WANDERER'S GUIDE TO

Enchanted Emporiums

EVENTYR GAMES

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Note. While *Wanderer's Guide to Enchanted Emporiums* is compatible with the fifth edition of the world's greatest roleplaying game, it is **not** an official Dungeons & Dragons publication and Eventyr Games has no affiliation with Wizards of the Coast.

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Welcome, brave traveler, to my guide to enchanted emporiums! With this tome in hand, you'll learn all about crafting, enchanting, and trading magic items and be introduced to a plethora of magical markets and supernatural shops – and a treasure hoard's worth of new magical relics, cute companions, and heroic paths! It'll be an exciting and dangerous journey, but fret not, I'll be here, offering advice and insight. So, step inside, and let's see what magical bargains the fates have in store for you today!

– *Azân the Wanderer*

Introduction

If there is one thing that more than anything else defines heroic fantasy, it is the presence of magic. From the wand-wielding wizard to the noble knight and their legendary blade, magic items are at the heart of what fantasy is. In a world where such relics exist – and, maybe, are prevalent – it makes sense that heroic characters would want to barter, buy, sell, and even create their own magic items.

That is exactly what *Wanderer's Guide to Enchanted Emporiums* sets out to provide: guidelines and tools that make dealing with magic items in fifth edition easy and fun for everyone at the table. This guide expands upon the material provided in the best-selling *Wanderer's Guide to Merchants & Magic* by introducing a system for enchanting magic items, epic magical markets, player options, a menagerie of new magic shops, and dozens of new magic items for fifth edition.

Chapter 1 deals with the commerce of magic, and provides tools for the GM to help price magic items, handle the characters' wealth and access to magic items, and make bargaining simple and enjoyable.

Chapter 2 presents a system for enchanting magic items with adjustable magic properties, including rules on how to harvest materials from the remains of slain creatures to use for crafting and enchanting.

Chapter 3 features three marketplaces, the Maelstrom Market, the Mirage Bazaar, and the Undermarket, which can be plugged into any game and will provide hours of fun for the player characters.

Chapter 4 provides 27 plug-and-play magic shops where characters can buy and sell magic items from quirky and unique shopkeepers – each of which comes with roleplaying tips, quest hooks, and full inventories.

Chapter 5 offers 100 new magic items – including upgradeable items – to excite the characters with, ranging from common curiosities to legendary relics.

Chapter 6 gives players five new subclasses for fifth edition as well as three new feats, each of which is inspired by themes of magic and mercantilism.

Appendix A: Magic Item Values has values for more than 600 magic items, including nearly all magic items in the basic rules of fifth edition and all magic items from *Wanderer's Guide to Enchanted Emporiums*, *Wanderer's Guide to Merchants & Magic*, *Milando's Guide to Magical Marvels*, and *Heretic's Guide to Devotion & Divinity*.

Using This Book

Wanderer's Guide to Enchanted Emporiums references the core material for fifth edition found in the System Reference Document (SRD). Most referenced material that isn't in this book can be found in the fifth edition SRD or in the *Dungeon Master's Guide*, *Monster Manual*, and *Player's Handbook*. Some references are made to previous Eventyr Games' publications, *Heretic's Guide to Devotion & Divinity*, *Milando's Guide to Magical Marvels,* and *Wanderer's Guide to Merchants & Magic*, each of which can be purchased at eventyrgames.store.

Presentation of Content

The content in *Wanderer's Guide to Merchants & Magic* is presented in various ways to make it easy to use.

Creatures. When a creature's name is written in **bold** type, it indicates that it has a stat block that might be relevant to use.

Magic Items & Spells. Magic items and spells are written in *italic* type and title case (i.e., a *Bag of Holding* or a *Detect Magic* spell), though some exceptions are made for tables and stat blocks.

Reference Icons. In inventory tables and price lists where magic items are referenced, icons are used to provide additional information about the item. If an item doesn't have an icon to indicate in which publication it can be found, it can be found in the fifth edition *Basic Rules* and in the fifth edition *Dungeon Master's Guide*. The icons used are:

Ⓐ: The item requires attunement.

Ⓔ: The item's description can be found in *Wanderer's Guide to Enchanted Emporiums*.

Ⓦ: The item's description can be found in *Wanderer's Guide to Merchants & Magic*.

Ⓜ: The item's description can be found in *Milando's Guide to Magical Marvels*.

Ⓗ: The item's description can be found in *Heretic's Guide to Devotion & Divinity*.

SIDEBARS

When text appears in a box like this, it is meant to clarify, expand upon, or provide additional options for specific content or information.

Commerce of Magic

In this chapter we go over how the commerce of magic works in fifth edition. This includes advice on how to deal with magic items being widely available to player characters, guidelines for determining character wealth and magic item values, and rules for bargaining with magic items.

Dealing with Magic

Magic items are one of the main ways player characters evolve and become stronger; just consider the huge difference in power between a 10th-level fighter with mundane equipment and a 10th-level fighter with a *+3 Plate* armor, a *Mantle of Spell Resistance*, and a *Vorpal Longsword*! Thus, before giving player characters access to buying and selling magic items, it's a good idea to consider how access to these items can impact the game, which is what we'll cover in this section.

Magic Items in Your Game

Below are three of the most common ways magic items can disrupt the game's balance:

Flat Bonuses. Items that provide flat bonuses to AC, attack rolls, saving throws, and spell save DCs can break fifth edition's bounded accuracy.

Magical Transportation. Items that allow the characters to fly, teleport, or travel across the planes may allow them to skip or circumvent many of the encounters and challenges that make the game fun.

Strong Temptations. Items that are incredibly powerful may tempt characters to go to great lengths – including theft and violence – to acquire them, which can cause issues with the adventure's story and the game's balance.

As any good salesperson knows, it's about creating demand. You give a fledgling hero a magic sword for cheap so they'll grow confident and seek out bigger and tougher monsters to slay. The more formidable the monsters, the better the equipment needs to be – and just like that, you'll have them buying magic items from you for the rest of their lives (which, admittedly, isn't that long when it comes to adventurers, but still)!

– *the Wanderer*

Flat Bonus Enhancements

Items that provide flat bonuses to AC, attack rolls, saving throws, and spell save DCs can quickly upset the game's balance. The rules of fifth edition are built on the concept of bounded accuracy. By design, bonuses to AC, attack rolls, skill checks, and saving throws don't grow much as characters gain levels. From 1st to 20th level, a proficient character's bonuses to these usually only grow from +5 to +11, which means that any additional bonuses have a big impact.

On its own, a *+1 Armor* or *+1 Weapon* isn't an issue, but if a character has multiple items that provide flat bonuses, things can get out of hand. A character with a *+3 Plate*, a *+3 Shield*, a *Cloak of Protection*, and a *Ring of Protection* would have an AC of 28 and be almost impossible to hit for most monsters!

Reduced Availability

The easiest way to avoid flat bonus enhancements becoming an issue is to reduce their availability. This is also the reason why most magic shops in this book don't include armor, shields, or weapons that only grant flat bonus enhancements in their inventory list. You can easily add them if you like, but the intent is to instead emphasize items that are more interesting and have less effect on the game's bounded accuracy.

Likewise, you can also decide that player characters can't enchant magic items with magic properties that provide flat bonuses (see Chapter 2 for more information on enchanting magic items).

No Stacking

Another way to prevent flat bonuses from getting out of hand is to decide that flat bonus enhancements never stack, even if they come from different magic items.

With this rule, a character with a *+1 Armor* and a *Ring of Protection* would still only have a total bonus of +1 to their AC. This means changing the core rules of fifth edition, which states that only identical items can't stack, but it seems a logical and sensible ruling when you consider that otherwise a *Cloak of Protection* and a *Ring of Protection* can stack, even though they are fundamentally the same item.

UPDATED FROM MERCHANTS & MAGIC

This chapter is an updated version of the same chapter found in *Wanderer's Guide to Merchants & Magic*. Aside from minor clarifications, the biggest change is to the Bargaining Rules, which have been simplified to make them easier to use and remember at the table.

Magical Transportation

Few items do more to change how the game is played than magic items that facilitate magical travel, such as a *Helm of Teleportation* or a *Carpet of Flying*. As soon as the characters can teleport wherever they need to go or fly far above the dangerous wilderness to get to their destination, exploration changes dramatically.

Expensive and Limited

The easiest way to limit the impact of magical transportation is to make it expensive and limited. In this book, items that allow characters to fly, teleport, or plane shift are few and far between, and when they are available, they are always costly even if their rarity would suggest otherwise (such as the uncommon *Winged Boots*). This makes it less likely that characters can acquire them early on in their adventuring careers, where their impacts are most felt.

Strong Temptations

One of the dangers of introducing shops where magic items are bought and sold in your game is that it puts a lot of magic items in front of the characters. If the characters try to acquire magic items through stealth, deception, or force instead of with hard-earned gold, it can be disruptive not only to the adventure, but also – if they succeed, and get their hands on items that are far too powerful for their level – to the game's balance.

Limit Options

While each magic shop in this book has an inventory list, these lists are only suggestions. Likewise, even though the enchanting system (see Chapter 2) supports enchanting powerful items, it is ultimately up to you to decide which items and magic properties are available. If you don't want the characters to possess items that are too powerful, don't give them the option to buy or enchant those items.

Shop Security

A hoard of powerful magic items is a tempting prize that can make even the most pure-hearted paladin betray their oath – not to mention the effect it can have on characters with more dubious morals. This is also why the shops in this book all have protections in place to prevent characters from pilfering merchandise.

If you suspect that the characters would be tempted to steal something they shouldn't from a merchant, it is a good idea to familiarize yourself with these protections and also make them as clear as possible to the characters, so that they don't get themselves into unnecessary trouble. If the characters are very powerful (level 11 or higher), you may want to increase some of these protections or only make the most secure magic shops available to the characters.

Restoring the Balance

Should the characters succeed in getting their hands on magic items you don't want them to have access to yet (such as by stealing them from a merchant), there are various ways you can restore the game's balance.

Adapt and Survive

A simple – but also cumbersome – way to restore balance is to adapt to the characters' newfound magical treasures. So the characters use their stolen *Carpet of Flying* to fly over your random encounters? There's a roc in the skies! The characters' overpowered gear makes your level-appropriate challenges negligible? Time to use some stronger monsters!

Talk to the Players

As always, if you are in doubt about what to do, talk to your players. Explain to them that the magic items they have acquired are causing issues, and work with them to find a solution. This could include them accepting changes to how a magic item works, so that it isn't as problematic, or giving up a magic item in return for another, less problematic, item.

Render the Items Unusable

If you act quickly, you can make items the characters get their hands on through theft or robbery unusable before they become an issue at all.

Perhaps all the magic items in the shop are illusions that disappear when they are removed from the shop if they haven't been paid for, or maybe they hold a curse only the merchant can dispel that causes any who steal them to slowly wither and die until the item is returned to the shop. Or maybe a magic item is simply so powerful that the characters can't use it until they reach a certain level.

Take the Items Back

Taking back magic items the player characters have already acquired can be tricky and has to be handled carefully as to not upset the players.

If the characters have stolen a wealth of magic items from a merchant, you can decide that the merchant chases after the characters and confronts them. It could also be rival scoundrels who have heard of the characters' heist or agents of the law sent to retrieve the stolen goods. Whichever is the case, it is important that the characters lose the magic items as a consequence of their own actions, and that it doesn't result in the party being slain by overpowered NPCs. To that end, you can decide that their pursuers aren't out to kill them, just to set things right. Perhaps the merchant or the King's agents offer to forgive the characters (and even let them keep some of their illicitly gotten gains) if they undertake a quest of particular importance.

Pricing Magic Items

Because the official rules for fifth edition provide no set values for magic items but instead rely on price ranges within broad rarity categories, it is more or less left up to the GM to decide how much magic items are worth.

While this design choice is likely well-intentioned, it can lead to confusion, frustration, and even imbalances, as the GM is forced to determine the value of magic items as they go along. In a game where magic items are prevalent and tradeable, having clearly defined values for magic items is an invaluable tool.

In Appendix A, you will find a complete list of suggested values for most magic items in the basic rules of fifth edition, as well as magic items featured in this book and other Eventyr Games' publications. Below, we will present our methodology for determining these values, as well as various exceptions and issues.

Utility to the Characters

The main question we have to ask when determining the value of a magic item is: "how useful is the item to the player characters?" Though arguments can be made that in a "real" world, a *Decanter of Endless Water* or a *Crystal Ball* – items with very high utility – would be some of the most valuable items in existence, we have still valued a solid *+2 Armor* higher because it has a lot more practical value for the player characters. It is the player characters, after all, who are the heroes of the story – and thus also those whom it makes the most sense to design the game's rules around.

Rare ≠ Valuable

This book decouples value from rarity. The reason for this is simple; some Very Rare or even Legendary magic items in the basic rules are less powerful (and thus also less valuable, if going by the official rules) than their rarity would imply, while some Uncommon and Rare items are too powerful to be sold as cheaply as their rarity suggests.

Value is Relative

The values for magic items listed in this book are based on the assumption that the characters' wealth at various levels follows the guidelines for character wealth presented on the following page. If the characters are significantly poorer or wealthier than those guidelines, you may want to reduce or increase the prices of magic items accordingly.

Priceless Artifacts

While this book provides prices for nearly all the magic items that the official rules have neglected to put a price tag on, an exception is made for some Artifact and Legendary items. These items are so powerful and unique that they likely wouldn't – maybe even shouldn't – be traded for mere coin. A *Talisman of Ultimate Evil* probably shouldn't be bought in a magic shop or something the characters should expect to be able to sell if they find it in a dragon's hoard of treasure.

Attunement

Because the rules for attunement in fifth edition dictate that a character can only be attuned to three magic items at once, magic items that require attunement are less attractive. This is especially true for less powerful items that require attunement, as they are likely to be discarded when the character finds a more powerful alternative. That's why a *Ring of Jumping*, which requires attunement, is less valuable than a pair of *Goggles of Night* that doesn't require attunement.

Consumable Items

The values of items with limited uses, such as potions and spell scrolls, are reduced even further than the half price suggested by the official rules, as players tend to not want to use or purchase consumable items if they feel prohibitively expensive.

VALUE IN YOUR WORLD

The values in this book are based on an estimation of the average fifth edition campaign and assume a generic, medieval fantasy setting. If your game is set in a barren desert world, a *Decanter of Endless Water* may be far more valuable, and if your adventure is set in a nautical setting, a *Trident of Fish Command* becomes much more useful. Never hesitate to change an item's value if it would make sense in your game.

Character Wealth

When player characters are able to buy and sell magic items, more gold means more power. This makes it important to ensure that character wealth doesn't get out of hand. The values of magic items in this book (see Appendix A) are based on the characters having a certain level of wealth at each character level. If the characters' wealth doesn't follow these guidelines, magic items may become too cheap or too expensive.

Basic Principles of Wealth

The guidelines for character wealth in this book roughly follow those laid out in the official fifth edition rulebooks. When determining character wealth, the prices for mundane objects – from a mug of ale or a draft horse to a ship or a castle – have been considered, so that magic items aren't suddenly ridiculously expensive or dirt cheap in comparison.

The main difference between the guidelines in this book and the guidelines in the core fifth edition rules is that *Wanderer's Guide to Enchanted Emporiums* assumes a high magic campaign, where magic items are relatively prevalent. In a high magic campaign, a guard captain could have a *Ring of Warmth* to stay warm while on patrol and a city official may have a *Wand of Detect Magic* to uncover magical disguises. Likewise, characters can expect to get their hands on Common or Uncommon magic items even at low levels and may end their adventuring careers with a couple of Very Rare or even Legendary magic items.

What Wealth Means

The figures listed in the Character Wealth by Level table include possessions that impact the character's abilities and power, such as their plate armor, *+1 Longsword*, 30 feet of hempen rope, and a *Chime of Opening*. Possessions that grant no real benefits to the character and that can't easily be traded – the old farm they inherited from their parents or their expensive, but worn, tailored suit – shouldn't be included.

Character Wealth by Level

Level	Wealth	Level	Wealth
1st	100 gp	11th	10,000 gp
2nd	200 gp	12th	15,000 gp
3rd	500 gp	13th	20,000 gp
4th	1,000 gp	14th	25,000 gp
5th	1,500 gp	15th	30,000 gp
6th	2,000 gp	16th	40,000 gp
7th	3,000 gp	17th	50,000 gp
8th	4,000 gp	18th	62,500 gp
9th	6,000 gp	19th	75,000 gp
10th	8,000 gp	20th	100,000 gp

Controlling Wealth

Knowing how wealthy characters should be is meant to help you maintain the game's balance. That doesn't mean that a 7th-level character has to have stuff worth exactly 3,000 gp, as long as they're not too far off. If a 7th-level character has valuables worth 10,000 gp, however, you may want to rein things in for a while.

The simplest way to do this is to give out fewer (or more, if the characters are too poor) rewards until a better balance is achieved. You can also introduce gold sinks, such as steep lodging or entry fees, or taxes. Sometimes, it can be as simple as putting expensive goods in front of the characters, such as fine wine or exquisitely tailored robes, which drain their purses without making them stronger.

How Many Magic Items?

The Magic Items by Tier of Play table provides a rough guideline for how many magic items a character might have at various tiers of play. Because the value of magic items can vary a lot even within a single rarity category, the table provides specific examples of the magic items a character might have at each tier of play.

MAGIC ITEMS BY TIER OF PLAY

Tier of Play	Magic Items	Example
Tier 1 (Levels 1–4)	1–2 Common or Uncommon	*Handy Haversack* (500 gp), *Ring of Jumping* (300 gp)
Tier 2 (Levels 5–10)	2–3 Uncommon, 1–2 Rare	*Handy Haversack* (500 gp), *Ring of Jumping* (300 gp), *Wand of Fear* (2,000 gp), *Ring of Free Action* (2,500 gp)
Tier 3 (Levels 11–16)	2–3 Uncommon or Rare, 1–2 Very Rare	*Handy Haversack* (500 gp), *Ring of Free Action* (2,500 gp), *Ring of Spell Storing* (8,000 gp), *Staff of Frost* (10,000 gp)
Tier 4 (Levels 17–20)	2–3 Uncommon or Rare, 2–3 Very Rare or Legendary	*Ring of Spell Storing* (8,000 gp), *Staff of Frost* (10,000 gp), *Carpet of Flying* (12,000 gp), *Rod of Lordly Might* (25,000 gp)

Bargaining

You can use the following guidelines when characters bargain with the merchants described in this book, or any other merchants and shopkeepers they encounter.

Bargaining Basics

Each magic shop in Chapter 4 has a Bargaining DC, a buy price, a sell price, and biases listed in its Merchant Overview table, and each of the magic items in the shop's inventory has a market value. Below is a brief explanation of each of these concepts.

Bargaining DC

A shop's Bargaining DC is the DC that characters roll against when they try to get a merchant to give them a better deal on an item or service. The higher the Bargaining DC, the harder it is to haggle with the merchant.

Market Value

When the book mentions an item's value, it is always a reference to the item's value as it is listed in a magic shop's inventory table and in Appendix A. This value is an estimation of the item's market value, i.e., the item's generally accepted trade value.

Buy & Sell prices

Like any other shop, magic shops usually try to make a profit by selling items for more than their market value and buying items for less than their market value.

Thus, each magic shop has a high sell price (typically 110–150% of the item's value) and a low buy price (typically 20–60% of the item's value). These prices determine the merchant's initial offer when selling or buying, respectively. For example, a shop with a sell price of 120% and a buy price of 40% would initially offer to sell an item with a value of 1,000 gp for 1,200 gp (120% of 1,000 gp) and to buy that same item from the characters for 400 gp (40% of 1,000 gp).

Through bargaining, characters can improve these offers by up to 60% of the item's value – although in most cases, a magic shop won't sell an item for less than 80% of its value or buy an item for more than 80% of its value – they are running a business, after all.

Biases

Each merchant has biases that can influence their initial offer, such as being fond of dwarves or having a particular dislike for wizards. If the merchant has a positive bias toward a character, their initial offer is 20% of the item's value lower when selling to that character or 20% higher when buying from that character – and vice versa if they have a negative bias against that character.

Appraisal & Valuation

While it is assumed that the merchant knows the market value of any items they sell or buy, characters have to appraise an item to deduce its value.

Appraisal Check. A character who examines an item or hears it described in detail can learn its value if they succeed on an Intelligence (Arcana or History) check.

