



NIZZYM THE DEFILER

The dragon's serpentine neck lazily veers toward you and its baleful eyes focus upon you. Pinkish arcs of energy dance on the dragon's azure scales as it moves. "Yesss, adventurers, I sssee you..." the dragon's sibilant hiss is little more than a gravelly whisper but still easily carries across the distance between you. "Are you opportunistsss who've come to enlist my serviccsss – or do you fancy yourselves dragon slayerssss, O mighty heroesss?"

Nizzym is an **adult spellwarped dragon** who has a knack for creating enchantments and weaving spells from raw and unstable magic. Though undoubtedly an evil and malicious creature, Nizzym is known to offer her magical services to anyone – hero or villain – who's willing to pay her steep fees. Chaotic and unpredictable, Nizzym often moves around and may make her lair anywhere from the dense jungle or desolate plains to the sewers underneath a larger city.

WARPED BY RAW MAGIC

Anyone who lays eyes upon Nizzym immediately realizes that she is not an ordinary blue dragon. Indeed, Nizzym's egg was stolen by an ambitious wizard before she hatched. In an attempt to magically bind the unhatched dragon to him, the wizard cast several different enchantments upon the egg.

ARTISAN OVERVIEW

Artisan	Nizzym, a cruel and unpredictable spellwarped dragon
Services	Magical augmentations, spellmarks, and spellwarped magic items
Biases	<ul style="list-style-type: none"> + Gemstones and submissiveness - Anyone who disrespects her

Sell Prices	Bargaining DC	Buy Prices
150%	15	40%

While the spells didn't secure Nizzym's loyalty – as the wizard learned when Nizzym turned against him – they did infuse her with raw, unstable magic. After devouring her captor, Nizzym made his magical treasures the foundation of her hoard. She soon realized that her condition not only allowed her to wield wild magic, but also to enchant and augment objects, granting them a sliver of her unstable magic. She could even imprint her magic on other creatures by giving them powerful spellmarks.

ROLEPLAYING NIZZYM

Nizzym possesses all the blue dragon's best traits: she's vain, arrogant, self-centered, malicious, and cunning. Not typical of blue dragons, however, Nizzym is also unpredictable, erratic, and unnecessarily cruel.

She covets gemstones and treasures for her hoard, but most of all she enjoys seeing lesser creatures squirming and scraping to earn her favors. As she says; “It iss only right that inferior beingsss bow to their bettersss.” She will interject scathing insults into any conversation, and carefully craft her words to be as hurtful as possible, such as telling the barbarian that “your lack of scarsss tell me you haven’t a true warrior’s heart” or letting the vain bard know that “it is good that you know magic – though I doubt it makesss up for your lack of charm or talent!”

NIZZYM’S SERVICES

Nizzym can provide three different types of services: she sells magic items that she’s enchanted or warped, she can augment the characters’ own items, and she can imbue the heroes themselves with unstable spellmarks. Whatever service she provides, Nizzym does nothing for free – her prices are steep and become steeper still for those who refuse to grovel at her feet.

Though she would never admit it, Nizzym has a soft spot for those who have been transformed against their will, just like she was. She may bestow discounts to a character cursed with lycanthropy or a tiefling that’s been ostracized for its lineage. Conversely, Nizzym hates – and secretly fears – wizards and always marks up her prices when dealing with them.

SPELLMARKS

Nizzym can imbue another creature with a spellmark by carefully aiming her Warping Breath at a small point on the creature’s body at close range. This process is extremely dangerous as the subject suffers the full damage of the magical breath attack. Nizzym thus always makes sure she’s paid up front: “Feeble as you are, there’s a chance thiss procedure might kill you – not a terrible loss to anyone, I susspect, but I will need you to provide my fee in advance.”

If the creature survives the dragon’s breath, it gains a spellmark. The creature and Nizzym may have agreed upon a specific spellmark in advance. Alternatively, Nizzym also accepts a flat fee of 1,000 gp to create a random spellmark, determined by rolling a d6 on the table below:

d6	Spellmark	Value
1	Conduit	1,500 gp
2	Disrupt	750 gp
3	Mindmage	1,000 gp
4	Spellmantle	2,000 gp
5	Weavewraith	1,500 gp
6	Unstable	1,000 gp

MAGICAL AUGMENTATIONS

Nizzym’s bite carries potent, raw magic, some of which can even be temporarily transferred to an inanimate object. For a fee of 250 gp, Nizzym will gnaw on an item for a few minutes and give it back augmented (unless it tastes so good she decides to keep it, in which case it’s up to the characters to see if they can prevent her from doing so).

When Nizzym augments an item, roll on the Augmented Magical Properties table to decide which random magical benefit the item grants a character who wears or carries it. If the item would gain a property it already has or that doesn’t fit its type, reroll. The augmentation lasts for 1d4 + 1 days and an item can only have one augmentation at a time.

d8 Property

- You gain a +1 bonus to attack and damage rolls made with the item (weapon), or you have a +1 bonus to AC.
- When you with an attack roll using this item, the target takes an extra 1d8 force damage (weapon), or you have resistance against the damage of spells.
- You have advantage on saving throws against spells and other magical effects.
- You have advantage on Insight and Perception checks.
- You have advantage on Athletics and Acrobatics checks.
- You can’t be charmed or frightened.
- Your speed is increased by 10 feet.
- The item has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 of its charges to cast *fly*, *invisibility*, or *mirror image*.

MAGIC ITEMS

Nizzym sells a wide assortment of spellwarped magic items she’s crafted or augmented herself.

Item	Type	Value
Potion of Raw Magic	Potion	400 gp
Empowering Crystal	Wondrous Item	600 gp
Spellwarper’s Touch A	Wondrous Item	800 gp
Portal Wand A	Wand	2,000 gp
Emblazon Erratica A	Armor (Shield)	6,000 gp
Spellshot Longbow A	Weapon (Longbow)	6,000 gp
Warping Greatsword A	Weapon (Greatsword)	6,000 gp