint. Regardless, he possesses a singular politeness, and a turn of phrase fit for a courtier or a diplomat. He listens to a visitor's needs cordially, and handles potential customers according to their particular needs - most often steadfastly guiding them out of the shop, towards merchants better suited to their requirements and purses.

Reginald Flayne is much less affable than his creaky companion. Very obviously the silent partner of the business arrangement, Mr. Flayne is a looming, pallid figure, standing silent and unmoving behind the counter, clad in a dark leathered longcoat, with a heavy crimson scarf covering the lower half of his face. Mr. Flayne never speaks, but despite his appearance he seems to move unnaturally fast, especially if clueless customers become belligerent toward his more amicable companion.

Woolpit and Flayne serve two very particular customer segments. Primarily, people with considerably deep pockets go to the shop to have their tailoring done, and both the clothes and leatherworks purchased from the shop are extremely well made and durable. Although they do not advertise as such, Woolpit & Flayne is a procurer for most of the wealthier nobles in the nearby lands, with arrangements going back several generations if writs and ledgers are to be believed. The secondary customer segment is even more rare - it is said that in addition to mundane attire and equipment, the shop deals in the unusual and the eldritch, and that the strangely clad visitors the shop entertains are indeed wizards or adventurers from foreign lands, looking to trade in the strange and magical.

Judge's Notes

What's really going on: Both Warren Woolpit and Reginald Flayne are undead monstrosities: not quite mummies, not quite revenants, but something dead and unpleasant. Their flesh has long since dried, their minds are cold and pragmatic, but unlike their hungry and vengeful brethren, they have held on to their sapience and humanity enough to not be of immediate danger to their surroundings. Whether this condition is caused by a curse or a divine retribution, no one knows, as both incumbents have already forgotten how they came to be so burdened. They eke out a simple but useful existence among the urban throng, and largely avoid attention beyond a few unsavory rumours. In addition to making them essentially undead, whatever causes their condition requires them to subsist solely on raw meat - should someone inquire about the shop will easily notice that the men apparently never leave their store, and that the only groceries delivered are from various butcher's shops all around Southshore Town. Both men detect as undead, should suitable magical means be applied to them. Warren is slow in his movements, as his body has decayed and his joints have dried out considerably, and the pallid green tinge apparent in his skin is testament to his strange condition. Reginald is considerably more limber, due to the embalming oils and leather treatments he uses on himself - however, his odd condition is apparent should he remove his scarf, as he entirely lacks a jaw.

Warren and Reginald are consummate craftsmen, true masters of their trade. Warren Woolpit is a tailor who knows a wide variety of styles and cuts, from various eras and regions. Reginald Flayne is an extremely skilled leatherworker, able to craft both armor and equipment of the highest order. Additionally, the shop has been in business for several hundred years, and consequently, its stock is quite varied - bartering is an accepted form of trade, especially when the more unusual items and materials are considered.

In addition to their skills as craftsmen, both creatures have other talents as well. Warren is an established occultist, and is quite capable to keep his own in magical combat. Reginald is a talented machinist and assassin, with all of the relevant skills of a thief. Consequently, the shop and the attached town house are actually quite dangerous to a careless assailant. Cabinets are either locked with intricate, high-quality locks, possibly trapped as well, important entrances are magically warded, and some are wizard locked and protected with occult sigils. The house consists of two floors above the ground floor, an attic, and a cellar level below; further details are left to the Judge.

Mr. Warren Woolpit: *Init:* -2 ; *Atk:* sewing needle +5 (1d4+1) melee or magic spell (see special); *AC:* 14; *HD:* 6d8 + 6 ; *HP:* 35 ; *MV:* 30' ; *Act :* 2d20; *SP:* cast spells as 6th level cleric, +8 to cast (*Ward portal*, *Command*, *Magic shield*; *Invisibility*; *Rat summoning*¹; *Lotus stare*; *Wizard lock*²); undead traits; cabinets of curiosity (see below); *Saves:* Fort +6, Ref -2, Will +8; *AL:* N.

Even if assaulted, Warren will generally attempt to defuse the situation without undue deaths, using his magics to control or tie up opponents until they can be subdued and sent on their way. If forced to fight for his life however Warren will use the full arsenal at his disposal, activating the various wards in the building and using magical items in the shop against his foes. In this situation the Judge is instructed to utilize a variety of combat and summoning magic as they see fit, as Warren darts from cabinet to cabinet, pulling out scrolls, charms and wards and unloads them at the assailants (once per round, treat as the third successful result from any suitable spell chosen from the DCC rulebook).

Mr. Reginald Flayne: *Init:* +6 ; *Atk:* skinning knives +8 (1d6 + 2 / 1d10 + 2); *AC:* 18 ; *HD:* 6d8 + 6 ; *HP:* 42 ; *MV:* 30' ; *Act :* 2d20 ; *SP:* Backstab + 14, Sneak +12, other thief skills as a 6th level chaotic thief; undead traits; cursed scarf of strangulation (see below); *Saves :* Fort +6, Ref +8, Will -2; *AL :* C.

Unlike his companionable compatriot, Reginald Flayne is considerably less amicable towards any and all aggressors, and will answer force with at least equivalent force. If a client becomes belligerent in the shop floor, his first reaction will be to attack them, preferably with subdual damage, but if weapons are drawn Reginald will spring to lethal action.

Reginald keeps constant watch on the happenings in the shop, and should most often be treated as if he is surprising the attackers. Subdual damage is applied with the pommels of his skinning knives, with the blades deftly indicating that things will get quite a bit worse if customers continue acting out. If the situation warrants, his first round will always be to brutally backstab the initial aggressor, and use his scarf on any possible secondary attacker. The scarf is a cursed item: when it comes to contact with a living target, it immediately attempts to strangle them to death, moving in a flash like a bright woolen constrictor snake. The target can do nothing but attempt to remove the accessory from their face and neck, rolling STR checks against a DC of 20 or suffering 1d10 damage each round while strangled. If target is brought to 0 HP they have 1 round before they die, should the scarf be successfully removed during this round, the target recovers consciousness and recuperates the hit points lost due to strangulation at a pace of 1d10 points per round.

1 As *Animal summoning*, but only summons rat swarms and giant rats.

2 The reverse of *Knock*.

Should Reginald be forced to defend the premise from further assault or infiltration, he stalks his targets, preferring to take them down one by one, starting with the weakest. His jawless visage may force morale checks at Judge's discretion, at least towards any commoners or henchmen involved in any assault or heist attempt.

In your campaign: Woolpit & Flayne's shop serves several possible purposes in a campaign of Dungeon Crawl Classics. To list a few:

- **Better equipment:** A successful adventuring party will eventually end up with a considerable amount of gold. Woolpit & Flayne's works excellently as a location to acquire better gear, and as such can easily be used in conjunction with the improved equipment articles published previously on KitN (for example, the improved and odd equipment modifiers found [here](#)).
- **Magical merchants:** Buying and selling magic items inevitably crops up as a question, and although generally this sort of thing goes against the grain of DCC, there are situations where this may be warranted. Woolpit & Flayne's serves excellently as a suitably eerie location to do such trading, either with the proprietors themselves or by using them to liaison between potential buyers and sellers.
- **Story hooking:** Woolpit & Flayne can easily act as either the goal or the starter for almost any quest. They are open to acquire and trade magical items and materials, and may send adventurers to handle such acquisitions.
- **Adventure opponents:** The Woolpit & Flayne shop and attached house can act as an adventure in itself, for higher level groups. The details of its construction and content are left to the Judge, at least for now.