Item Value	Arcana/History DC
0–1,000 gp	10
1,001–10,000 gp	13
10,001+ gp	15

On a failure, roll a d100 + 50. The result is what the character perceives the item's value to be as a percentage of the item's market value (i.e., if you roll 25 + 50, the character believes the item's value to be roughly 75% of its true value; they judge a *+1 Weapon* with a value of 500 gp to have a value of about 375 gp).

Bargaining Rules

Below are step-by-step rules for bargaining:

Valuation. Set the merchant's initial offer for the item (the item's value multiplied by their sell or buy price) and allow the character to make an Appraisal Check to see if they know what the item is actually worth.

Bargain Checks. The character makes an offer and rolls a Charisma (Persuasion) check against the merchant's Bargaining DC. On a success, the merchant lowers (when selling) or raises (when buying) their offer by up to 20% of the item's value, though typically never to less (when selling) or more (when buying) than 80% of the item's value.

Conclusion. The bargain concludes when the character has made three Bargain Checks, the merchant's offer reaches 80% of the item's value, or the character and the merchant agree on a price.

BARGAINING EXAMPLE

Below is an example of how a bargain could play out:

Valuation. Ron the Rogue wants to buy a *+1 Shortsword*. The merchant's sell price is 140%, so the initial offer is 700 gp. Ron rolls an 11 on his check to appraise the sword and knows that the *+1 Shortsword* has a value of 500 gp.

Bargain Check 1. Ron offers 250 gp and rolls 15 on the Charisma (Persuasion) check against the merchant's Bargaining DC of 13 – a success! The merchant lowers their offer by 20% to 600 gp.

Bargain Check 2. Ron offers 300 gp but fails the Bargain check. The merchant stands firm.

Bargain Check 3. Ron offers 350 gp and succeeds on the Bargain check. The merchant lowers their price by 20% to 500 gp – their final offer.

Conclusion. Ron accepts the offer and buys the *+1 Shortsword* for 500 gp.

Additional Bargaining Rules

Below are additional rules that aren't strictly necessary to handle bargaining, but can be used to make the bargaining process more fun and tactical.

Advantage & Disadvantage

Whether a Bargain Check is made with advantage or disadvantage is purposefully left up to the GM. Each merchant has various idiosyncrasies you can use to determine when to impose advantage or disadvantage on checks, such as a merchant hating when customers offer insincere compliments or that the merchant has a particular fondness for rare gemstones.

Below are ideas for other factors that may grant advantage or disadvantage on Bargain Checks:

- The character makes a compelling argument for why the merchant should raise or lower their price
- The character and the merchant are on friendly terms or the character has done the merchant a favor
- The character is being rude or insulting, or otherwise disrespectful of the merchant or their shop

Bargaining Modifiers

You can modify a character's Bargain Checks based on the offers they make, as per the table below.

Bargaining Modifiers

Offer	Description	Modifier
Bad	50% or lower (buying) or 100% or higher (selling) than item's value	–5
No or Repeat	No offer or within 10% of item's value of last offer	–5
Close	Within 20% of item's value of the merchant's last offer	+5
Good	100% or higher (buying) or 50% or lower (selling) than item's value	+5

Bad Offer. The character's offer is equal to or less than half the item's value when they're buying or equal to or more than the item's value when they're selling.

No or Repeat Offer. The character asks the merchant to lower the offer without making a counteroffer or makes a counteroffer that is within 10% of the item's value of the last offer they made.

Close Offer. The character's offer is within 20% of the item's value of the merchant's last offer.

Good Offer. The character's offer is equal to or more than the item's value when they're buying or equal to or less than half the item's value when they're selling.

Bargaining Example with Modifiers

Below is an example of how bargaining can be handled using bargaining modifiers:

Initial Offer. Fae the Fighter wants to buy a *+1 Longsword*. The merchant's initial offer is 700 gp (140% of the sword's 500 gp value). Fae fails her check to appraise it and thinks the sword is worth 300 gp.

Bargain Check 1. Fae offers 200 gp and rolls a 14 on her bargain check, but suffers a –5 penalty because the offer is less than half the item's value. The result of 9 is lower than the merchant's DC of 13. Failure – the merchant stands firm.

Bargain Check 2. Fae says "come on" and rolls a 21. Despite the –5 penalty for not making an offer, the result of 16 is enough – a success! The merchant lowers the price by 20% of the item's value to 600 gp.

Bargain Check 3. Fae offers 500 gp and rolls 7. Because the offer is close (only 20% of the item's value lower than the merchant's last offer) and good (equal to or higher than the item's value), Fae gains a +10 bonus to the check, bringing the total to 17. Success!

Conclusion. The merchant agrees to Fae's offer and sells the *+1 Longsword* for 500 gp.

Insight Checks

Bargaining isn't just about knowing *what* you're bargaining with, it is also about knowing *who* you're bargaining with. Throughout the bargaining process, characters can make Wisdom (Insight) checks against the merchant's Bargaining DC to learn some or all of the following information, at your discretion:

- The merchant's positive and negative biases
- What the merchant would consider a good offer
- If the merchant is telling the truth about the properties or value of the item they are trading
- If the merchant's offer for an item is fair (within 20% of the item's value), high (more than 120% of the item's value when selling), or low (less than 80% of the item's value when buying)

The character can use this information to assess if they are making a good trade and to gain bonuses to, or advantage on, their Bargain Checks (see Advantage & Disadvantage and Bargaining Modifiers).

> When it comes to trading, there are two types of people: those who haggle and those who enjoy paying extra for the privilege of not haggling. No shame in either – hagglers may end up with more coin, but easy customers are welcome in any shop!
>
> – *the Wanderer*

CHAPTER 2

Enchanting

On the following pages is a system for enchanting that allows characters to create existing magic items from fifth edition as well as use magic properties to enchant and upgrade unique items tailored to their needs and desires.

Using Enchanting

First, we'll outline *why* the GM would want to allow characters to enchant magic items and *who* should be able to do so.

Why Allow Enchanting?

With these rules, characters can create familiar magic items from any fifth edition publication, such as a *Vicious Longsword* or a *Hat of Disguise*, or use the magic properties presented later in this chapter to design their own magic items with unique abilities.

The system also allows characters to enchant their favorite magic items with new properties. Instead of discarding their *+1 Weapon* as they level up, a character can enchant it with new properties so it stays useful. This is not only satisfying but also creates stronger bonds between the characters and their equipment.

Who Can Enchant Items?

This chapter purposefully contains no hard rules about who can enchant magic items because, in the end, it should be up to the GM and their preferences. That said, the following requirements seem reasonable:

- A character should be proficient with any skills or tools it uses when enchanting, and, if they make a spellcasting ability check, be able to cast spells.
- A character can only enchant magic items with a total Magic Level (see Magic Levels on the following page) up to twice their character level.

DESIGN PRINCIPLES

The system presented in this chapter has been designed with two clear goals in mind:

Simplicity. Everything – including the cost, difficulty, and duration of enchanting magic items – is governed by the concept of Magic Levels. Once you understand Magic Levels, the rest is basic math.

Flexibility. The magic properties presented later in this chapter can be used on their own to make a simple magic item, combined to make new and unique magic items, or used to upgrade existing magic items. This makes the system highly flexible as there are literally endless possible combinations.

Enchanting Guidelines

This section contains guidelines for enchanting magic items. The section covers the following concepts:

Magic Levels. A system for defining the power and value of magic items and magic properties.

Enchanting Process. The rules for enchanting magic items and how to determine the time, cost, and difficulty of enchanting any magic item or property.

Enchanting Methods. Inspiration for what characters actually do when they enchant magic items.

Additional Rules. Additional rules for enchanting magic items that can be used at the GM's discretion.

Magic Levels

Magic Levels are used to determine the duration, cost, and difficulty of enchanting, as well as the value of magic items created with this enchanting system.

Magic Items

A magic item's Magic Level corresponds to its value in gold pieces and vice versa, as shown in the Magic Level by Item Value table (you can find values for more than 600 fifth edition magic items in Appendix A: Magic Item Values). If an item has a value that isn't listed in the table, round its value up to the nearest value listed to find its Magic Level (i.e., an item with a value of 2,500 gp has a Magic Level of 6), except for magic items worth 50 gp or less which count as having a Magic Level of 0.

For example, a *+1 Weapon* (500 gp) has a Magic Level of 2 and a *Hammer of Thunderbolts* (20,000 gp) has a Magic Level of 18.

Magic Properties

Each magic property has a Magic Level (see Magic Properties on page 14) which can also be used to determine the value of an item that has only that magic property. When an item that is already magical is enchanted with a new magic property, the item's Magic Level increases by the property's Magic Level.

For example, a magic weapon that has only the *Keen* property (Magic Level 1) has a value of 200 gp, while a *Hammer of Thunderbolts* (Magic Level 18; 20,000 gp) enchanted with the *Keen* property (Magic Level 1) has a Magic Level of 19 and a value of 22,500 gp.

MAGIC LEVELS & VALUE

Because of how an item's value scales with its Magic Level, it is much more expensive to add the *Keen* property (Magic Level 1) to a *Hammer of Thunderbolts* (Magic Level 18) than to a *+1 Longsword* (Magic Level 2). This is because fifth edition's attunement rules restrict how many magic items a character can attune to at a time, which means that one item with two properties is more valuable than two items with one property each.

Magic Level by Item Value

Magic Level	Item Value	Magic Level	Item Value
1	200 gp	16	16,000 gp
2	500 gp	17	18,000 gp
3	1,000 gp	18	20,000 gp
4	1,500 gp	19	22,500 gp
5	2,000 gp	20	25,000 gp
6	3,000 gp	21	27,500 gp
7	4,000 gp	22	30,000 gp
8	5,000 gp	23	32,500 gp
9	6,000 gp	24	35,000 gp
10	7,000 gp	25	37,500 gp
11	8,000 gp	26	40,000 gp
12	9,000 gp	27	42,500 gp
13	10,000 gp	28	45,000 gp
14	12,000 gp	29	47,500 gp
15	14,000 gp	30	50,000 gp

Enchanting Process

Whether enchanting is done with materials, glyphs, spellcasting, or a mix of methods (see Enchanting Methods on page 13), the process involves spending **time**, paying a **cost**, and making **difficult** checks.

Time

The enchanting time is a number of workdays (8 hours of work each) equal to the Magic Level of the magic item that is being enchanted or the magic property that the item is being upgraded with if it is already magical.

For example, creating a *Hat of Disguise* (Magic Level 2) takes 2 days and enchanting a *+1 Longsword* with the *Keen* property (Magic Level 1) takes 1 day.

Cost

The enchanting cost is equal to the finished magic item's value, based on its Magic Level, minus the item's previous value if it is already magical.

For example, creating a *+1 Dagger* (Magic Level 2) costs 500 gp, while enchanting a *+1 Dagger* with the *Keen* property (Magic Level 1) raises its Magic Level to 3 (1,000 gp) and costs 500 gp (1,000 gp – 500 gp).

Difficulty

The enchanting DC is equal to 10 plus half the finished magic item's Magic Level, rounded up.

For example, enchanting a *Hammer of Thunderbolts* (Magic Level 18) with the *Keen* property (Magic Level 1) has a DC of 20 (10 + 19/2).

Conclusion

Once the character has spent the enchanting time and provided the enchanting cost, they make three checks against the enchanting DC, which are typically:

- An Intelligence (Arcana) check
- A Dexterity (Sleight of Hand) check
- A spellcasting ability check (with proficiency)

Depending on the enchanting method, the checks may have special requirements (see Enchanting Methods on page 13) or the GM may call for different checks.

Result. The result of the enchanting process depends on the number of successful checks:

2+ Successful Checks. The enchanting succeeds.

1 Successful Checks. The enchanting succeeds but the item also gains a cursed or unstable magic property (see page 20) of the GM's choice.

0 Successful Checks. The enchanting fails and half the enchanting cost is lost.

ENCHANTING PROCESS SUMMARY

Time. Workdays × the item or property's Magic Level
Cost. Item's value (minus old value, if upgrading)
Difficulty. DC 10 + half the item's Magic Level

Enchanting Process Example

In the following example, Bob the Bard wants to enchant – and upgrade – a *Hat of Disguise*:

Bob: Since I can't find one anywhere, could I maybe make my own *Hat of Disguise*?

GM: Of course! Well, a *Hat of Disguise* has a value of, let me see... 500 gp. That means it has a Magic Level of 2, so it'll take 2 days, cost 500 gp, and has a DC of 10 plus half the item's Magic Level, which is 2, so that's... 11. Oh, and you'll need a hat as well.

Bob: Gold and time I have. A hat... Hmm, I have "fancy black hat" on my sheet – will that work?

GM: Any hat will do! So, you buy expensive ingredients and begin weaving spells on the hat. Make an Intelligence (Arcana) check, a Dexterity (Sleight of Hand) check, and a spellcasting ability check – that's Charisma for you – and add your proficiency bonus.

Bob: Sounds good. I roll... 13 and.. 10 and... 17.

GM: Two successes, that's enough. That means that after toiling hard for two days and expending a pouch full of gemdust, you manage to make your fancy hat into a *Hat of Disguise*!

Bob: Awesome! Actually, since I have more gold and time, could I enchant it to also give me a +2 bonus to my Charisma score?

GM: Sure, let's see. The *Ability Bonus* property has a Magic Level of 5, so if you add that to the *Hat of Disguise* that brings its level to 7 – and its value to 4,000 gp. That means it'll take 5 days to enchant and you'll have to spend... 3,500 gp – because the *Hat of Disguise* is already worth 500 gp.

Bob: Expensive, but okay. Should I just make the same checks?

GM: Yes, you can do that – but the DC is now 10 plus... 7 halved, rounded up, that's 4... the DC is 14.

Bob: Alright, that's doable. I roll 18 and... 9 and... 12. Oh no, that's not good is it?

GM: It's not great. Only one success means you mess up the enchanting slightly.

Bob: Ouch – so what happens?

GM: Well, spending 5 days and a small fortune, you upgrade your *Hat of Disguise*. Unfortunately, you make a mistake and it also gains an unstable magic property. Let me just roll here... Oh, the *Volatile* property – that's fun!

Bob: Do I wanna know?

GM: Well, just put on the hat and you'll find out!

Many enchanters are hesitant to try for more powerful enchantments, fearing that they'll end up messing it up. To those people I say, don't be afraid – even if you do mess it up, small flaws just give the item character!

– *the Wanderer*

Enchanting Methods

The enchanting process is functionally the same regardless of how exactly the enchanting is performed. The method of enchanting – what the character is actually doing as they enchant an item with magic properties – can, however, be a vital part of making enchanting fun and engaging. Below are three examples of how enchanting can be performed.

Enchanting Materials

An often-used method for enchanting magic items is to use rare and exotic materials, such as dragon's blood or pixie dust. This method usually includes learning a specific recipe and paying some of the enchanting cost with materials harvested from slain creatures or bought from specialized vendors. For more information about this method, see Harvesting Materials on page 23.

Special Requirements. When using this method, the Intelligence (Arcana) check must be made using alchemist's supplies or a herbalism kit, which the character must be proficient with.

Glyphs & Runes

A classic enchanting method involves inscribing the item with glyphs or runes. This method usually includes learning intricate designs, carefully carving them on the item's surface, and infusing them with gemdust residue or anointing them with sacred oils.

Special Requirements. When using this method, the Dexterity (Sleight of Hand) check must be made using calligrapher's supplies, smith's tools, or tinker's tools, which the character must be proficient with.

Spellcasting

Enchanting often involves spellcasting. This method usually involves making repeated castings of existing spells – such as the *Detect Magic* or *Haste* spell – or creating new spells specifically for the enchanting. With this method, only spellcasters – or those who can afford to hire a spellcaster or buy expensive spell scrolls – can enchant magic items.

Special Requirements. When using this method, the character must cast a spell of a level equal to or higher than 1/4th of the finished item's Magic Level, rounded up. The spell can be any spell or, at the GM's discretion, the spell may have to be a specific spell that fits the magic item or property that is being enchanted.

COMBINING METHODS

At the GM's discretion, enchanting may combine two or more different methods. For example, to enchant an item, the enchanter has to use enchanting materials, mark it with glyphs, and cast spells on it. When combining methods, the enchanter must fulfill the special requirements of each method they're using.

Additional Rules

Below are additional and optional rules for enchanting.

Combining Properties

Multiple magic properties can be combined and enchanted together, as if they were a single property.

For example, the character can enchant the *Weapon Bonus (+1)* property (Magic Level 2) and *Keen* property (Magic Level 1) together, treating it as a single magic property with a Magic Level of 3.

Cooperative Enchanting

Up to three characters can work together to enchant an item, splitting the time, cost, and checks between them however they choose – as long as each character spends at least one day enchanting (simultaneously or in succession) and makes at least one ability check.

For example, a rogue and a wizard can spend two days each to enchant a *Dagger of Venom* (Magic Level 4), and the rogue makes the Dexterity (Sleight of Hand) check while the wizard makes the other checks.

Disenchanting

A character can disenchant magic items to recover some of their value as rare materials, gemdust, or something else. Disenchanting takes 1 hour per Magic Level of the item, after which the character makes the same ability checks as when enchanting with a DC of 10 plus half the item's Magic Level, rounded up.

Result. The result of the disenchanting depends on the number of successful checks:

2+ Successful Checks. The item becomes nonmagical and the character recovers 50% of the item's value.

0–1 Successful Checks. The item remains magical and the item gains the GM's choice of a cursed or unstable magic property (see page 20).

Enchanting Pace

At the GM's discretion, enchanting can be performed at a faster or slower pace, either because it makes sense for the world, or as an option characters can choose to gain a bonus or penalty to their enchanting checks:

Slow Pace (5 Days/Magic Level). The character gains a +5 bonus to their enchanting checks.

Fast Pace (1 Hour/Magic Level). The character suffers a –5 penalty to their enchanting checks.

Upgrading Properties

When enchanting an item with a better version of a property it already has, its Magic Level only increases by the difference in level between the two properties.

For example, enchanting an item that has the *Armor Bonus (+1)* property (Level 3) with the *Armor Bonus (+2)* property (Level 11) only increases the item's Magic Level by 8, and is thus cheaper and faster to enchant.

Magic Properties

This section contains a number of magic properties that an item can be enchanted with to make it magical or to make it more powerful, if it's already magical. This section covers the following concepts:

Using Magic Properties. How magic properties function and how to read each magic property.

General Magic Properties. A large selection of the most commonly used magic properties.

Minor Magic Properties. Inexpensive and less powerful magic properties that mostly add flavor.

Cursed & Unstable Magic Properties. Detrimental magic properties that make items worse, not better.

Magic Property Conditions. Conditions that can be added to properties to change when they function.

Using Magic properties

Magic properties are individual, magical effects that items can be enchanted with to provide the item's user benefits, such as a +1 bonus to AC or a Fly speed. In short, magic properties are building blocks for magic items – just adding one magic property to a nonmagical item will make it a magic item, but they can also be combined to create unique magic items. Each magic property has a Magic Level that determines how costly, time-consuming, and difficult it is to enchant (see Enchanting Guidelines on page 11).

Below is more information about how to read and use magic properties.

Attunement

Magic properties identified with the Ⓐ symbol require attunement. As long as a magic item has one or more magic properties that require attunement, a character must attune to the magic item to benefit from any of its magic properties.

Repeatable Properties

Magic properties identified with the 🔁 symbol can be applied multiple times to the same item, choosing new options each time. For example, the *Ability Bonus* property (Level 5) can be enchanted twice on the same item to grant a +2 bonus to both Strength and Dexterity and raise the item's Magic Level by 10.

Weapon Properties

Magic properties identified with the 🗡 symbol can only be enchanted on weapons, as they have effects that trigger when the weapon is used to make an attack. At the GM's discretion, a character may be able to enchant weapon properties on bracers, gloves, or similar objects, and extend their magical effects to the wearer's unarmed strikes.

Stacking Magical Effects

As a rule of thumb, magic properties don't stack. If multiple magic properties provide the same benefit, the creature only benefits from the most powerful property, even if they are on separate magic items. For example, a character wearing a *+2 Armor* gains no additional benefit from wearing a helmet with the *Armor Bonus (+1)* property. This doesn't apply to effects that don't overlap, however. For example, a character with an item that has the *Saving Throw Advantage (Constitution)* and *Saving Throw Advantage (Dexterity)* properties has advantage on both those saving throws.

Saving Throw Properties

Magic properties identified with the ⬢ symbol can produce effects that require the wearer or another creature to make a saving throw. The DC of this saving throw scales with the total Magic Level of the magic item, as per the table below.

Item Magic Level	Save DC
1	DC 11
2–7	DC 13
8–13	DC 15
14–19	DC 17
20+	DC 19

Spellcasting Properties

Magic properties with the 🪄 symbol can be used to cast spells. Unless otherwise noted, a character can only use the property if they are a spellcaster, any spell cast from the item uses the spell's casting time, and the caster uses their own spellcasting ability for the spell. The spellcaster must also provide any material components of the spell that has a cost.

At the GM's discretion, non-spellcasters may be able to use the magic property. If that's the case, the save DC, attack bonus, and spellcasting ability are all determined by the total Magic Level of the item the magic property is enchanted on, as per the table below.

Item Magic Level	Spellcasting Ability	Spell Attack Bonus	Spell Save DC
1–2	+1	+3	DC 11
3–8	+2	+5	DC 13
9–13	+3	+7	DC 15
14–19	+4	+9	DC 17
20+	+5	+11	DC 19

Carrying, Holding, & Wearing

It is implicit that a character can only benefit from a magic item's properties when carrying it on their person, and that a character must either hold or wear the item (depending on the item's type) to use the item's activated abilities.

GENERAL MAGIC PROPERTIES OVERVIEW

Name	Description	Level
Ability Bonus (A)(↻)	One of your ability scores increases by 2.	5
Adamantine (A)	Any critical hit against you becomes a normal hit.	3
Armor Bonus (A)	You gain a +1 (level 3), +2 (level 11), or +3 (level 18) bonus to AC.	3+
Blindsight (A)	You have Blindsight out to a range of 10 (level 4) or 30 feet (level 8).	4+
Cantrip (A)(✨)(↻)	You can cast a specific cantrip at will.	2
Climbing (A)	You have a Climb speed equal to your walking speed.	1
Condition Resistance (A)(↻)	You have advantage on ability checks and saving throws against one condition.	3
Damage Resistance (A)(↻)	You have resistance to a specific type of damage.	3
Darkvision (A)	You have Darkvision out to a range of 60 (level 2) or 120 feet (level 5).	2+
Durable (A)	You have advantage on Death saving throws.	1
Elusive (A)	Opportunity attacks against you are made with disadvantage.	2
Feather	The item's weight and any Strength requirements it has are halved.	1
Flying (A)	You have a Fly speed of 30 (level 9) or 60 feet (level 11).	9+
Foe Resistance (A)(↻)	You have advantage on saving throws against a specific type of creature.	3
Freedom (A)	You ignore difficult terrain.	2
Hidden (A)	You can't be found by divination magic and magical sensors can't see you.	1
Immutable (A)	You are immune to spells and effects that alter your form against your will.	2
Luck (A)	You can reroll a failed attack roll, ability check, or saving throw once per day.	2
Magic Resistance (A)	You have advantage against spells (level 8) and magical effects (level 11).	8+
Magus (A)	You gain temporary hit points equal to the spell's level when you cast a spell.	2
Save Advantage (A)(↻)	You have advantage on saving throws using a specific ability.	5
Save Bonus (A)	You gain a +1 (level 3), +2 (level 11), or +3 (level 18) bonus to all saving throws.	3+
School Resistance (A)(↻)	You have advantage on d20 rolls against spells of a specific school of magic.	2
Sentinel (A)	You can't be surprised while you're conscious.	3
Skill Advantage (A)(↻)	You have advantage on ability checks using one specific skill.	2
Skill Proficiency (A)(↻)	You gain proficiency in a specific skill or expertise in a skill you're proficient in.	2
Speed (A)	Your walking speed increases by 5 (level 1) or 10 feet (level 3).	1+
Spell Bonus (A)	You gain a +1 (level 3), +2 (level 11), or +3 (level 18) bonus to spell attacks and DCs.	3+
Spellcasting (A)(✨)	You can use charges to cast spells of 1st level or higher.	2+
Swimming (A)	You have a Swim speed of 30 (level 1) or 60 feet (level 3).	1+
Telepathy (A)	You can communicate telepathically with creatures within 30 feet of you.	2
Transformation (A)	You can transform into a CR 1/8 (level 3), 3 (level 6), or 7 (level 12) creature.	3+
Tremorsense (A)	You have Tremorsense out to a range of 30 (level 6) or 60 feet (level 8).	6+
Truesight (A)	You have Truesight out to a range of 10 (level 8) or 30 feet (level 12).	8+
Veil (A)	You are immune to mind reading magic and telepathy.	1
Vigilance (A)	You have advantage on Initiative rolls.	3
Weapon Bonus (🗡)	You gain a +1 (level 2), +2 (level 8), or +3 (level 16) bonus to attack and damage rolls.	2+
Weapon Damage (🗡)(↻)	A target you hit takes extra damage of a specific type.	2+
Weapon Effect (🗡)(🎲)	A creature you hit must succeed on a saving throw or suffer an effect for 1 round.	2+
Weapon, Baneful (🗡)	A creature you hit can't regain hit points for 1 round.	3
Weapon, Bonded (🗡)	The weapon can be thrown and returns immediately after each ranged attack.	1
Weapon, Disrupting (🗡)(🎲)	A creature you hit must succeed on a CON save to cast spells for 1 round.	3
Weapon, Eldritch (🗡)	When you cast spells, your attacks deal extra Force damage for 1 round.	1
Weapon, Guiding (🗡)	When you hit a creature, the next attack roll made against it has advantage.	2
Weapon, Keen (🗡)	Your attacks score a critical hit on a roll of 19 or 20 (level 1) or 18–20 (level 5).	1+
Weapon, Mocking (🗡)	A creature you hit has disadvantage on its next attack roll.	2

General Magic Properties

Below is a selection of magic properties.

Ability Bonus A↻

Magic Level 5

One of your ability scores is increased by 2.

Adamantine A

Magic Level 3

Any critical hit against you becomes a normal hit.

Armor Bonus A

Magic Level 3 (+1), 11 (+2), or 18 (+3)

You gain a +1, +2, or +3 bonus to AC.

Blindsight A

Magic Level 4 (10 ft.) or 8 (30 ft.)

You have Blindsight out to a range of 10 or 30 feet.

Cantrip A✨↻

Magic Level 2

You can cast a specific cantrip from the item at will.

Climbing A

Magic Level 1

You have a Climb speed equal to your walking speed.

Condition Resistance A↻

Magic Level 3

You have advantage on ability checks and saving throws you make to avoid or end one of the following conditions on yourself: Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, or Stunned.

Damage Resistance A↻

Magic Level 3

You have resistance to one type of damage.

Darkvision A

Magic Level 2 (60 ft.) or 5 (120 ft.)

You have Darkvision out to a range of 60 or 120 feet.

Durable A

Magic Level 1

You have advantage on Death saving throws.

Elusive A

Magic Level 2

Opportunity attacks against you are made with disadvantage.

Feather

Magic Level 1

The item's weight and any Strength requirements it has are halved.

Flying A

Magic Level 9 (30 ft.) or 11 (60 ft.)

You have a Fly speed of 30 or 60 feet.

Foe Resistance A↻

Magic Level 3

Choose a type of creature from Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Monstrosity, Ooze, Plant, Undead, or a race of Humanoid. You have advantage on saving throws you make against the abilities of creatures of that type.

Freedom A

Magic Level 2

You ignore difficult terrain.

Hidden A

Magic Level 1

Divination magic can't discern your location and you can't be perceived through magical scrying sensors.

Immutable A

Magic Level 2

You are immune to spells and other magic effects that would alter your form against your will, such as a medusa's Petrifying Gaze or the *Polymorph* spell.

PROPERTIES & MAGIC ITEM COST

Some magic items from the 5E rules would have a higher value than what's listed in Appendix A if they were created using magic properties. For example, a *Wand of Magic Missiles* (1,500 gp) would have a Magic Level of 8 and cost 5,000 gp if made using the *Spellcasting* property. This is because with properties you can tailor items specifically to your needs and create more powerful combinations – 1,500 gp seems a fair price for a *Wand of Magic Missiles* but would be much too low for a *Wand of Shield*, that can cast the *Shield* spell 7 times each long rest.

Luck Ⓐ
Magic Level 2
When you fail an attack roll, ability check, or saving throw, you can choose to reroll. You must use the second roll. Once used, this property can't be used again until the next dawn.

Magic Resistance Ⓐ
Magic Level 8 (Spells) or 11 (Spells and Magical Effects)
You have advantage on saving throws against spells or on saving throws against spells and other magical effects.

Magus Ⓐ
Magic Level 2
When you cast a spell, you gain temporary hit points equal to the spell's level (minimum of 1).

Save Advantage Ⓐ🔁
Magic Level 5
You have advantage on saving throws you make using a specific ability.

Save Bonus Ⓐ
Magic Level 3 (+1), 11 (+2), or 18 (+3)
You gain a +1, +2, or +3 bonus to all saving throws.

School Resistance Ⓐ🔁
Magic Level 2
You have advantage on saving throws you make against spells of a specific school of magic, as well as ability checks you make to discern, identify, or recognize spells of that school.

Sentinel Ⓐ
Magic Level 3
You can't be surprised while you're conscious.

Skill Advantage Ⓐ🔁
Magic Level 2
You have advantage on ability checks using a specific skill.

Skill Proficiency Ⓐ🔁
Magic Level 2
You are proficient with one skill. If you are already proficient with that skill, your proficiency bonus is doubled for checks you make using the skill.

Speed Ⓐ
Magic Level 1 (5 feet) or 3 (10 feet)
Your walking speed increases by 5 or 10 feet.

Spell Bonus Ⓐ
Magic Level 3 (+1), 11 (+2), or 18 (+3)
You gain a +1, +2, or +3 bonus to spell attack rolls and the saving throw DCs of your spells.

ITEMS WITH CHARGES
As the *Spellcasting* property uses charges it shouldn't be combined with other properties or items that use charges. If the GM allows a character to do so anyway, they should keep the charges for the item's different properties separate, unless the GM rules that the effects they create are equally powerful.

Spellcasting Ⓐ🪄
Magic Level Varies (Charges + Spells)
This item has 1 or more charges and regains all expended charges daily at dawn. You can use the charges to cast a selection of spells of 1st level or higher, expending 1 charge per level of the spell (expending extra charges increases the spell's level), and using the spell's casting time. If the spell has a material component with a cost, you must provide it.

The property's Magic Level is equal to the number of charges it has plus 1–7 for each spell it can be used to cast, as per the table below.

Spell Level	Magic Level
1st–2nd	+1
3rd–4th	+2
5th–6th	+3
7th–8th	+5
9th	+7

Swimming Ⓐ
Magic Level 1 (30 ft.) or 3 (60 ft.)
You have a Swim speed of 30 or 60 feet.

Telepathy Ⓐ
Magic Level 2
You can communicate telepathically with any willing creature within 30 feet of you that can understand a language you speak.

Transformation Ⓐ
Magic Level 3 (CR 1/8), 6 (CR 3), or 12 (CR 7)
As an action, you can transform into a creature of a specific type or one of up to two specific creatures with a maximum CR of 1/8, 3, or 7. The transformation functions as the *Polymorph* spell, except you retain your Intelligence, Wisdom, and Charisma scores. The transformation lasts for 1 hour or until you end it as a bonus action. Once used, this property can't be used again until the next dawn.

Tremorsense Ⓐ
Magic Level 6 (30 ft.) or 8 (60 ft.)
You have Tremorsense out to a range of 30 or 60 feet.

Truesight Ⓐ
Magic Level 8 (10 ft.) or 12 (30 ft.)
You have Truesight out to a range of 10 or 30 feet.

Veil

Magic Level 1

You are immune to magic that allows other creatures to discern your thoughts, whether you are lying, your alignment, or your creature type.

Vigilance

Magic Level 3

You have advantage on Initiative rolls.

Weapon Bonus

Magic Level 2 (+1), 8 (+2), or 16 (+3)

You gain a +1, +2, or +3 bonus to attack and damage rolls with the weapon.

Weapon Damage

Magic Level Varies (Max Damage Roll + Damage Type)

The weapon deals extra damage on a hit.

First, choose the extra damage the weapon deals.

Extra Damage	Magic Level
1d4	4
1d6	6
1d8	8
1d10	10
2d6	12
2d8	16
3d6	18
2d10	20

Next, choose the type of the extra damage and adjust the property's level accordingly.

Damage Type	Magic Level
Cold, Fire, or Poison	–2
Acid, Lightning, Necrotic, or Radiant	–1
Force, Psychic, Thunder, or Weapon's type	—

Weapon Effect

Magic Level Varies

Once per turn, you can force a creature you hit with the weapon to make a saving throw. On a failure, the creature suffers an effect until the start of your next turn. Choose the effect and saving throw from the table below, to determine the property's Magic Level.

The target is..	Saving Throw	Magic Level
Charmed	Wisdom	2
Deafened and mute	Constitution	2
Prone	Strength	2
Shoved back 10 ft.	Strength	2
Frightened	Wisdom	3
Poisoned	Constitution	3
Restrained	Strength	3
Blinded	Constitution	4
Stunned	Constitution	5

Weapon, Baneful

Magic Level 3

When you hit a creature with the weapon, the target can't regain hit points until the start of your next turn.

Weapon, Bonded

Magic Level 1

If the item is a melee weapon, it gains the Thrown property with a range of 20/60 feet and magically returns to your hand immediately after it has been used to make a ranged attack.

Weapon, Disrupting

Magic Level 3

When you hit a creature with the weapon, it becomes disrupted. Until the start of your next turn, the target must succeed on a Constitution saving throw whenever it attempts to cast a spell. On a failure, the creature can't cast the spell and the action is wasted.

Weapon, Eldritch

Magic Level 1

When you cast a spell of 1st level or higher, the weapon deals extra Force damage equal to the spell's level on a hit, until the end of your next turn.

Weapon, Guiding

Magic Level 2

When you hit a creature with the weapon, the next attack against the target before the start of your next turn has advantage.

Weapon, Keen

Magic Level 1 (19 or 20) or 5 (18–20)

Your attacks with the weapon score a critical hit on a roll of 19 or 20 or on a roll of 18–20.

Weapon, Mocking

Magic Level 2

When you hit a creature with this weapon, the target has disadvantage on the next attack roll it makes before the start of your next turn.

Minor Magic Properties

Minor properties count as having a Magic Level of ½. As long as an item doesn't already have a minor property, enchanting it with one only takes 1 hour, costs 50 gp, and has an enchanting DC of 10, regardless of the item's Magic Level.

Alarm (A)
The item produces a loud noise when another creature carries it and you aren't within 5 feet of the item.

Beacon (A)
As a bonus action, you can cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or extinguish the light.

Compass
You always know which way is north.

Detection
The item glows faintly while it is within 1 foot of another magical item or effect.

Diplomat (A)
You can speak and understand a specific language.

Illusory (A)
As an action, you can cause the item to look like another object of similar size for 1 hour. A creature that examines the item and succeeds on a DC 10 Intelligence (Investigation) check sees through the illusion.

Majestic
The item doesn't get dirty and can't be destroyed by nonmagical means.

> Remember, the key to a successful enchantment is balance. Too much dragon's blood and your boots might just walk you off a cliff. Too little, and you're just a fancy cobbler with delusions of grandeur.
>
> – *the Wanderer*

Music
You can use the item as if it was an instrument.

Symbol (A)
You can use the item as a spellcasting focus.

Temperate (A)
You suffer no harm in temperatures as cold as −20 °F (–10 °C) or as warm as 120 °F (50 °C).

Trick (A)
You can cast a specific cantrip from the item. Once used, this property can't be used again until the next dawn.

Warning
This item warns against a specific type of creature, choosing from Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Oozes, Plants, Undead, or a race of Humanoid, such as orcs or elves. When a creature of that type is within 60 feet, the item glows faintly.

MINOR MAGIC PROPERTIES

d12	Name	Description
1	Alarm (A)	The item makes noise when another creature takes it away from you.
2	Beacon (A)	You can cause the item to emit light as a bonus action.
3	Compass	You always know which way is north.
4	Detection	The item glows when it is within 1 foot of another magical item or effect.
5	Diplomat (A)	You can speak and understand a specific language.
6	Illusory (A)	You can cause the item to change appearance.
7	Majestic	The item doesn't get dirty and can't be destroyed by nonmagical means.
8	Music	You can use the item as if it was an instrument.
9	Symbol (A)	You can use the item as a spellcasting focus.
10	Temperate (A)	You suffer no harm in temperatures as cold as −20 °F (–10 °C) or as warm as 120 °F (50 °C).
11	Trick (A)	You can cast a specific cantrip from the item once per day.
12	Warning	The item glows faintly when a specific type of creature, or a race of Humanoid, is close.

Cursed Magic Properties

Cursed properties have detrimental effects and an item's Magic Level decreases when enchanted with a cursed property. They always confer the following property on an item they're enchanted on:

Cursed. When you attune to this magic item, you become cursed until the curse is broken with a *Remove Curse* spell or similar magic. While cursed in this way, you can't voluntarily end your attunement to the item.

Ability Penalty

Magic Level –2

One of your ability scores is decreased by 2, chosen at random or by the GM.

d6	Ability	d6	Ability
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

Armor Penalty

Magic Level –2

You suffer a –1 penalty to AC.

Berserk

Magic Level –1

The first time each turn a creature deals damage to you, you must succeed on a Wisdom saving throw or you must attack that creature until you or it drops to 0 hit points, you can't sense the creature, or another creature deals damage to you.

Using Detrimental Properties

A character can purposefully enchant an item with a detrimental property to decrease its Magic Level and make further enchanting cheaper. A magic item may also gain a detrimental property when the character fails their enchanting checks, in which case the GM chooses a property or rolls one at random from the Cursed or Unstable Magic Properties tables. The GM should only allow characters to enchant an item with a cursed or unstable magic property if it is truly detrimental and makes sense for the item.

Damage Vulnerability

Magic Level –2

You are vulnerable to one type of damage, chosen at random or by the GM.

d12	Damage Type	d12	Damage Type
1	Acid	8	Psychic
2	Cold	9	Radiant
3	Fire	10	Thunder
4	Force	11–12	Physical (roll d6)
5	Lightning	1–2	Bludgeoning
6	Necrotic	3–4	Piercing
7	Poison	5–6	Slashing

Doomed

Magic Level –1

You have disadvantage on Death saving throws.

Exposed

Magic Level –1

Attacks against you score a critical hit on a roll of 19 or 20.

Honesty

Magic Level –1

Whenever you speak a deliberate lie, you must succeed on a Charisma saving throw or suffer 1 level of Exhaustion unless you immediately reveal the truth.

Cursed Magic Properties

d12	Name	Description	Magic Level
1	Ability Penalty	One of your ability scores is decreased by 2.	–2
2	Armor Penalty	You suffer a –1 penalty to AC.	–2
3	Berserk	When attacked you must succeed on a WIS save or avenge yourself.	–1
4	Damage Vulnerability	You are vulnerable to one type of damage.	–2
5	Doomed	You have disadvantage on Death saving throws.	–1
6	Exposed	Attack rolls against you score a critical hit on a roll of 19 or 20.	–1
7	Honesty	When you lie, you must succeed on a CHA save or suffer Exhaustion.	–1
8	Nemesis	You have disadvantage on saving throws against specific creatures.	–1
9	Possessive	You are unwilling to part with the item.	–1
10	Save Disadvantage	You have disadvantage on saving throws using a specific ability.	–2
11	Skill Disadvantage	You have disadvantage on ability checks using a specific skill.	–1
12	Slowed	Your speed is reduced by 5 feet.	–1

Nemesis Ⓐ

Magic Level –1

You have disadvantage on saving throws you make against the abilities of a specific type of creature or one race of Humanoid, chosen at random or by the GM.

d20	Creature Type	d20	Creature Type
1	Aberration	11	Ooze
2	Beast	12	Plant
3	Celestial	13	Undead
4	Construct	14–20	Humanoid (roll d6)
5	Dragon	1	Dragonborn
6	Elemental	2	Dwarf
7	Fey	3	Elf
8	Fiend	4	Goblinoid
9	Giant	5	Human
10	Monstrosity	6	Orc

Possessive Ⓐ

Magic Level –1

You are unwilling to part with the item. If the item is wearable, you refuse to take it off, even when it is detrimental to keep it on. If it is a weapon, you have disadvantage with all other weapons.

Save Disadvantage Ⓐ🔁

Magic Level –2

You have disadvantage on saving throws using a specific ability, chosen at random or by the GM.

d6	Ability	d6	Ability
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

Skill Disadvantage Ⓐ🔁

Magic Level –1

You have disadvantage on checks using a specific skill.

Slowed Ⓐ

Magic Level –1

Your speed is reduced by 5 feet.

Unstable Magic Properties

Below are Unstable properties that typically have detrimental effects and often decrease the Magic Level of an item they're enchanted on. Unstable properties are most often found on items that have to be activated, such as an item with the *Spellcasting* property.

Fluctuating Ⓐ

Magic Level –1

Once each day, when you attune to this magic item or finish a long rest while attuned to it, roll a d6. On a roll of 6, the item gains a magic property of your choice with a Magic Level of 3 or lower until the next dawn. On a roll of 1, the item loses another magic property it has of the GM's choice or determined at random until the next dawn.

Overcharged Ⓐ

Magic Level –1

Whenever you use the item to create an effect that has limited uses or expends charges, roll a d6. On a roll of 6, the effect is created without expending any of the item's uses or charges. On a roll of 1, the item's uses or charges are expended without creating the effect.

Pernicious Ⓐ

Magic Level –1

Whenever a spell or other magical effect deals damage to you or causes you to regain hit points, roll a d6. On a roll of 6, the damage you take or hit points you regain are doubled. On a roll of 1, the damage you take or hit points you regain are halved (rounded up).

> Enchanting is a bit like brewing ale: it requires patience, precision, and creativity. The result, however, is more like drinking ale; overdo it and you might end up shirtless and unconscious under a full moon. Ah, the joys of magical unpredictability!
>
> – *the Wanderer*

UNSTABLE MAGIC PROPERTIES

d8	Name	Description	Magic Level
1	Fluctuating Ⓐ	Each day, the item either gains or loses a magic property.	–1
2	Overcharged Ⓐ	When you use the item, it may have no effect or expend no uses	–1
3	Pernicious Ⓐ	When you regain hit points or take damage from magic, it may be amplified.	–1
4	Sensitive Ⓐ	When affected by magic, you gain advantage or disadvantage for 1 round.	–1
5	Unreliable Ⓐ	Each day, the item either doesn't work or doesn't require attunement.	–1
6	Volatile Ⓐ🎲	When attuning, you must succeed on a CHA save or suffer Exhaustion.	–1
7	Warped Ⓐ	Spells that target you have a chance to target others or deal damage to you.	–1
8	Wild Ⓐ	When you use the item, it may produce a wild magic effect.	—

Sensitive Ⓐ

Magic Level –1

Whenever you become affected by a spell or other magical effect, roll a d6. On a roll of 6, you have advantage on ability checks, attack rolls, and saving throws until the end of your next turn. On a roll of 1, you have disadvantage instead.

Unreliable Ⓐ

Magic Level –1

Once each day, when you attune to this item or finish a long rest while attuned to it, roll a d6. On a roll of 6, the item doesn't require attunement until the next dawn. On a roll of 1, the item loses its magic properties until the next dawn.

Volatile Ⓐ

Magic Level –1

When you attune to this item, you must succeed on a Charisma saving throw or suffer 1 level of Exhaustion. You lose your attunement to the item when you finish a long rest.

Warped Ⓐ

Magic Level –1

When you are the target of a spell that targets only you, roll a d6. On a roll of 6, the spell has no effect on you and instead targets another random creature within 30 feet of you. If no other creatures are within the area, the spell has no effect. On a roll of 1, you take 1d6 Force damage per level of the spell.

Wild Ⓐ

Magic Level —

Whenever you use the item to create an effect that has limited uses or expends charges, roll a d6. On a roll of 1, you produce a random Wild Magic effect from the fifth edition *Player's Handbook* or from *Milando's Guide to Magical Marvels.*

Magic Property Conditions

Below are conditions that can be applied to magic properties to make them more specific or flavorful. As adding a condition makes the property less powerful, the property's Magic Level is divided by 2, 3, 4, or 5, (rounding up) depending on the condition applied to it.

Situation Ⓐ

The property only functions in a specific situation.

While...	Level
...you are in bright light	/2
...you are in dim light or darkness	/2
...you are outdoors under an open sky	/2
...you have more than half your hit points	/2
...you have fewer than half your hit points	/2
...you are concentrating on a spell	/2
...you have taken damage since the end of your last turn	/2
...an ally that isn't Incapacitated is within 5 feet	/2
...it is the first round of combat	/3
...the temperature is below 30°F (0°C)	/3
...the temperature is above 100°F (40°C)	/3
...you have all your hit points	/3
...you are underground	/3
...you have taken a specific type of damage since the end of your last turn	/4

Target

The weapon property only affects specific targets.

When you hit...	Level
...a creature that has dealt damage to you since your last turn	/2
...a creature with fewer than half its hit points	/2
...a creature with more than half its hit points	/2
...a creature that has no allies that aren't Incapacitated within 5 feet of it	/2
...a Large or larger creature	/2
...a Small or smaller creature	/2
...a creature affected by a spell or magical effect	/3
...a creature that is concentrating on a spell	/3
...a specific type of creature or race of Humanoid	/4
...a creature that hasn't acted in combat yet	/4
...an object	/5
...a creature and you roll a 20 on the attack roll	/5

USING PROPERTY CONDITIONS

The purpose of property conditions is to allow for flavorful items, such as a weapon that only deals extra damage to dragons, or less expensive variants of useful items, such as an armor that grants a bonus to AC only while the wearer is in bright light. It is always up to the GM whether a property condition makes sense or if a combination is illegal. For example, it doesn't make sense to allow the *Darkvision* property to be combined with the "while in dim light or darkness" condition.

Harvesting Materials

In this section, we present guidelines for harvesting and using materials to craft nonmagical items, or enchant items with magic properties. These guidelines work together with the Enchanting Guidelines (see page 11) and provide a way for the characters to use materials from the creatures they slay to cover some or all of the costs of crafting and enchanting items.

First, we present the Material Requirements, which tie the magic properties presented earlier in this chapter to materials from specific creatures. Then, we describe how characters can harvest and use Enchanting Materials to enchant items with magic, and Crafting Materials to craft nonmagical items.

Material Requirements

The Material Requirements table lists which creatures can provide materials suitable for enchanting items with general magic properties (see page 14).

For example, to enchant an item with the *Blindsight* property, the character must use material from a creature that has Blindsight, and to enchant an item with the *Weapon Bonus* property, the character must use material from a Celestial or Dragon creature.

Enchanting Existing Items

When enchanting a magic item that already exists in the fifth edition rules, such as a *Vicious Longsword*, the GM decides which requirements each of its properties has. If its properties are similar to the magic properties listed in this chapter, this isn't too difficult. For items with unique properties, the GM should use their best judgment to decide which materials work. If in doubt, Dragon is always a solid choice!

Material Requirements

Magic Property	Creature Requirements
Ability Bonus	Any with 18+ in the ability score
Adamantine	Construct or Undead
Armor Bonus	Construct or Dragon
Blindsight	Any with Blindsight
Cantrip	Celestial, Dragon, or Fiend
Climbing	Any with Climb speed
Condition Resistance	Ooze, Plant, or any with immunity to the condition
Damage Resistance	Any with resistance or immunity to the type of damage
Darkvision	Any with Darkvision
Durable	Celestial or Undead
Elusive	Fey or Ooze
Feather	Celestial or Ooze
Flying	Any with Fly speed
Foe Resistance	Any of creature type
Freedom	Giant or Ooze
Hidden	Aberration or Construct
Immutable	Construct or Ooze
Luck	Dragon or Fey
Magic Resistance	Any with Magic Resistance
Magus	Dragon or Fey
Save Advantage	Any with 18+ in the ability score
Save Bonus	Ooze or Plant
Sentinel	Aberration or Dragon
Skill Advantage	Celestial or Monstrosity
Skill Proficiency	Any proficient with the skill
Speed	Any with 40+ feet speed
Spell Bonus	Celestial, Dragon, or Fiend
Spellcasting	Celestial, Dragon, or Fiend
School Resistance	Any with Magic Resistance
Swimming	Any with Swim speed
Telepathy	Any with Telepathy
Transformation	Ooze or Plant
Tremorsense	Any with Tremorsense
Truesight	Any with Truesight
Veil	Aberration or Construct
Vigilance	Fey or Ooze
Weapon Bonus	Celestial or Dragon
Weapon Damage*	Dragon (Damage Type)
Acid	Ooze
Cold	Elemental (Water) or Frost Giant
Fire	Elemental (Fire) or Fire Giant
Force	Construct or Cloud Giant
Lightning	Elemental (Air) or Storm Giant
Necrotic	Undead
Poison	Plant
Psychic	Aberration
Radiant	Celestial
Thunder	Elemental (Air) or Storm Giant
Weapon's Type	Elemental (Earth) or Giant
Weapon Effect*	Dragon
Blinded	Celestial or Undead
Charmed	Celestial or Fey
Deafened	Aberration or Celestial
Frightened	Fiend, or Undead
Poisoned	Monstrosity or Plant
Prone	Construct, Giant, or Monstrosity
Restrained	Ooze or Plant
Shoved	Construct, Giant, or Monstrosity
Stunned	Construct, Giant, or Monstrosity
Weapon, Baneful	Fiend or Undead
Weapon, Bonded	Any with Teleport
Weapon, Disrupting	Aberration or Fey
Weapon, Eldritch	Aberration or Dragon
Weapon, Guiding	Celestial or Fey
Weapon, Keen	Dragon or Fey
Weapon, Mocking	Aberration or Fey

*The material must meet the general requirement for the property or the specific requirement for the damage type. For example, both Dragon (Acid) and Ooze materials meet the requirements for the *Weapon Damage (Acid)* property.

Enchanting Materials

Below is an explanation of what Enchanting Materials are, how they are harvested, and how they are used to enchant items with magic properties.

What are Enchanting Materials?

Enchanting Materials are materials harvested from a creature's remains that hold the creature's innate magic potential. They can be anything from the creature's blood or eyes to its internal organs. The table below has examples for each creature, but this is mostly for flavor – the exact nature of the material has no impact on its value or what it can be used for.

Enchanting Materials by Creature Type

Creature Type	Material Examples	Value per CR
Aberration	Blood, brain, eyes	50 gp
Beast	Blood, brain, eyes, heart	10 gp
Celestial	Blood, feathers, heart	50 gp
Construct	Dust, essence, residue	20 gp
Dragon*	Blood, claws, heart	50 gp
Elemental**	Dust, essence, residue	20 gp
Fey	Blood, dust, heart	50 gp
Fiend	Blood, claws, heart	20 gp
Giant	Blood, eyes, heart, nails	20 gp
Humanoid	Blood, brain, eyes, heart	10 gp
Monstrosity	Blood, brain, eyes, heart	20 gp
Ooze	Essence, goo, slime	20 gp
Plant	Bark, leaves, sap, twigs	20 gp
Undead	Blood, ectoplasm, claws	20 gp

* Dragon materials have tags corresponding to the type of damage dealt by its Breath Weapon. For example, a **white dragon** provides Dragon (Cold) material.
** Elemental materials have tags corresponding to the Elemental's type. For example, an **earth elemental** provides Elemental (Earth) material.

Value. The total value of the Enchanting Material harvested from a creature is determined by the creature's type and Challenge Rating. For example, a **young red dragon** (CR 10) provides 500 gp (10 × 50 gp) worth of Enchanting Material.

Weight. Regardless of its type and value, Enchanting Materials harvested from one creature weighs roughly 4 ounces (~100 grams) and can fit in a vial or other small container. Enchanting Materials from identical creatures (such as from two **young red dragons**) can be combined and stored in a single vial or container.

ENCHANTING MATERIALS AS ABSTRACTIONS

To keep things simple, Enchanting Material is presented as material that holds a creature's magical essence and is small enough to fit in a vial or other container. Though a more elaborate system, like separately harvesting and keeping track of blood, eyes, hearts, and so on, can provide more flavor, it is also much more complex. If complexity is preferred, the GM can decide that a creature provides several Enchanting Materials and split the value between them.

Special Enchanting Materials

Some creatures provide special materials in addition to the Enchanting Material a creature of that type normally provides. For example, a **unicorn** (CR 5) provides material worth 250 gp because it is a Celestial, but also provides a horn worth 500 gp.

Special Enchanting Materials

Creature	Special Material	Value per CR
Basilisk, Medusa	Eyes	50 gp
Hag (Any)	Eyes	100 gp
Lich	Bones	50 gp
Mummy (Any)	Wrappings	20 gp
Pixie	Dust	50 gp
Unicorn	Horn	100 gp
Vampire	Fangs	50 gp

Harvesting Enchanting Materials

To harvest Enchanting Materials from a creature, a character needs a sharp object and a container to hold the harvested material.

Duration. The harvest attempt takes 10 minutes and must be started within 1 hour of the creature's death, before the creature's innate magic is lost.

Harvest Checks. The character makes an Intelligence (Arcana) check and a Dexterity (Sleight of Hand) check to identify and harvest the material. The DC is 10 plus half the creature's CR, rounded up.

Result. How much of the material's value is retrieved depends on the number of successful checks:

2 Successful Checks. The material's full value.
1 Successful Checks. Half the material's value.
0 Successful Checks. None of the material's value.

Regardless of the result, that enchanting material can't be harvested from that creature's remains again.

Using Enchanting Materials

At the GM's discretion, Enchanting Materials may be necessary to enchant items or just a way for the enchanter to cover some of the enchanting cost (the value of enchanting materials used is deducted from the cost of enchanting the magic item or property).

When using Enchanting Materials to enchant an item with a magic property, these guidelines apply:

Creature. The Enchanting Materials must be from a creature that meets the property's requirements.
Value. The Enchanting Materials must have a value of at least 100 gp per Magic Level of the property.
Result. The Enchanting Materials are consumed when the enchanting is completed.

For example, to enchant the *Vigilance* property (Magic Level 3), the enchanter can use materials from a Fey or Ooze with a value of at least 300 gp, which are consumed when the enchanting is completed.

Crafting Materials

Below is an explanation of what Crafting Materials are, and how they are harvested and used.

What are Crafting Materials?

Crafting Materials are materials such as bone and hide that can be used to craft items.

Type. There are three different types of Crafting Materials that can be harvested from creatures:

Bone. Most creatures have bones that can be used to craft jewelry, tools, and ammunition. Bone from Medium or larger creatures can also be used to craft weapons, at the GM's discretion.

Hide. A creature's hide, which also refers to other exterior materials such as chitin or scale, can be used to craft clothing and armor. To craft armor, the hide must be from a creature with a natural armor (the creature's AC minus its Dexterity modifier) of 12 or less (light armor), 13 or higher (medium armor and shields), or 16 or higher (heavy armor).

Other. Some creatures provide materials that are neither bone nor hide, such as a Plant creature that provides wood or a Construct creature that provides metal or stone. Such materials can generally be used as what they are – i.e., metal harvested from an **iron golem** can be used to make objects of metal.

Value. To keep things simple, most Crafting Materials have a base value of 1 copper piece per lb., except if it can be used to craft heavier armor.

Material Value

Materials	Value per lb.
Bone, hide (natural armor 10–12), stone	1 cp
Hide (natural armor 13–15), wood	1 sp
Hide (natural armor 16+), metal	1 gp

Depending on the type of creature the Crafting Material is from, the material may be worth even more (see Enchanting Crafted Items).

Quantity. How much usable Crafting Material can be harvested from a creature's remains depends on its size.

Crafting Materials by Creature Size

Creature Size	Crafting Material
Small	8 lb.
Medium	20 lb.
Large	60 lb.
Huge	150 lb.
Gargantuan	400 lb.

If two different types of Crafting Materials can be harvested from a creature's remains, it provides half of each. For example, a Huge Dragon provides 75 lb. of bone material and 75 lb. of hide material.

Harvesting Crafting Materials

To harvest Crafting Materials, a character needs a sharp object and must spend 2 minutes per lb. they harvest, or 1 minute per lb. if the character is proficient with the Sleight of Hand skill.

Using Crafting Materials

Crafting materials can be used to make nonmagical items from the fifth edition *Player's Handbook*.

Tools. The character must have appropriate tools, such as leatherworker's, smith's, or woodcarver's tools, and be proficient with them.

Materials. The character must use material with a weight equal to the weight of the item they're crafting (minimum of 1 lb per material) and that makes sense for the item they're crafting. An item can be crafted from up to three different materials.

Duration. The character must spend 1 hour per 2 gp of the item's standard value, or 1 hour per 5 gp of the item's standard value if they are proficient with the Sleight of Hand skill, rounded up (minimum of 1 hour). Several characters can work on crafting the same item simultaneously.

Enchanting Crafted Items

An item crafted from a creature's remains typically has additional magical potential. When a character enchants an item with a magic property, the cost of enchanting is reduced by 100 gp per Magic Level of the property if the item was crafted using materials from a creature that meets the property's requirements. For example, enchanting an armor crafted from Dragon scale with the *Armor Bonus (+1)* property (Magic Level 3) costs 300 gp less than it normally would.

This also makes Crafting Materials harvested from some types of creatures more valuable to those who want to have them enchanted, as per the table below.

Extra Value by Creature Type

Creature Types	Value per lb.
Beast, Humanoid	—
Construct, Giant, Elemental*, Fiend, Monstrosity, Ooze*, Plant, Undead	+1 gp
Aberration, Celestial, Dragon, Fey	+3 gp

* Most Elementals and Oozes don't leave behind Crafting Materials.

GM'S RULES & THE RULE OF COOL

The rules for crafting presented here are purposefully kept simple and general. If there is any doubt, the GM decides what and how much Crafting Material can be harvested from a creature, and what the materials can be used for. That said, if a character wants to do something that is cool even if it isn't wholly realistic – such as carving a **tarrasque**'s tooth into a sword – there's often no harm in allowing them to do so.

Additional Rules

Below are more complex options that can be used to make the process of enchanting magic items using Enchanting Materials more akin to following recipes.

Enchanting a Single Property

When a character enchants just one general magic property at a time, they must use two Enchanting Materials from two different types of creatures.

For example, to enchant the *Elusive* property (Magic Level 2), the character must use both Fey and Ooze material with a combined value of at least 200 gp.

Enchanting Multiple Properties

When a character enchants multiple general magic properties simultaneously, they only have to use one Enchanting Material per magic property, but each material must be from a different type of creature.

For example, to enchant the *Armor Bonus (+1)* property and the *Veil* property at the same time, only using Construct material isn't good enough, even though it meets the requirements for both properties. Instead, the character must use Construct material and either Dragon or Aberration material.

Extra Ingredients

The character must also provide an extra ingredient based on two of the creature materials used for the enchanting (character's choice), as per the Extra Ingredients table. These extra ingredients are usually inexpensive, but add flavor to the enchanting – and, at the GM's discretion, may be difficult to procure.

For example, when using Construct material and Dragon material to enchant the *Armor Bonus (+1)* property, the character must also use Ironleaf.

Learning Recipes

The GM can allow a character to learn the requirements or recipe for enchanting a magic property or magic item with a successful Intelligence (Arcana) check with a DC of 10 plus half the Magic Level of the magic property or magic item, rounded up.

Enchanting Materials Example

In the following example, Will the Wizard wants to enchant a *Frost Brand Longsword* using Enchanting Materials:

Will: So, Fay the Fighter crafted this cool dragonbone longsword from the ancient white dragon we slew, and I'd like to make it into a *Frost Brand Longsword* for her – she deserves it!

GM: Cool! A *Frost Brand* has a Magic Level of 7, so...

Will: I know, I know – seven days, 4,000 gp, DC 14. But what do I need in terms of materials and such?

GM: Okay, so first, give me a DC 14 Intelligence (Arcana) check to see if you know the recipe.

Will: I'm good at that, let's see... that's an 18.

GM: Alright, so you know that a *Frost Brand* has two major properties: *Damage Resistance (Fire)* with a Magic Level of 3 and *Weapon Damage (1d6 Cold)* with a Magic Level of 4. For the resistance property, you need 300 gp worth of material from a creature that has resistance or immunity to Fire damage. For the *Weapon Damage (Cold)* property, you need 400 gp worth of Dragon (Cold), Elemental (Water), or Frost Giant material.

Will: Okay. So, we got 1,000 gp worth of Enchanting Materials from the white dragon, so that should cover the damage property and then some. Hmm, a creature with resistance or immunity to Fire...

Fay: We heard about those fire giants that were terrorizing the next town over. Wouldn't that work?

GM: That would work! So if you can get fire giant material, you'd also need an extra ingredient. Let me see, mixing giant and dragon... Yes, you'd also need leaves from the Frostfern plant.

Will: Dalia the Druid can handle that on the way, hopefully. I say we go slay some giants so we can make this sword!

GM: Awesome! Because dragon bones – which the sword is made from – meets the requirements of the *Weapon Damage (Cold)* property, the enchanting cost is reduced by 400 gp, and since you have 1,000 gp of dragon material, all you need is... 2,600 gp, of which at least 300 gp must be fire giant material. And the Frostfern, of course!

EXTRA INGREDIENTS

Creature Types/ Ingredient	Aberration/ Dragon	Beast/ Monstrosity	Celestial/ Fey	Construct/ Elemental	Fiend/ Undead	Giant/ Humanoid	Ooze/ Plant
Aberration/Dragon	Starvine	Moonpetal	Sunshard	Ironleaf	Nightshade	Frostfern	Slimebark
Beast/Monstrosity	Moonpetal	Fangberry	Auroraroot	Silverthorn	Firebloom	Darkpine	Mudcap
Celestial/Fey	Sunshard	Auroraroot	Starflower	Goldendust	Grimtooth	Skyspire	Cloudpuff
Construct/Elemental	Ironleaf	Silverthorn	Goldendust	Golemstone	Forgefire	Steelroot	Frostbud
Fiend/Undead	Nightshade	Firebloom	Grimtooth	Forgefire	Fiendthorn	Brimstone	Acidspike
Giant/Humanoid	Frostfern	Darkpine	Skyspire	Steelroot	Brimstone	Dewdrop	Rockcap
Ooze/Plant	Slimebark	Mudcap	Cloudpuff	Frostbud	Acidspike	Rockcap	Oozeweed

CHAPTER 3

Magic Markets

On the following pages are three magical marketplaces that you can use in your tabletop roleplaying game, complete with descriptions, background, locations, sights, and events.

Using the Markets

The three marketplaces featured in this chapter each embody a distinct theme, environment, and flavor. Each marketplace is self-contained so that it can be inserted into any campaign setting with relative ease – two of the marketplaces can even move around so that they can appear anywhere you want them to.

Below is an abbreviated summary of each market:

The Maelstrom Market. This floating market is pulled across the oceans by a kraken and is overseen by an eye monster and a dragon-in-disguise. With merchants and goods from all over the world, anyone can set up shop at the nautical market – as long as they can defend themselves and their wares.

The Mirage Bazaar. This oasis bazaar travels across the planes and is firmly under the control of an efreeti lord. Kept orderly by draconian laws and dutiful guards, the bazaar nonetheless provides thrilling experiences, wondrous sights, and exotic goods.

The Undermarket. This subterranean marketplace fills a vast cavern in the Dark Below and is inhabited by all manner of exotic beings, including dark elves, deep gnomes, and duergar. Dangerous and eerily quiet, virtually any wares in existence are sold here.

Sections & Information

Each of the markets has sections detailing the market's description, background, locations, sights, and events. Below is a brief explanation of each of these sections:

Description. The market's *feel* – a description of what it looks, smells, and sounds like, to help you describe what characters experience as they visit the market.

Background. The market's origin and history, as well as an overview of the factions that hold power in the market, how the market is secured, the market's laws and punishments, and which unique customs and quirks the market has.

Locations. Descriptions of notable locations, including shops, taverns, and other establishments, that can be found in the market. You can add your own locations to the market, such as magic shops found in Chapter 4, at your discretion.

Sights. A collection of sights and experiences that don't require interaction and can be used to liven up the characters' shopping trek as they move from one shop to another.

Events. A collection of encounter-like events where the characters' actions can have negative or positive consequences. Events are great when you want to really ramp up the excitement and make the characters' visit to the market more challenging.

A Day at the Market. A sample day at the market that combines the market's locations, sights, and events, to help you envision what the characters' visit to the marketplace could look like.

The Maelstrom Market

The Maelstrom Market is a bustling marketplace on a huge floating raft. Constantly traversing the vast, open sea, the Maelstrom Market entices seafarers and merchants from all cultures and races, catering to every need with its exotic wares and, often, ill-gotten goods. As the old sea shanty goes, "Why search through all the ocean depths – when we have the Maelstrom's deck!"

Description

A massive floating raft spanning a thousand feet in each direction, the Maelstrom Market serves as a floating anchor for dozens of imposing ships, numerous smaller boats, and a myriad of skiffs that cling to it in a complex weave of ropes. Plank bridges connect the vessels to the main raft, forming a lattice of avenues that pulse with activity. The sound of creaking planks, loud laughter, and distant sea shanties mix with the rhythmic splash of waves – and constant shouts from merchants bartering for arcane trinkets, kegs of rum, stolen silverware, and elusive treasure maps.

Despite hosting a slew of honest merchants, the market's reputation as a lawless domain that caters to pirates, mercenaries, and smugglers is well-earned. For anyone looking to exchange stolen goods, acquire illicit information, or claim treasures they never knew they needed, the Maelstrom Market is, however, the place to be. Here, booty bearing the seals of mainland kings and queens is sold openly, shifting hands as deals are sealed with promises, pacts, gambles, and cursed coin!

Maelstrom Market Overview

Description	A marketplace built around a massive floating platform pulled by a kraken
Background	Created by the dragon Kael'arizza and the aberration Xorbex as a trader's haven
Rules & Security	The market is largely lawless and there are no official guards – only slavery and monopolization are strictly forbidden
Inventory & Services	Anything one can find at sea – treasure maps, maritime instruments, exotic fish, and exquisite magic items

Safety **Prices** **Assortment**

> Wares from far-distant lands and lost treasures hauled from the depths of the ocean. The Maelstrom Market is where seafaring adventurers drop anchor to unburden their purses. While I try to forget that the market is being pulled by a kraken beneath, there's no denying that the marketplace is a true pearl of the sea – at least for privateers, smugglers, opportunistic merchants, and seafarers in need of a magic eye patch! A rough pearl, maybe, but a pearl indeed!
>
> – *the Wanderer*

Background

The Maelstrom Market was created by two resourceful merchants; the eye monster Xorbex (see page 92) and the bronze dragon Kael'arizza in her guise as the halfling merchant Kaela Waveheart (see page 143). Sharing a passion for rum, rare relics, and commerce in general, the odd pair yearned for a haven unshackled by land and law – and, when they couldn't find one to their liking, decided to build their own.

What makes the Maelstrom Market truly unique is its ability to travel the oceans. The market's raft is kept buoyant by enchanted air tanks, but the heavy lifting is done by a mighty kraken, Goliathus, that Xorbex has convinced to haul the market around. The kraken dwells beneath the market, providing both propulsion and protection against would-be assailants in exchange for sustenance and shelter – and bucketloads of sweets.

Since the raft's maiden voyage two decades ago, the Maelstrom Market has grown into a bustling trading hub that serves all sorts of needs and customers. Maelstrom Market's overarching principle is the preservation of freedom – free trade, especially – and despite being largely lawless, a unique blend of freedom-oriented ethos and ruthless self-enforcement ensures the relative safety of its patrons and vendors.

Lore & Rumors

Characters who visit the Maelstrom Market may learn the following as they roll History or Investigation checks or speak with the market's locals:

Inhabitants & Visitors (DC 10). Humans, halflings, and aquatic elves make up most of the market's inhabitants and visitors, but the market is also frequented by lizardfolk, sahuagin, mermaids, and other types of especially aquatic creatures.

Vigilante Justice (DC 13). Only slavery and acts that threaten free trade, such as monopolization, are truly illegal. Merchants and customers alike are expected to protect themselves and their belongings.

Floating Market (DC 13). The market is a collection of rafts and sea vessels pulled by the kraken Goliathus, who is also the market's primary protector.

Bargaining Quirks (DC 15). Merchants use nautical terms when bartering and failure to follow along marks you out as an outsider who'll get worse deals. Merchants also often settle haggle deadlocks with a coin flip – which is called "flipping the deal."

Nautical Accord (DC 15). The Maelstrom Market was founded by the eye monster Xorbex and the halfling Kaela Waveheart. They are at the head of a loose council known as the Nautical Accord that determines where the market goes.

Watchers (DC 17). The Watchers is a mercenary group that offers paid protection to merchants. If a shop displays their symbol – two crossed scimitars – they're paying for the Watchers' protection.

Factions

The Maelstrom Market's primary factions are the Nautical Accord and the Watchers.

Nautical Accord. A loosely organized council of the market's most influential merchants led by the market's founders, Xorbex and Kael'arizza. Xorbex controls the market's engine – the kraken Goliathus – and the council decides where the market goes. Aside from that, the Nautical Accord only acts as a unified authority on issues that threaten the market as a whole.

Watchers. A mercenary organization, led by the medusa Skyrra Vipertide, that protects vendors – at a cost. The Watchers are not above using intimidation and coercion to "motivate" merchants to hire them. Their moniker as "Watchers" is debated; some argue they vigilantly watch over the market – others ascribe it to their willingness to watch passively while crimes are committed in front of their eyes, only intervening if they're paid to do so.

Protection & Security

At the Maelstrom Market, every merchant is expected to handle their own security – or pay someone to do it.

Self-Enforcement. Most conflicts and disputes at the market are resolved internally by the involved parties. Direct retribution – in a "two eyes for one eye" sense – is accepted by everyone at the market.

Private Protection. Vendors who value their goods often hire their own guards, employ magical wards, or maintain a reputation for ruthlessly avenging themselves on anyone who dares steal from them.

Patrolling Watchers. The Watchers employ dozens of mercenaries that patrol the market in squads of four **thugs**, two **veterans**, and one **gladiator**. These mercenaries only care about crimes against vendors who're paying for their services.

> There's not a lot of water where I'm from, so I'll have to admit to being a "landlubber" (as the Maelstrom Market's merchants are quick to tell me). While I don't know stern from starboard, I do know how to protect myself and my wares – which is, after all, even more important than naval skills if you want to sell your wares at the Maelstrom Market!
>
> – *the Wanderer*

Crime & Punishment

With no codified laws or central authority, order is largely secured through ruthless self-enforcement.

Coercion, Monopolization, & Slavery. Acts that limit free trade, such as monopolizing a specific resource or terrorizing competitors, as well as slavery, are explicitly illegal. Kael'arizza and Xorbex personally confront those who engage in such activities, and the punishments range from keelhauling or expulsion to a walk off the plank – right into the kraken's hungry maw!

Theft. There is an expectation that both merchants and shoppers protect their own valuables. If a thief is caught in the act, none will stand in the way of a merchant beating the thief into a pulp before hauling them into the ocean.

Customs & Quirks

The Maelstrom Market has its own set of unique customs and quirks:

Anchors Aweigh Deals. Some vendors display a small anchor by their stalls, indicating an ongoing flash sale. As the day progresses, the price steadily drops along with the anchor, until the sale ends when the anchor hits the deck. Buyers must decide whether to make a purchase immediately or gamble on catching a reduced rate later before the anchor hits the deck.

Coin Flip. Merchants at the market often resort to settling simple disputes – such as a minor impasse on the pricing of an item – with a coin flip. This is called "flipping the deal." Whoever loses the flip gets to keep the coin used for the flip.

Seafarer's Jargon. Most merchants at the Maelstrom Market are old seahulks and like to employ their own mixture of sailors' slang. To the locals, "wind be with you" and "may the tide bring treasure" are common salutations, while cheers at the inn are made to "free seas and full coffers" or "the draft that never drifts." Using nautical terms as analogies is common practice, which can make it difficult for the uninitiated to navigate the market. Visitors unfamiliar with terms such as starboard (right), port (left), bow (front), and stern (rear) may find it hard to get proper directions. Haggling for a better price can also be difficult for customers with no clue what is meant by a price being "as firm" or as "easy to untie" as a bowline. (Of course, any sailor worth their salt knows that a bowline is firm but quite easy to untie, but having to ask is to declare incompetence – which is not a recipe for discounts).

Market Locations

The Maelstrom Market features many different shops and locations. You can see an overview of noteworthy locations on the Maelstrom Market Locations table, each of which is described in detail below.

Cartographer's Cache

Seafaring Equipment & Maps

Cartographer's Cache is a sleek ship turned into a maritime supply store. Owned by the minotaur Dargan Harnet, an expert cartographer, Cartographer's Cache is a treasure trove for seafarers in need of equipment for maritime travels. Dargan Harnet's charts and tools take up most of the deck's space, except for the stern where the gnome Rebzki sells sundial compasses and spyglasses with lenses made from deep sea crystals.

Cartographer's Cache Inventory & Services

Service	Price
Maps	
Sea chart	10 gp
Sea chart, custom or rare	50 gp
Equipment	
Cartographer's tools	15 gp
Navigator's tools	25 gp
Spyglass	150 gp

Suggested Magic Shops

You can place any magic shop (including those of your own making) in the Maelstrom Market, but a handful are especially suitable for the floating marketplace:

- **Akûl's Veil** (Clothing, Enchanting, General)
- **Eggard's Blades** (Weapons)
- **Marco's Mysteries** (Instruments, General)
- **The Abyssal Gaze** (Wondrous Items)
- **Waveheart's Wonders** (General)

Dockside

Port & Shipyard

Larger vessels that look to dock by the Maelstrom Market do so at the market's port, Dockside. Run by the stern drow harbormaster Silvara, who always maintains an updated ledger on the large vessels that enter and leave port. Basic docking is free, while services such as specialized berthing and assistance with loading and offloading cargo come with a nominal fee of 1 sp per hour for each worker.

For people looking to buy or rent a ship, Dockside is the place to go. Ships are sold at the values found in the fifth edition *Player's Handbook*. The cost of renting a ship and its crew depends on the ship type, crew size and the nature of the journey. As a rule of thumb, renting a ship and a full crew for a longer mission costs around 10% of the ship's buying price per week.

Maelstrom Market Locations

d12	Name	Description
1	Cartographer's Cache	A maritime supply store run by a minotaur, Dargan Harnet, and a gnome, Rebzki, offering sea charts and seafaring equipment
2	Dockside	A port and docking bay managed by a drow named Silvara, which offers docking services, fresh water, and ship rental options
3	Ocean's Bounty	A galleon-turned-seafood restaurant and bar, owned by a sea elf named Zarina, offering a variety of seafood dishes and drinks in an open-air dining setting
4	Olli's Ointments	A potion and ointment stall operated by the lizardfolk Kar'Olli, selling skin care lotions, oils, and magical potions made from deep-sea fish ingredients
5	The Crustacean	An exotic pet shop inside a giant crab shell, run by a medusa named Nerii, selling sea creatures and birds, and other exotic beasts
6	The Current	A bustling row of stalls that offer general goods, food, and exotic spices, known for its seafood, snacks, and the infamous spicy fish roll, Stormwrap
7	The Gilded Galleon	A luxurious casino on a gilded warship, overseen by the human Lysandra Goldvein, featuring a gambling lounge and free drinks for playing patrons
8	The Iron Maiden	A floating mercenary hub on a warship, led by Captain Alaric "Ironjaw", offering skilled sailors, guards, and various mercenary services
9	The Kraken's Hold	A shipyard and blacksmith shop on an ironclad vessel, run by the sahuagin Kaarn Grimscale, providing ship repairs, custom reinforcements, and weaponry for ships
10	The Siren's Serenade	An inn and music lounge managed by a siren named Lorei Eredaii, known for its luxurious accommodations, musical performances, and high-end drinks
11	The Swaying Deck	A lively tavern run by Bartley Bays and Zeryllia, known for its ceaseless sea shanties, cheap drinks, and occasional brawls
12	Wave's Cradle	A multi-tiered ship-turned-inn managed by the seasoned Gustaf Stormrider, offering cozy accommodations and gently rocking boat lodgings

Ocean's Bounty

Seafood Restaurant & Bar

Ocean's Bounty is a galleon-turned-restaurant that offers rich, tantalizing experiences for the senses. Its deck has been transformed into an open-air dining area with tables crafted from driftwood and chairs made of woven seagrass. Zarina, a sea elf with shimmering blue-green hair, owns and operates Ocean's Bounty. What Zarina lacks in patience she makes up for with her divine cooking.

Ocean's Bounty Inventory & Services

Service	Price
Food	
Grilled fish, shrimp, crabs, and oysters served with bread	5 sp
Rolls of raw fish and vegetables wrapped in seaweed	1 gp
Rich fish broth with sea vegetables	2 gp
Kelp noodles with sea urchin, caviar, and oyster sauce	3 gp
Drinks	
Mermaid's Mead, mug	1 sp
Admiral's Ale, mug	3 sp
Abyssal Ambrosia Red Wine, cup	1 gp
Admiral's Ale, pitcher	1 gp
Abyssal Ambrosia Red Wine, bottle	5 gp

Olli's Ointments

Potion & Ointments

Olli's Ointments is a quirky potion and ointment stall run by the eccentric lizardfolk Kar'Olli. A hodgepodge of curiosities and concoctions, the shop's shelves are laden with jars of ointments and vials of shimmering oils with a peculiar aroma of fish.

Customers can acquire all sorts of skin care lotions and oils at Olli's Ointments. The lizardfolk also sells a selection of magical oils at a remarkable discount compared to mainland prices. Derived from innately magic deep-sea fish and made to order, these oils smell fishy and lose their magical properties after seven days.

Olli's Ointments Inventory

Magic Item	Price
Restorative Ointment, 1 dose	50 gp
Oil of Slipperiness	100 gp
Oil of Sharpness	250 gp

The Crustacean

Exotic Pet Shop

Located in a gigantic crab shell, the Crustacean is an exotic pet store run by the foul-mouthed medusa Nerii. Aquariums and cages filled with sea mammals, birds, and more exotic beasts from the depths fill up the entire shop. Nerii treats her beasts with great love and care – except for Short-John, an exceptionally talkative parrot ("Arr, but if ye don't quit ye' yappin', ye'll end yer' days as a paper-weight, I tell ye'!") – and won't sell to anyone she suspects might mistreat her beasts.

The Crustacean Creatures

Creatures	Price
Crab, octopus, quipper, seahorse	5 gp
Parrot, seagull (use the **raven** stat block)	10 gp
Giant crab	50 gp
Glimmerfin	250 gp
Mana ray	250 gp
Azurecrest platypus	500 gp

The Current

General Goods & Food Market

The Current is a crowded and rather claustrophobic maze of stalls, shacks, and street sellers. Visitors here are assailed by shouting merchants and heated haggling mixed with the mouthwatering scents of exotic spices and fish – fried, fresh, and, regrettably, fermented.

Gnomes hawk exotic spices, goblins sell dried meat and drier biscuits by the barrel, and elves weave impressive fishing nets while seafarers are shopping for cloth, spyglasses, and scimitars. Collectively, the stalls offer any equipment in the fifth edition *Player's Handbook* at their listed prices.

The Current's food stalls offer a variety of seafood, snacks, and liquor – including a fish eggnog with a foul aftertaste – that costs a few copper pieces per serving. Most infamous of all options and not for the faint-hearted, is the Stormwrap – a spicy fish roll wrapped in rice and seaweed named both for the storm it causes in the mouth upon consumption and the inevitable aftermath as it exits the body again.

> There is a special place in the Hells for the person who invented the Stormwrap. I know because I visited him there – apparently an archfiend has taken a liking to his cooking, so he's actually doing pretty well for himself, all things considered.
>
> – *the Wanderer*

The Gilded Galleon

Casino

The Gilded Galleon is a floating temple of luck and leisure. The once-mighty warship gleams from stem to stern, its deck a grand expanse of mahogany with golden inlays. Sprawled across the deck are gaming tables draped in velvet and below is a cozy lounge with alcoves for a more intimate gambling experience.

Presiding over the casino is Lysandra Goldvein, a sharp-witted human with black hair and a golden eye patch. Under her watchful eye, well-dressed dealers shuffle and deal, waiters fill glasses, and vigilant guards monitor the floor through magic-detecting lenses, ready to intervene at the slightest sign of foul play.

Patrons are expected to play and anyone who seems disinclined to spend money is quickly asked to leave. Drinks, on the other hand, are free, strong, and served in abundance – Lysandra knows that offering free liquor to customers tends to be a profitable investment.

Casino Games

Below are examples of three games the player characters can participate in at the Gilded Galleon:

Anchors Aweigh Slot Machines (1 gp/pull). A series of slot machines adorned with sea creatures, where participants can win a jackpot of coins. For each pull, roll a d100. On a roll of 90–99, the participant wins 5 gp. On a roll of 100, the jackpot payout is 50 gp.

Kraken's Roulette (1 gp–10 gp/bet). An enchanted spinning wheel with a miniature whirlpool that sets the betting sphere in motion. Participants must bet on a pearl landing on a specific number between 1 and 20, on a black field (even numbers except for 20), or on a blue field (odd numbers except for 1). The fields for 1 and 20 are gold. To run the game, each participant declares their bet and the GM rolls a d20. A participant who gets the correct number wins 19 times their stake and guessing the correct color doubles the stake. On a roll of 1 or 20, everyone loses – but all participants receive a free shot of Kraken Rum!

Treasure Chest (10 gp/game). A map-adorned dice mat where participants bet against each other in a dice-rolling game. Each participant starts with five dice – a d4, a d6, a d8, a d10, and a d12. At the start of each round, the dealer rolls a d20 – the result is this round's "treasure." In turn, each participant then rolls one of their dice, without revealing the result. The participants repeat this process until none wish to roll any more dice (each participant must roll at least one die each round). The participants then reveal what they rolled; the player whose result is the closest to the "treasure" wins the round and gets their spent dice back. When a player has no more dice left, they are out of the game. The last remaining player wins the other players' stakes, minus a 10% fee for the dealer.

The Iron Maiden

Mercenary Services

The Iron Maiden is a warship moored to the market's main raft with heavy ropes. Its dark sails are furled but its crimson-colored pennant displays a skeletal octopus. The ship serves as a floating mercenary hub where anyone with coin to spare can hire skilled sailors, guards, expert navigators, and even assassins.

Run by Captain Alaric "Ironjaw" Longbraid, a human corsair turned mercenary leader, and his first mate Thalara, a half-orc sorcerer with a fondness for rum and bad jokes, the Iron Maiden boasts a large crew of seasoned warriors of all backgrounds. The ship's deck is a bustling display of martial prowess, with mercenaries sparring and showcasing their skills. Below, in the ship's dimly lit hold, Ironjaw and Thalara broker their more delicate contracts.

All workers hired from the Iron Maiden are proficient in ability checks related to seafaring.

The Iron Maiden Hireling Services

Mercenary	Value
Deckhand (**thug**), day	2 gp
Seasoned seafarer (**spy**), day	5 gp
Veteran guard (**veteran**), day	15 gp
Elite warrior (**gladiator**), day	30 gp
Ship's wizard (**mage**), day	75 gp
Trained killer (**assassin**), day	100 gp

The Kraken's Hold

Shipwright

The Kraken's Hold is a colossal ironclad vessel that has been transformed into a combined blacksmithy and shipyard. It is run by the sahuagin Kaarn Grimscale and has a skilled workforce of humans, goblins, gnomes, and dwarves who offer ship repairs, custom reinforcements, and weaponry for naval vessels.

The Kraken's Hold Inventory & Services

Service	Price
Reinforcements*	
Keelboat, 1 day	300 gp
Longship or sailing ship, 3 days	1,000 gp
Galley or warship, 1 week	2,500 gp
Weaponry	
Ammunition, ballista or mangonel	1 gp
Ballista	500 gp
Mangonel	600 gp
Piercing Ram	1,000 gp
Ship Repairs, 10 hp/day	100 gp

* Permanently increases a vessel's Damage Threshold and HP by 20%

SHIP WEAPONRY

Statistics for ballistas and mangonels can be found in the fifth edition *Dungeon Master's Guide*. Statistics for a piercing ram are included below.

Piercing Ram. A piercing ram allows a ship to make an attack when it is steered directly into another object or creature. It has +8 to hit and deals 55 (10d10) Piercing damage to the target on a hit, and half as much damage to the attacking ship. In addition, both vessels are brought to a dead stop.

The Siren's Serenade

Inn & Music Lounge

A refurbished schooner with a wide deck and its masts removed, the Siren's Serenade is an exquisite – and expensive – inn. Helmed by Lorei Eredaii, a siren whose beauty is matched only by her singing voice, the inn's common room hosts musicians, poets, and minstrels who come to share their tales and talents.

The inn caters to its more wealthy customers with an exquisite lounging area atop its deck outfitted with telescopes for star gazing – and a menu of extravagant (and overpriced) drinks. In the evenings, skilled artists take turns performing music and poetry for the guests in an intimate setting.

Aside from drinks and music, the Siren's Serenade has an arrangement with Ocean's Bounty so customers can order food from the restaurant's menu – with a 1 sp "service charge" per dish – as well as luxurious lodging.

Siren's Serenade Inventory & Services

Service	Price
Drinks	
Admiral's Ale, glass	5 sp
Triton's Tide Tonic, glass	1 gp
Kraken's Kiss Kombucha, glass	1 gp
Nautical Nectar Wine, glass	2 gp
Whirlpool Whiskey, glass	2 gp
Lodging	
Standard room, day	1 gp
Captain's room, day	5 gp
Siren's suite, day	10 gp

Rumor has it that Lorei, the owner of the Siren's Serenade, has a habit of charming anyone who disparages her singing and forcing them to take a walk off a plank. Judging by her rave reviews and the amount of sharks loitering in the water near the inn, there might just be some truth to that rumor.

– *the Wanderer*

The Swaying Deck

Tavern

The Swaying Deck is a boisterous tavern located in a ramshackle wooden shack. Run by the affable human Bartley Bays and the airtouched Zeryllia, ceaseless sea shanties drown out the sound of creaking planks as sailors swap tales of treasure and sea monsters over copious amounts of cheap ale and rum. The tavern also has plenty of space for arm wrestling and other ale-induced bouts, including the occasional barroom brawl (which often ends with someone going overboard).

The Swaying Deck Inventory & Services

Service	Price
Food	
Fried fishball skewer	1 sp
Mixed nuts	1 sp
Drinks	
Brackbrew Beer, mug	1 cp
Reefrider's Rum, bottle	1 gp
Whirlpool Whiskey, bottle	5 gp

> How anyone can stomach sleeping on what amounts to a rowboat is beyond me. Then again, as long as the ale is cheap enough, I suppose you can sleep anywhere.
>
> – *the Wanderer*

Wave's Cradle

Inn

Wave's Cradle is a multi-tiered ship that has been refurbished into an inn. From a distance, the inn looks like a floating hamlet as numerous small boats and dinghies – personal lodgings for the inn patrons – are tied to the main ship.

Wave's Cradle is run by the human greybeard Gustaf Stormrider, a retired adventurer who's fond of telling stories of his prime. The main ship offers several rooms below deck and has a common room adorned with sea charts and other maritime decor, as well as a fireplace built into an old ship's boiler equipped with a chimney.

The smaller boats and dinghies are known as "cradles" and offer more intimate accommodations. Famed for rocking gently with the waves, these small boats are a cheap and popular choice among adventurers looking to stay close to the sea – or away from other people.

Wave's Cradle Inventory & Services

Service	Price
Food	
Fish & seaweed stew	1 sp
Freshly fried fish plate	3 sp
Drinks	
Brackbrew Beer, mug	2 cp
Mermaid's Mead, mug	1 sp
Lodging	
Hammock, day	1 sp
Mariner's room (2 beds), day	5 sp
Wave cradle (5 beds), day	1 gp
Captain's quarters (1 bed), day	2 gp

Market Sights

The Maelstrom Market is always buzzing with activity and strange sights to awe newcomers.

Anchor Spring

> You see a large fountain sculpted in the form of an ornate anchor. Market-goers quench their thirst in the clear water that cascades from it or pause to throw a coin into the fountain's depths.

The Anchor Spring produces unlimited fresh water. Most believe that throwing a coin into the fountain – where it vanishes before hitting the bottom – brings good luck. In truth, the coins are teleported to the treasury of the shrewd eye monster merchant Xorbex.

Fish Whisperer

> A fish vendor seems to be having a conversation with a large tuna on the counter of his shop. "Oh, really? Well, you don't say! Hmm," he says, furrowing his brows as if in consideration.

If asked what the fish is saying, the vendor – a human man – explains that the fish is trying to convince him to display it more prominently. He's hesitant because "there's something fishy about this one!"

Gilded Fireworks

> The skies are illuminated by an impressive display of fireworks. As it ends, an amplified female voice sounds: "Looking for wonders? Visit the Gilded Galleon for an evening of refined entertainment – and a chance to win riches beyond imagining!"

The display seems to have worked, as several market-goers immediately set course for the Gilded Galleon.

Jellyfish Discount

> Excited gasps sound as a flock of bio-luminescent jellyfish rises to the surface next to the market. They dance just below the water's surface while their colors shift in a mesmerizing, pulsating dance.

Rainbow jellyfish are regarded as harbingers of good fortune. For the next hour, all merchants in the market offer a 20% discount on their wares to celebrate!

Parrot's Promise

> A parrot on a shopkeeper's shoulder squawks: "Half price! Half price!" Red-faced, the merchant shushes the bird. "Quiet, Polly! Not everything's half price!"

The bird's continuous squawking causes a stir of laughter with passersby, who draw closer to inquire about the discounts. The merchant, who can be whoever you like, won't offer half price but agrees, out of embarrassment, to offer significant discounts.

Playful Locals

> Laughter erupts nearby as a young goblin pushes a human girl into the water. After a few moments, the girl resurfaces, spewing water. "You'll pay for that, Vix!" she shouts at her laughing friend.

The playful girls, Ingrid and Vix, are locals. For a few silver pieces, they happily provide directions to any shop and share general information about the market (see the Lore & Rumors sidebar on page 29), in as much detail as can be expected from a six-year-old.

Sea's Blessing

> A large golden seagull defecates with impeccable aim and leaves a "gift" on a sailor's tunic, before flying off. Somewhat surprisingly, the gray-haired seafarer joyfully exclaims: "Yes! The sea's blessing! My lucky day!"

If asked why he's so happy, the sailor, Oriatrix, eagerly explains that being "guano-touched" by the rare golden seagull is a sign of good luck to come. The man whistles with joy as he moves on, proudly displaying the white stain on his tunic.

Snoring Seal

> Ahead, you see a rotund seal, napping and snoring loudly. A cheeky youth places a hat beside it with a sign that reads: "For the snoring performance." Patrons begin throwing in coppers, chuckling at the impromptu show.

If a character stays around or decides to throw in a coin, the seal suddenly awakens, takes in the crowd around it with wide eyes, and then goes back to sleep.

MAELSTROM MARKET SIGHTS

d8	Name	Description
1	Anchor Spring	An anchor-shaped fountain provides drinkable fresh water.
2	Fish Whisperer	A fish vendor is talking with a large tuna.
3	Gilded Fireworks	A large display of fireworks is followed by an invitation to the Gilded Galleon.
4	Jellyfish Discount	A swarm of bio-luminescent jellyfish causes excitement and shops offer 20% discounts.
5	Parrot's Promise	A parrot promises half price off everything to the chagrin of the shop owner.
6	Playful Locals	A girl pushes another into the water – the youths can give directions and advice.
7	Sea's Blessing	A golden seagull defecates on a sailor, much to the sailor's delight.
8	Snoring Seal	A rotund seal is sleeping on the deck and a cheeky youth makes a show of it.

Market Events

Thrilling events are bound to happen during a visit to the Maelstrom Market. You can roll on the Maelstrom Market Events table to determine a market event at random, or choose any event of your choice.

Alley Ambush

A merchant is being mugged and the characters have a chance to intervene. Read or paraphrase the following:

> A bang and a whimper draw your attention to a nearby alley. Within, you see a well-dressed young man being pinned against the wall by two figures – a dwarf with a steel blade glinting in his hand and a huge man with a scar running down his cheek.
>
> "Please, I have a family," the young man pleads. "Just hand it all over quickly and we might let you live," growls the dwarf, while the goliath of a man scans the area to ensure that they aren't noticed.

The two **veterans** – a goliath named Bartu and a dwarf named Hrymm Grimshra – are robbing the merchant Callyfax. If the goliath notices the characters, he tells them to "move along" and "mind yer own business!"

If the characters intervene, they can convince the thugs to scurry off with a successful DC 15 Charisma (Intimidation or Persuasion) check. Otherwise, Bartu and Hrymm attack the characters, although they are quick to give up and flee if they're outmatched.

If Callyfax is saved, he explains that he was visiting the Maelstrom Market to buy rare artifacts. Unfortunately, his hired bodyguard fell ill after eating a Stormwrap from the Current, and Callyfax wrongly assumed he'd do fine without the protection. Grateful, Callyfax gives the characters a *Luckstone* as he remarks "how well it has worked for me so far is arguable, but I do feel lucky I met you!"

Bard's Escape

An electrifying chase ensues as a bard's escapades land him in hot water. Read or paraphrase the following:

> A lithe figure clutching a glowing lute emerges from an alleyway and dexterously jumps from the market's raft onto a boat and from that to another. Behind him, a disgruntled merchant shakes his fists in the air, clearly angered. "Come back here, you scoundrel! You owe me coin, Cedric!"
>
> The musician, who seems to be enjoying the chase, strikes a teasing tune on his lute and shouts: "Well, you gotta catch me first, Bartley!"

The agile bard, known as Cedric the Serenader, is being chased by the owner of the Swaying Deck, Bartley Bays, because he ordered a round of Whirlpool Whiskey for everyone at the bar and left before paying.

Bartley stands at the pier and doesn't plan to go after Cedric, but if a character decides to chase down the escaping bard, they can make a DC 15 Dexterity (Acrobatics) check to keep up with him and a DC 15 Strength (Athletics) check to catch him. If either check fails, the bard escapes and the character falls into the water, much to the amusement of any passersby.

If Cedric is caught, Bartley offers the characters a round of free drinks at the Swaying Deck. Unable to pay the bill, Cedric agrees to play at the tavern every night for the rest of the week. If Cedric isn't caught, the characters might meet him later, either at the Gilded Galleon, where he's trying his luck at a gambling table, or at the Siren's Serenade where he sometimes performs. If the characters tried but failed to catch him, he greets them with a mocking smile and a playful taunt. However, in good spirits, he extends an offer for a free drink with a sly wink.

MAELSTROM MARKET EVENTS

d6	Name	Description
1	Alley Ambush	A merchant is being threatened by two seasoned thugs, offering the characters a chance to intervene and possibly earn a reward from the grateful merchant.
2	Bard's Escape	A chase unfolds as the characters witness a bard fleeing from his bill at the Swaying Deck – whether they chase him down or not, there are free drinks in it for the party.
3	Dolphin Derby	An invitation to a prestigious sporting event, the Dolphin Derby, offers a daring character a chance for glory and rewards.
4	Drunken Sailor	A drunken sailor becomes confrontational, giving the characters an opportunity to handle the situation with diplomacy or force, and potentially gain new allies.
5	Kraken's Feast	A ritual feeding of the market's protector, the kraken Goliathus, takes place, where the characters can participate and receive a blessing from the kraken for their offerings.
6	Lost Child	A distressed father asks the characters to help find his daughter who's gone missing in the crowded market, leading them on a search that can earn them a magic ring.

Dolphin Derby

The yearly Dolphin Derby is a spectacle of skill and daring – and the characters are given a unique chance to participate. Read or paraphrase the following:

> A wave of anticipation travels across the market as a goblin proclaims the imminent start of the yearly Dolphin Derby. As competitors saddle up on their dolphins at a track delineated by buoys and flags, eager onlookers jostle for viewing spots atop rafts and moored vessels, shouting encouragements and placing wagers on their favorite riders.
>
> "Unfortunately," the sinewy goblin crier continues, "our defending champion, Erya, is under the weather. But perhaps there's a brave soul among you who would dare to step in for her?"

If a character volunteers, they're introduced to the crowd and then rowed out to where Erya's feisty dolphin awaits its new rider. Use the rules in the Dolphin Derby Rules sidebar to run the race. Most of the riders quickly fall behind, but you can roll alongside the player character for Tarwharly, a merfolk participant who has a +5 bonus to her Acrobatics and Animal Handling checks. The winner is met with the adulation of the crowd and receives a pearl worth 50 gp – and is forever cemented as a winner of the Dolphin Derby, a boon that may earn them a discount at the market's many shops and stalls.

DOLPHIN DERBY RULES

Below are the rules for running the Dolphin Derby. You can roll Initiative when the race begins, but assume that all participants move simultaneously and that each dolphin and rider pair shares their turn, taking their actions in whatever order they prefer.

- The course is 500 feet long.
- Each dolphin has a Swim speed of 60. Each round, the dolphin can use its action to Dash, doubling its speed (including any bonuses) for the round, or use its action to allow its rider to get back on.
- Whenever the dolphin takes the Dash action, its rider must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or fall off.
- Each rider can use their action each round to either hold on (gaining advantage on checks they make to not fall off), to get back on the dolphin if they've fallen off, or to spur the dolphin to move faster.
- A rider who spurs their dolphin must make a DC 13 Wisdom (Animal Handling) check. On a success, the dolphin's speed increases by 10 feet for that round. On a failure, the annoyed dolphin's speed instead decreases by 10 feet for that round.

The participant who crosses the finish line first, wins. If multiple participants cross the finish line in the same round, the one that moves furthest wins.

Drunken Sailor

Intoxication and pride mix in a volatile cocktail as a belligerent sailor literally bumps into the characters. Read or paraphrase the following:

> A clearly inebriated sailor weaves her way through the crowd. Without warning, she stumbles into one of you, swaying dangerously before squaring up with bleary eyes. "Hey, you! You got a problem?" she slurs, her voice edged with misplaced defiance.

Despite her bravado, the sailor's intoxicated state is evident (she uses the **thug** stat block but has the Poisoned condition) and the party can easily intimidate or physically subdue the sailor. If the characters opt for a more diplomatic approach and succeed on a DC 12 Charisma (Persuasion) check, the sailor's aggressive demeanor melts away. Introducing herself as Liana, a human privateer working on a ship that recently moored at Maelstrom Market, she offers to treat the group to ale and sea shanties at the Swaying Deck, covering the first few rounds as an apology for her earlier conduct – and introducing the characters to her crewmates who could turn out as potential allies – or enemies – on the characters' future endeavors.

Kraken's Feast

It's time to feed the kraken. Read or paraphrase the following:

> It starts as a gentle murmur – "Ahumm... Ahumm..." – but grows louder and more rhythmic, with most of the market's vendors joining in. The resonance of the humming fills the entire market and many market-goers begin making their way toward the ocean, their steps in sync with the pulsating hum.

Every merchant at the market knows the humming is a signal it's time to feed the market's protector, the kraken Goliathus. As the procession advances, merchants can be seen carrying crates with fish, methodically pouring them into the depths with a reverence that speaks of deep-rooted tradition.

> "If you haven't seen a kraken before, you will soon," an elderly man says. "This is the Kraken's Feast. Each week we offer gifts to Goliathus, the kraken that pulls our market across the sea. It should be here any minu..." Before he finishes, the water's surface trembles as tentacles, each as thick as a ship's mast, break the water's surface. An enormous eye follows, scanning the crowd before turning to the tributes. The offerings are quickly swept into the kraken's mouth by its tentacles. "That's Goliathus! Always gracious, always watching over us!" the elderly man mutters proudly.

Any character that threw out a gift is blessed by the kraken. For the next 24 hours, they can roll a d4 and add the result to any ability check they make.

Lost Child

Someone's daughter has gone missing in the crowd. Read or paraphrase the following:

> "Lilaaa! Lilaaaaa! Anyone seen my daughter? Please, anyone!" A distraught middle-aged human, his face etched with worry, calls out to the crowd. His eyes desperately scan the area and land on you. Clutching a doll in his hand, he approaches.
>
> "My daughter, Lila, she's only six! Have you seen her? She was right beside me just a moment ago, and now she's gone. The market's so big and crowded; I fear something might happen to her."

The man introduces himself as Kobyn, a seafaring merchant in the spice trade and describes his daughter as a small girl with curly brown hair and wearing a red shirt. A character who spends 1 hour searching the market and succeeds on a DC 17 Wisdom (Perception) check finds the girl, happily eating seafood at a nearby stall. At your discretion, you can also allow characters to make other appropriate checks to search for Lila, such as making a Persuasion check to convince a group of local children to help. If a character fails to locate the girl, they can make a new check for each hour it spends searching (the DC is lowered by 1 with each attempt). After 3 hours, Kobyn finds his daughter.

If the characters bring Lila back to her father, a tearful and grateful Kobyn rewards the characters with a *Buccaneer's Ring* (see page 152).

A Day at the Market

Below is an example of how a day at the Maelstrom Market could unfold, which you can use as a guideline or simply as inspiration. You can substitute or reorder locations, events, and sights as you see fit.

Locations. The characters arrive at the market through the main gangplank, and see the Current, Dockside, and the Swaying Deck.

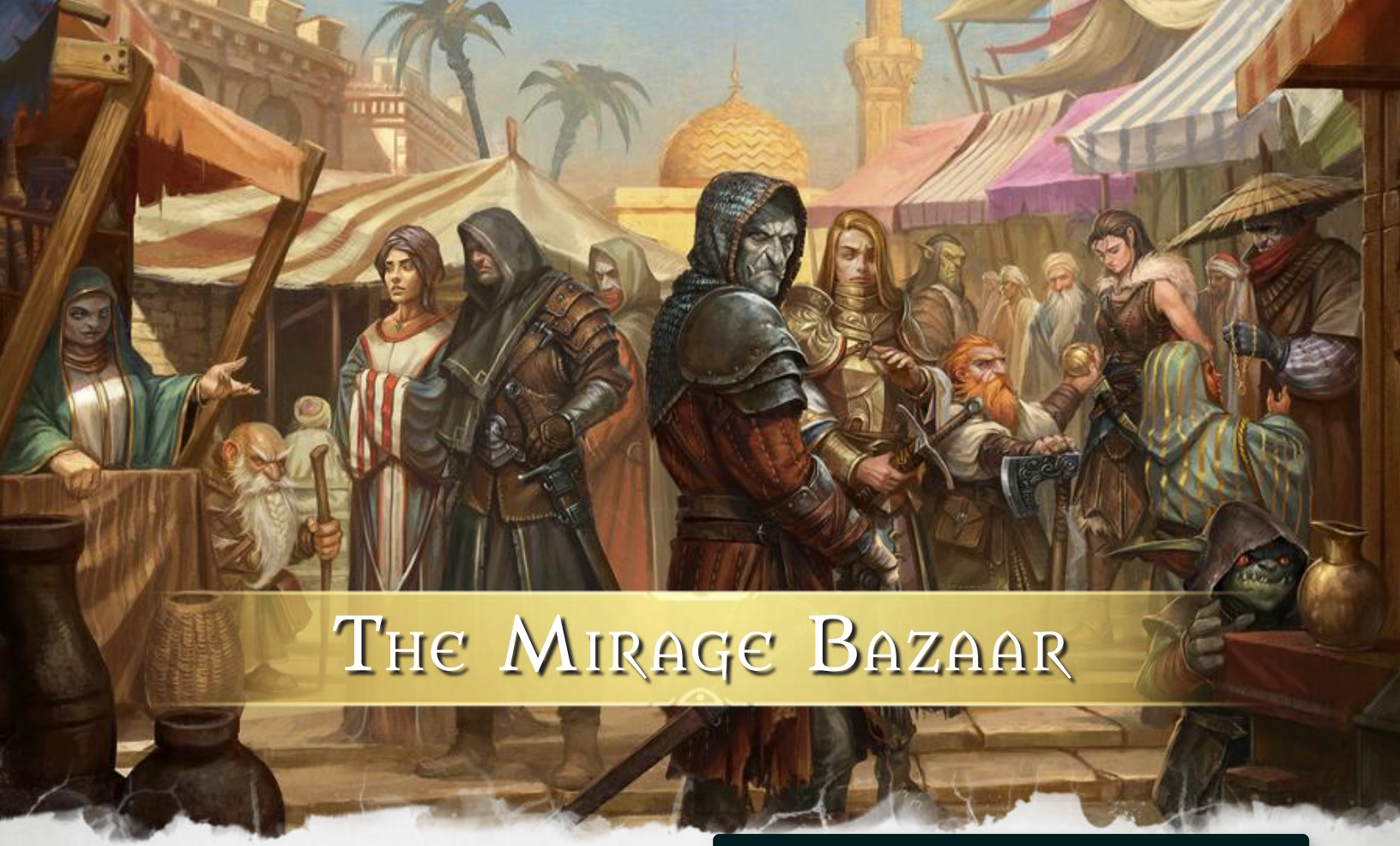
Events & Sights. Use the Bard's Escape event and/or the Playful Locals sight during or after the characters move on.

Locations. As they move further into the market, present the characters with Olli's Ointments, the Siren's Serenade, and the Crustacean.

Events & Sights. Use the Kraken's Feast event and/or the Anchor Spring sight as they peruse the market.

Locations. If the characters continue their exploration, you can present them with the Gilded Galleon, Ocean's Bounty, and Wave's Cradle.

Events & Sight. Use the Dolphin Derby event and/or the Gilded Fireworks sight as the characters continue to take in the sights of the market.



The Mirage Bazaar

The 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 several thousand 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 mixes with sweat and a myriad of other smells that overwhelm the senses. Though members of the common races are plentiful, the presence of more exotic beings speaks to the bazaar's extraplanar 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

Description	The Mirage Bazaar is an oasis market that can travel across time and space
Background	Once the home of a dryad, the bazaar is now controlled by a greedy efreeti lord
Rules & Security	The bazaar has strict laws against theft and lying, and squads of efreeti guards patrol the streets
Inventory & Services	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 desert, thirsty, tired, and surrounded by nothing but sand. Suddenly, an oasis appears in the distance. Palms cast cooling shadows, tents and houses promise shelter and rest. As you come closer, you see that it's more than an oasis; it's a sprawling marketplace, filled with exotic wares, scents, and sights. One could not blame you for believing you can now finally relax – you would be wrong though; the Mirage Bazaar is many things, but relaxing 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, the dryad could transport herself, her palm tree, and the land around it across the world and even planes of existence. She could make the whole oasis appear out of thin air in the most desolate areas – and often did so, providing succor to lost explorers and wayward travelers.

It is unclear exactly when the dryad disappeared, but at some point, an enterprising efreeti, Mak-ûn-Kâl, took control of the oasis and began converting it into the interplanar bazaar it is today. Ruthless and with an eye for profit, Mak-ûn-Kâl has titled himself Lord of the Mirage and employ a force of efreeti guards to maintain an iron grip on the bazaar.

At present, few remember the Mirage Bazaar's origins, knowing it only as one of the most exclusive and well-stocked markets in existence. Open to all and kept protected by efreeti 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 or speak with the market's locals:

Lord of the Mirage (DC 10). The Mirage Bazaar is controlled by the efreeti Mak-ûn-Kâl, who styles himself the Lord of the Mirage.

Searing Guards (DC 10). Efreet guards known as the Searing Eyes patrol the market, keeping an eye on everything that goes on and ensuring that no one breaks the Lord of the Mirage's decrees.

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.

No Lying (DC 13). Lying is outlawed and anyone who breaks this law may find themselves fined or even arrested.

Rhymes & Riddles (DC 15). Most merchants at the bazaar have a fondness for rhymes and riddles and may offer discounts to those who haggle using such verbal flourishes.

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 the market's center.

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.

Factions

The Mirage Bazaar is firmly governed by the Lord of the Mirage, while merchant guilds vie for whatever scraps of authority they can gather.

Lord of the Mirage. Mak-ûn-Kâl is the unquestioned authority of the Mirage Bazaar. He governs through a small army of magistrates and resides in his grand palace near the center of the Bazaar.

Merchant Guilds. More than a dozen merchant guilds exist in the bazaar, such as the Weaver's Guild and the Hospitality Guild. The guilds provide some sort of bargaining power when the Lord of the Mirage tries to raise taxes or effect rules that would hurt business. They also police their own and fight to keep cheaper competitors from opening up shops.

Protection & Security

The Mirage Bazaar is heavily patrolled by the Searing Eyes and a magical dweomer that detects falsehoods.

Searing Eyes. The Searing Eyes are the Mirage Bazaar's guard force that operates out of the Lord of the Mirage's palace. The Searing Eyes number more than six dozen **efreet** and a handful of other powerful beings. Typically, the Searing Eyes patrol in small squads of four efreet, sometimes accompanied by a planetouched (a Humanoid descended from a planar being such as an efreeti) **archmage**. When apprehending suspects, they prefer to do so quietly and without causing a commotion, though they can be brutal toward anyone who resists them.

Anti-Deception Magic. A permanent enchantment protects the bazaar from common forms of deception. Though unfelt by most who visit the market, this powerful enchantment alerts the Searing Eyes whenever a lie is told or illusory magic is employed to deliberately fool others (see No Lying under Crime & Punishment). The bolder the lie or the stronger the illusion, the more likely it is that the Searing Eyes will dispatch a patrol to investigate. White lies and harmless illusions often go unnoticed, though many such acts in succession may alert the Searing Eyes.

As a former denizen of the Nine Hells, I appreciate the Mirage Bazaar's laws against lying. Not only does it keep everyone more honest, obviously, it also forces you to be more creative. That piece of junk you're trying to offload may not be the "rare and highly coveted treasure" you'd normally try to sell it as, but instead presents "a unique investment opportunity few would have the courage to make!"

– *the Wanderer*

Crime & Punishment

The Mirage Bazaar has most of the laws of any civilized society – theft and violence are strictly illegal – and a few more unique rules.

No Lying. Insisting that honesty is a prerequisite for order, Mak-ûn-Kâl has outlawed falsehoods. Even innocent lies, such as embellishing a trinket's value or giving false compliments may result in a fine. The Searing Eyes treat accusations seriously and use *Rings of Truth* (see page 166) to question suspects.

Respect Thy Lord. There are explicit laws against disparaging the Lord of the Mirage. Locals – most of whom chafe under Mak-ûn-Kâl's rule – often find that this decree conflicts with the law against lying. If asked about their lord, locals typically offer only obvious facts such as "our lord is an efreeti" or "our lord cares about the market's safety." It's a fine line to toe and crossing it can result in fines or expulsion.

Punishment. Anyone suspected of a crime is brought to the Lord's Palace to stand trial before a magistrate who hears testimonies (under a DC 21 *Zone of Truth* spell) and judges the case. Punishments range from fines between 10 and 1,000 gp (thieves and liars can pay with a hand or their tongue if they're short on funds), a lashing, or an offer to redeem their honor by fighting in the Lord's Arena (see page 46). 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 Plane of Elemental Chaos – which is a death sentence in all but name.

Customs & Quirks

The Mirage Bazaar has a strong culture and its own set of unique customs and quirks.

Beautiful Barter. The Mirage Bazaar's merchants put so much stock into the art of bartering that they've developed a unique style of haggling that incorporates riddles and rhymes. Instead of naming a price, a vendor might say that an item's cost in gold pieces "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, while those who present their own riddles or rhymes can earn sizable discounts.

Honest Haggling. Because of the law against lying, the bazaar's merchants go to great lengths to remain truthful while selling their wares. Typically, they 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 – according to the appraiser, that is!")

Notable Locations

The Mirage Bazaar features a multitude of different shops and locations. You can see an overview of noteworthy locations on the Mirage Bazaar Locations table, each of which is described in detail below.

Azû's Dancing Dunes

Theater

As far as entertainment goes, there are few places that can compete with the wonders of Azû's Dancing Dunes. A semi-circular stone structure near the center of the bazaar, the amphitheater doesn't seem like much at first glance, but once its magic is revealed during the nightly show, it quickly becomes clear why people travel from far away to visit Azû's Dancing Dunes.

Under the careful direction of the legendary elven bladesinger Azû, a troupe of nimble dancers performs enthralling dance routines. This show would be impressive on its own, but is made even more so as the sand moves with the performers, shifting to elevate dancers or even throw them into the air, swirling around them as they pivot, and changing color to mirror their emotions. The shifting dunes even produce a unique form of music that grants the performances an otherworldly quality.

Azû's Dancing Dunes' nightly show is usually packed and has an entry fee of 5 gp per person.

Suggested Magic Shops

You can place any magic shop (including those of your own making) in the Mirage Bazaar, but a handful are especially suitable for the floating marketplace:

- **Pashir the Purveyor** (General)
- **Quazenia's Boutique** (Arcane, General)
- **Quill & Cipher's Scribery** (Arcane, Scrolls)
- **The Gilded Emporium** (General)
- **The Pit of Wonder** (General, Enchanting)

Maronia's Menagerie

Pet Shop

Maronia's Menagerie is a large compound built from whitewashed sandstone. Within the courtyard, fenced areas and cages hold everything from camels to exotic birds and fearsome monstrosities. Indoor stables enchanted to recreate the conditions of various climates hold the more dangerous or valuable creatures.

The stable's proprietor, an elderly human woman named Maronia, is strict and overbearing and doesn't seem to care much for her beasts, with the exception of her pet **mindhound** (see page 180) Bella, which never leaves her side.

Maronia's Menagerie Creatures

Creatures	Value
Hyena or scorpion	5 gp
Camel	50 gp
Gilded zephyr (E)	250 gp
Azurecrest platypus (E)	500 gp
Mindhound (E)	500 gp
Giant scorpion	1,000 gp

Mirage Bazaar Locations

d10	Name	Description
1	Azû's Dancing Dunes	An outdoor amphitheater where ethereal performers showcase magical dancing routines under the guidance of the elven matriarch Azû
2	Maronia's Menagerie	A stable and pet shop with an abundance of exotic beasts, run by the elderly human woman Maronia, who has a pet mindhound named Bella
3	Nymran's Nectars	A colorful stall run by two satyrs that serves mundane and magical drinks
4	The Elemental Emporium	A sprawling shop run by elemental half-siblings that sells bottled elements and other alchemical mixtures
5	The Elusive Mirage	A boutique filled with adventuring equipment and rogues' tools, including objects imbued with illusions and a multitude of disguises
6	The Emberwild	A cozy restaurant that offers outdoor seating and specializes in grilled food, run by the jovial firetouched Pyrallia
7	The Emerald	A rowdy four-story inn and tavern that offers all manner of services, run by the infamous elven siblings Amylla and Hamilan
8	The Lord's Arena	A grand white marble stadium hosting sports and gladiatorial combats, always bustling with spectators, where participants compete for victory and rewards
9	The Whispering Waters	A high-end inn and restaurant run by a fashionable bugbear, with several fountains and streams within that whisper fantastic tales to patrons
10	Vassania's Aspects	An artist's stall where the young tiefling Vassania renders the likenesses of passersby as portraits or figurines that are sometimes magical

Nymran's Nectars

Food Stall

Draped in colorful awnings and with signs carrying jovialities – such as "It's always fey o'clock somewhere" and "Fair prices for fairie drinks" – there's no place quite as festive in all of the Mirage Bazaar as Nymran's Nectars. Behind the stall's counter stands the satyr couple Gelenil and Abel Nymran, mixing and handing drinks to customers along with lascivious remarks and off-color comments.

Gelenil and Abel have a – very – open relationship and have no qualms about flirting with customers. A handsome stranger who flirts back may quickly find themselves the recipient of a free drink – and perhaps even an invitation to meet with the couple after hours.

Nymran's Nectars Inventory & Services

Service	Value
Drinks	
Sweetsand Nectar, glass	2 sp
Efreeti Elixir, glass	3 sp
Djinn & Tonic, glass	4 sp
Mirage Mule, glass	5 sp
Snacks	
Palm & dates platté	5 sp
Satyr's savory & sweet platté	7 sp

> Here's a riddle for you: what do you get when you mix two satyrs and copious amounts of alcohol? Yes, you guessed it – you get fun. And lots of it – at least the parts of it that I can remember.
>
> – *the Wanderer*

The Elemental Emporium

Shop

Run by three planetouched half-siblings – their human mother had an infatuation with denizens of the outer planes – the Elemental Emporium specializes in potions and alchemical solutions. The shop itself is a chaotic jumble, filled with glassware of every shape and size as well as the bickering of the three owners. Tiira, an airtouched woman and the oldest of the flock, is carefree and lighthearted, while her flametouched brother, Azhiran, is frantic and temperamental. The middle sibling, Stên, draws upon his earthtouched nature as he attempts to keep things organized – and his siblings from killing each other!

The Elemental Emporium Inventory

Magic Item	Value
Potion of Climbing	25 gp
Potion of Water Breathing	50 gp
Potion of Resistance (Cold, Fire, Lightning, or Thunder)	100 gp
Potion of Magic Resistance (W)	300 gp
Potion of Speed	300 gp
Elemental Potion (Any) (E)	500 gp

The Elusive Mirage

Shop

Enchanted to only appear at certain times and to certain folk, one may walk right past the Elusive Mirage without noticing it. The shop holds an assortment of illusion-imbued trinkets and garments, as well as more mundane disguises. The Elusive Mirage also sells adventuring equipment, including disguise kits and thieves' tools, at the prices listed in the fifth edition *Player's Handbook*.

The shop is run by Flicker Ferrorain, a whimsical gnome who moves in an erratic, dance-like manner. Flicker loves dressing up so much he will sometimes slip off in the middle of a conversation, only to reappear moments later wearing a completely different attire.

The Elusive Mirage Inventory & Services

Service	Value
Mundane Disguises	
Fake glasses with mustache	1 sp
Masks & accessories	2–10 gp
Full costumes & disguises	5–25 gp
Magic Items	
Conman's Coat (E)	100 gp
Hat of Disguise (A)	500 gp
Glamoured Studded Leather	1,500 gp

The Emberwild

Restaurant

Located on the outskirts of the market in a cove of palm trees, the Emberwild emanates a warm, inviting glow as dusk descends upon the oasis. The scents of roasted boar, pineapple, and exotic spices waft from the outdoors seating area, inviting passersby to drop in.

The Emberwild is managed by the jovial firetouched Pyrallia, who always has a warm smile to offer patrons, whether they are locals or strangers. When he isn't manning the huge grill, Pyrallia weaves between the tables, clasping hands and kissing cheeks, while servers of various races take orders and fetch cool drinks.

The Emberwild Inventory & Services

Service	Value
Food	
Spicy chicken and firepepper skewers	3 sp
Fiery fried scorpion tail salad	5 sp
Boar roast with seared pineapple	8 sp
Drinks	
Mirage Mead, mug	1 sp
Gold of the Oasis Rosé Wine, bottle	3 gp
Dryad's Delight Red Wine, bottle	6 gp

The Emerald

Inn

Located in the very center of the market, The Emerald is by far the most renowned of the Mirage Bazaar's many inns and taverns. The four-story building is decorated with colorful awnings and offers everything from private rooms to vast common rooms with dance floors and festive lights around the clock.

The Emerald is run by the infamous elven siblings and sorcerers Amyllia and Hamilan, who, more so than anyone else in the bazaar, dictate fashion by the way they dress and act. While the owners prance around The Emerald clad in fine garments and expensive jewelry that flaunt their wealth, a virtual army of underpaid servants scramble to keep up with the needs of The Emerald's many patrons.

The Emerald Inventory & Services

Service	Value
Drinks	
Mirage Mead, mug	2 sp
Minotaur's Rest Ale, mug	5 sp
Gold of the Oasis Rosé Wine, bottle	10 gp
Sapphire Sweetwine Red Wine, bottle	12 gp
Light Laughter Sparkling Wine, bottle	25 gp
Lodging	
Private alcove, hour	1 gp
Standard room, day	2 gp
Large private alcove, hour	5 gp
Luxurious room, day	25 gp

The Lord's Arena

Stadium

The Lord's Arena is the personal pride of Mak-ûn-Kâl, the Lord of the Mirage. Constructed from white marble and decorated with red banners, the arena towers over most other structures in the market. Visitors buy tickets to see regularly scheduled sports events and even gladiatorial combat, and there is almost always an event happening. The arena is typically at least halfway filled – and gladiatorial combat will fill it beyond normal capacity.

Those who wish to participate in an arena event can register with Mulathil, a brawny wood elf with a stern demeanor and an impressive collection of scars. Participation in arena events is free, but participants only get paid if they win their bout.

The Lord's Arena Inventory & Services

Service	Value
Arena Events	
Athletic event, 2 hours	2 gp
Gladiator bouts, 2 hours	5 gp
Special events, day	20 gp
Snacks	
Phoenix feather fritters	2 gp
Dragonfire chili	5 gp
Drinks	
Mirage Mead, mug	3 sp
Djinn & Tonic, glass	1 gp
Special	
Luxury lounge (covered seating plus free snacks and drinks)	10 gp/hour

There's always a bit of fun to be had in the Lord's Arena. Say what you will about Mak-ûn-Kâl, but he knows how to put on a good show – and he pays the talent quite well. Those that survive, that is.

– *the Wanderer*

Arena Events

Below are rules for handling typical arena events.

Tug of War. A three-round event where the character pulls a rope against a different creature each round. For each round, the participants each make a Strength (Athletics) check and the player character subtracts their opponent's result from their own result; this is the score. The participants continue making checks until the score is either +10 (the player character wins) or –10 (the opponent wins), or until they've made 5 checks (the character wins if the score is positive). The opponents in order are a **duergar** (+5 to Athletics), a **minotaur** (+7 to Athletics), and an **ogre** (+9 to Athletics). If a character defeats all three opponents, they can claim a 50 gp purse.

Gladiator Bout. Gladiatorial combat features a mix of willing volunteers, criminals who can't pay their fines or who want to avoid expulsion, as well as various beasts and monstrosities. To keep fights entertaining, participants are matched as evenly as possible. Bouts continue until a participant yields or is brought to 0 hit points – whether they live is up to their opponent. Below is a list of suitable opponents, including their CR and the prize pool when fighting them:

Hobgoblin (CR ½, 20 gp). A **hobgoblin** (or band of hobgoblins) fighting to avoid paying a fine for theft
Lion (CR 1, 50 gp). A famished **lion**
Ogre (CR 2, 100 gp). An **ogre** criminal who fights in the arena for the fun of it
Minotaur (CR 3, 150 gp). A brawny **minotaur** criminal
Owlbear (CR 3, 150 gp). A sad-looking **owlbear** kept on a long chain leash
Bulette (CR 5, 300 gp). A frenzied **bulette** that burrows away, ending the fight, when it has fewer than 20 hp
Elemental (CR 5, 300 gp). An air, earth, fire, or water **elemental** summoned by an arena official
Chimera (CR 6, 400 gp). A sadistic **chimera** that flies away, ending the fight, when it has fewer than 20 hp
Hydra (CR 8, 1,000 gp). A **hydra** that the arena officials make sure to keep alive, even if it is defeated

Special Events. The arena sometimes holds special events that can vary in length and scope. Below are two examples of special events:

The Elemental Gauntlet. A four-round tournament where a mix of up to 10 participants fight **mephits** and **elementals** of the four elements: fire, water, earth, and air. For each round, the arena changes to include suitable hazards, such as slippery ice, pools of lava, fissures, or strong winds. Those who survive all four rounds share the 5,000 gp prize pool.

The Mirage Maze. The arena transforms into a shifting labyrinth filled with traps, monsters, and illusions. Groups of 4–6 participants race to reach the 2,000 gp prize pool at the maze's center.

The Whispering Waters

Inn & Restaurant

The Whispering Waters is a high-end inn and restaurant renowned for its magical fountains and streams. Run by Yaybriel, a female bugbear who's always clad in extravagant dresses, the Whispering Waters caters to an exclusive clientele from across the many planes of existence.

While patrons certainly come for the luxurious rooms and spectacular food, the main attraction is the whispers offered by the restaurant's fountains and streams. So low as to be almost inaudible, these magical waters tell tall tales of adventure, offer deep insights and solid advice, or spread rumors – both big and small. It is said that many adventurers were made in the Whispering Waters, inspired to heroics by the waters' encouraging whispers and fanciful legends.

Later in the evening, the Whispering Waters also functions as an unofficial gambling hall, where wealthy merchants and travelers play private games of chance that often involve the waters' whispers. Yaybriel allows anyone to play, as long as they pay the 10 gp entry fee and keep ordering drinks while playing. Hermok, an elderly djinni who works for Yaybriel, ensures that order is kept and that nobody tries to cheat – and often participates in the games himself.

WHISPERING GAMES

Two games are particularly popular at the Whispering Waters.

Whisperer's Cards (10+ gp/game). Each participant starts with between 3 and 7 cards (depending on how long the game should be). At the start of each round, each participant puts one of their cards face-down on the table and makes a DC 15 Wisdom (Perception) check. On a success, they catch a whisper of what the other participants have put down, learning if each participant's card is higher or lower than their own (ace is highest). Each participant can then choose to swap their card with another from their hand or keep what they've put down (the participants choose to do so simultaneously). All cards are then turned over and whoever has the highest card wins the round, and the cards are discarded. Whoever has won the most rounds when there are no more cards left wins the game and the other players' stakes.

Traitor's Chess (10+ gp/game). In this board game, two participants play an advanced version of chess against each other, in which pieces can turn traitor or assume the appearance of other pieces. A game usually takes 30 minutes, during which each participant makes the following checks:

- Intelligence check
- Charisma (Deception) check
- Wisdom (Insight) check

The participant with the highest combined total for the three checks wins the game and the amount wagered.

The Whispering Waters Inventory & Services

Service	Value
Food	
Ephemeral eel eclairs	5 gp
Azurewater squid ink pasta	6 gp
Moonlit mousse	7 gp
Honey-roasted venison	10 gp
Drinks	
Fizzling Oasis Water, bottle	5 sp
Dawnspear Tea, cup	1 gp
Djinn's Tears White Wine, bottle	7 gp
Hellguard Sherry, bottle	10 gp
Lodging	
Standard room, day	2 gp
Suite, day	20 gp

Vassania's Aspects

Stall

Vassania's Aspects is a small stall filled with sculptures, illustrations, and various other pieces of art, almost all of them showcasing the humanoid form. At the center of the chaotic display is a Vassania, a young tiefling with spectacles and dark hair. Smiling shyly, she urges passersby closer by promising to render their likeness as a figurine or portrait drawing for a modest fee.

Though Vassania typically creates nonmagical pieces, she can use her enchanted hammer, chisel, and paints to imbue her sculptures and paintings with one of the following magical properties, which can be used by a person holding the portrait or sculpture:

Disguise. You can cast the *Disguise Self* spell using Charisma as the spellcasting ability, taking on the appearance of the person portrayed. Once used, this property can't be used again until the next dawn.

Illusory. You can create an illusory copy of the person portrayed as with the *Silent Image* spell using Charisma as the spellcasting ability. Once used, this property can't be used again until the next dawn.

Vassania's Aspects Wares & Inventory

Service	Value
Artistry (10 minutes per gp)	
Portrait sketch	1 gp
Figurine, 4 inches	10 gp
Full portrait	25 gp
Sculpture, full-sized	300 gp
Magical Properties	
Disguise	+100 gp
Illusory	+100 gp

Market Sights

The characters may experience the following sights while navigating the Mirage Bazaar.

Fountain of Wine

> A beautiful fountain decorated with fey creatures stands in the center of a small plaza. The liquid that flows from its faucets appears to be red wine.

While the fountain's water looks like red wine, it is just an illusion – it's just water, free for anyone to drink.

Free Skewers!

> A scantily-clad group of handsome humanoids walks between market-goers, trays filled with sizzling skewers of meat floating in the air around them. "Try one of the Emberwild's famous skewers! Wild boar, rattlesnake, and pineapple! The first is free – come to the Emberwild tonight for more!"

The group are servants from the Emberwild trying to market the restaurant ahead of tonight's seating.

Lord of the Mirage

> A 30-foot-tall statue of a proud efreeti warrior towers above the market ahead of you. Four regular-sized efreet stand guard around the statue, eying the passersby, some of whom stop to prostrate themselves in front of the statue.

The statue is of Mak-ûn-Kâl and has an enchantment on it. A creature that comes within 30 feet of it must succeed on a DC 13 Wisdom saving throw or pause to kneel and bow before the statue. Success or failure, the creature is immune to this effect for 24 hours.

Pool of Memories

> You pass by an azure pool that gives off a sweet scent and seems to glitter with magical sparkles. As you inhale the scent, pleasant, semi-translucent visions begin to form before your eyes.

The fumes from the Pool of Memories cause vivid but fleeting hallucinations of what one would find most pleasant. They are harmless, unless one overindulges and becomes lost in them.

Puppeteer's Show

> Several talking puppets move around on a small table by the side of the road, seemingly performing a play though they have no strings and no puppeteer can be seen. A board next to the table reads: "Petilia's Puppets: The Flying Empire's Fall". Before it is a small urn with a few coins inside.

Petilia, a young elven mage, stands across the street, discreetly watching her enchanted puppets enact the tragic history of an ancient empire of flying cities that fell when the magic that held them aloft was lost.

Sample Laughter

> Raucous laughter and shrill giggling sounds from a small crowd gathered around a stall with a sign that reads: "Free Laughter Juice."

Lareeza, a smiling hobgoblin, is handing out free samples of her homemade Laughter Juice (a flask with 3 doses can be purchased for 10 gp). A creature that drinks a shot is affected as by the *Hideous Laughter* spell (save DC 13). As a lingering side effect, the creature has advantage on Charisma ability checks and disadvantage on Intelligence and Wisdom ability checks for 1 hour.

Sand Storm

> Without warning, a fierce wind begins blowing. Merchants quickly throw tarps over their wares and shutter their doors and windows. Only seconds later, a storm of sand hurls across the marketplace, completely obscuring vision and drowning out the sounds of the bustling market.

The sandstorm ends as quickly as it began, after which trade resumes as if nothing happened.

The White Palm

> Ahead of you, at the market's center, an enormous white palm towers above the rest of the market, its pale leaves swaying lazily in the warm wind.

The white palm is the dryad's tree, which fuels the Mirage Bazaar's magic. This sight may lead to the Parched Palm event (see page 51).

MIRAGE BAZAAR SIGHTS

d8	Name	Description
1	Fountain of Wine	A beautiful fountain holds water that looks like red wine.
2	Free Skewers!	A group of servants from the Emberwild Restaurant are handing out free skewers.
3	Lord of the Mirage	A statue of Mak-ûn-Kâl forces passersby to kneel before it.
4	Pool of Memories	A glittering pool emits fumes that cause pleasant hallucinations.
5	Puppeteer's Show	An elven puppeteer magically controls handpuppets to enact an entertaining play.
6	Sample Laughter	A hobgoblin hands out samples of her homemade laughter juice.
7	Sand Storm	A sandstorm blows through the bazaar.
8	The White Palm	A great white palm sways lazily in the warm wind.

Market Events

Adventurers exploring the Mirage Bazaar will find no shortage of events to distract and entertain themselves with. Below are examples of six such events, which you can use to liven up a day at the Mirage Bazaar.

Dancing Dervishes

A troupe of dancers invites the characters to join in – and may offer a character a prize for their performance. Read or paraphrase the following:

> As you wander through the busy marketplace, a rhythmic beat and melodic tones suddenly fill the air. Turning toward the sound, you see a colorful troupe of dancers sweeping through the crowd, whirling and leaping in a cascade of bright fabrics and jingling jewelry. An elderly elf with a twinkle in her eye extends a hand toward your group, inviting you to join in their lively dance through the bazaar.

Each character who accepts the invitation is swept into the dance, moving through an intricate pattern of steps, twirls, and leaps. The character must succeed on a DC 15 Dexterity (Acrobatics or Performance) check to keep up with the rapid movements of the Dancing Dervishes, which is the dancing troupe's name. On a success, a character gracefully maneuvers through the dance, eliciting applause from the dancers and onlookers. The elderly elf, thoroughly impressed, rewards the character with a *Starforged Trinket* (see page 172) and invites them to come see the Dancing Dervishes collaborative performance with the dancers of Azû's Dancing Dunes this very night.

On a failure, the character stumbles through the dance, but the crowd and the dervishes appreciate the genuine effort. On a roll of 1, the character falls, takes 1d4 Bludgeoning damage, and is left with nothing but their wounded pride as the dancing troupe continues their enchanting journey through the bazaar.

Illusory Incursion

A street performer's illusion gets out of control and causes a ruckus. Read or paraphrase the following:

> Suddenly, you hear an ear-piercing shriek behind you. Turning, you see that a huge black dragon has landed in the middle of the street; in front of it lies a woman clutching a child to her chest. As people scatter in all directions, the black dragon breathes in, as if preparing to unleash its terrible breath attack.

The adult black dragon is an illusion conjured by Millon, a gnome street performer and wild magic sorcerer, that has gone out of control. A character proficient in Perception can hear Millon shouting through the chaos that "I'm sorry! It's not real! Don't believe it!" and anyone who examines the dragon and succeeds on a DC 12 Intelligence (Investigation) check can disbelieve it.

While the illusory dragon is not as dangerous as the real thing, it feels real enough to onlookers. Once per round, it can deal 1d6 Psychic damage to up to three creatures within 30 feet of it that haven't disbelieved it, which may wound or even kill the **commoners** that crowd the street. To be rid of the dragon, the characters must use magic such as the *Dispel Magic* spell or successfully convince the crowd that the dragon is illusory. They can also distract the dragon – such as by fighting it or heckling it and succeeding on a DC 15 Charisma (Deception or Persuasion) check – while the crowds of market-goers clear out.

If the characters do nothing, four people are slain before the illusion vanishes after 1 minute. A patrol of Searing Eyes shows up shortly after to arrest Millon. If the characters resolve the situation without any loss of life, a grateful Millon gives them a *Deck of Illusions* before slipping away to avoid dealing with the guards.

MIRAGE BAZAAR EVENTS

d6	Name	Description
1	Dancing Dervishes	A troupe of dancers are dancing through the streets and invite the heroes to partake – a character who performs well may earn a *Starforged Trinket*.
2	Illusory Incursion	A street performer's illusion becomes too real for comfort – the characters may earn a *Deck of Illusions* if they can help rein in the mischievous illusions.
3	Magical Misunderstanding	A young warlock mistakes a man's friendly approach for a thieving attempt and summons an *Arcane Hand*, causing a ruckus in the marketplace.
4	Melodious Misadventure	A gang of ruffians use a *Harp of Charming* to lure hapless bazaar-goers into a dark alleyway – if they defeat the bandits, the characters can keep the harp.
5	Nectar Nuisance	A spill at Nymran's Nectars draws in swarms of wasps – the characters may win a night of free drinks if they help clear out the insects.
6	Parched Palm	An ancient palm tree in the center of the bazaar asks the characters to help water it and may reward them with a *Sphere of Foresight* in return.

Magical Misunderstanding

A young elf's attempt at courtship turns into a debacle as a tiefling warlock conjures an arcane hand of force energy. Read or paraphrase the following:

> You hear a commotion up ahead as the busy marketplace erupts into chaos. A huge, purple hand is swinging around menacingly, roughly shoving people out of the way. A red-skinned tiefling woman seems to be controlling the hand; on the ground before her lies an elven man with spiky, white hair.

The tiefling **mage**, Geranna, cast the *Arcane Hand* spell as the elf, Verthaniel, approached her from behind. Verthaniel's intent was to tap her lightly on the shoulder and invite her to share a drink or a meal with him. Past experiences, however, have made Geranna develop a healthy skepticism toward strangers, and she mistook the elf for a pickpocket – or an assassin!

Both Verthaniel and Geranna are now in a state of panic. Verthaniel cowers under the magical hand, while Geranna shouts: "Thief! He accosted me! You saw it, right!?" as she realizes that her reaction may have been a tad overzealous.

If the characters come rushing in, they may cause more harm than good – though she is hesitant to do so, Geranna will defend herself with lethal force if she feels threatened. Conversely, if the characters approach with diplomacy, calming words and a successful DC 13 Charisma (Intimidation or Persuasion) check can defuse the situation. Talking over each other, the tiefling and the elf each explain what happened from their perspective. If aided by a mediating character, they will soon realize the misunderstanding and apologize to each other – Verthaniel for approaching in such a careless manner and Geranna for her reaction – and may even head off together to find a bite to eat and talk further.

If the characters help resolve the matter peacefully, Verthaniel clasps their hands, offers his thanks, and gives them each a small, colorful pearl worth 5 gp.

The Mirage Bazaar is rife with pick-pockets – a lot of them have only one hand, though. I once saw a veteran pickpocket with no hands who'd learned to conjure a magic hand by whistling. Necessity truly is the mother of invention!

– the Wanderer

Melodious Misadventure

An enchanted harp is being misused to lure hapless passersby into an alleyway ambush. Read or paraphrase the following:

> A pleasant plucking of strings reaches your ears and you see a beautiful gilded harp hovering in the air a dozen feet ahead. The harp dances through the street, playing its joyous song, as if inviting you to follow it. A few feet further away, it slips around a corner and into an alleyway.

Each character who can hear the harp must succeed on a DC 13 Wisdom saving throw or be Charmed by the *Harp of Charming* and follow it into the alley, unless their companions physically prevent them from doing so. A character can repeat the saving throw at the end of each of their turns, ending the effect on a success.

If the characters don't follow the harp, they see that someone else does: a young pair of **noble** shoppers, a red-haired human woman and a slender, hawk-nosed half-elf, walk after it with blank-eyed expressions.

Whoever walks after the harp will make it about thirty feet into the narrow alleyway before they are set upon by a band of four **thugs** led by Pin-Prick Petey, a neutral evil halfling **mage** with a bald pate. The robbers will try to take any valuables they can get their hands on and leave their victims unconscious or dying. They flee if they are met with overwhelming force.

If the characters defeat or scare off the robbers, they can claim the *Harp of Charming* (see page 160) for themselves. If they save the young nobles from the robbers, they may also be rewarded with an amethyst ring worth 100 gp.

Nectar Nuisance

Wasps descend upon the Nymran's Nectars drink stall. Read or paraphrase the following:

> Angry buzzing and panicked shouts draw your eyes to a colorful stall at the center of the open plaza. Bird-sized wasps with fluorescent wings swarm around the stall, while the two satyrs within frantically duck to evade their barbed stingers.

Abel Nymran, one half of the satyr couple that runs Nymran's Nectars, accidentally pushed over a potent sweetsand mixture, which almost immediately drew in a huge swarm of wasps. The four **swarms of insects (wasps)** attack anyone who comes close and will fight on until they're scared off or slain.

If the characters don't intervene, the two satyrs are gravely wounded by the wasps and are carted off unconscious after a guard patrol arrives to fend off the wasps. If the characters help them against the wasps, the grateful satyrs offer them free drinks all night – and give them a homemade *Potion of Invisibility* (which smells and tastes like a sweet mango drink!)

Parched Palm

The palm tree in the center of the bazaar whispers to the characters. Read or paraphrase the following:

> You hear a faint whisper on the warm wind: "Help... I need your help." Looking around, it seems that no one else heard the words. You can feel the wind softly guiding you toward the market's center.
>
> Following the wind's pull, you find yourself at the base of a huge, alabaster palm tree. As the palm sways gently, you hear the words again: "Thirsty. Please, water," it says, and within your mind, you see a small pool with glittering water within, guarded by a red-skinned efreeti. You instinctively know the direction to the pool, which isn't far away.

Normally, the Lord of the Mirage has the magical palm tree watered regularly. Lately, however, the palm has been fighting the efreeti's commands, refusing to take the bazaar to the plains of the Nine Hells. Furious at the palm tree's refusal, Mak-ûn-Kâl is withholding the magical water the palm needs to survive.

Following the palm's directions, the party easily finds the pool in the middle of a small orchard. To fill their waterskin from the shimmering pool, the characters must incapacitate or distract the lone **efreeti** that guards it. If they are caught in the act, a patrol of **efreet** guards quickly descends upon them, and they will be forced to pay a heavy fine of 1,000 gp or more.

If the characters bring the magical water back to the palm, a warm wind blows over them and a thumb-sized palm seed falls from its crown. A whispered "thank you" accompanies the gift: a *Sphere of Foresight* (see page 171) that looks like a white palm seed.

A Day at the Market

Below is an example of how a day at the Mirage Bazaar could unfold, which you can use as inspiration for your own game. You can substitute or reorder locations, events, and sights as you see fit.

Locations. The characters arrive from the south and see the Elusive Mirage, the Lord's Arena, and Nymran's Nectars.

Events & Sights. Use the Magical Misunderstanding event and/or the Lord of the Mirage sight.

Locations. As they move further into the market, present the characters with the Emerald, Vassania's Aspects, and the Whispering Waters.

Events & Sights. Use the Parched Palm event and/or the Free Skewers sight.

Locations. If the characters continue their exploration, you can present them with the Elemental Emporium, the Emberwild, and Azû's Dancing Dunes.

Events & Sight. Use the Dancing Dervishes event and/or the Puppeteer's Show sight.

The Undermarket

The Undermarket is a sprawling bazaar filled with a multitude of merchants of all backgrounds, races, and species whose exoticness is rivaled only by their enchanted wares. From magical items and conscious-altering substances to devious poisons and dangerous monstrosities, the Undermarket caters to every need and desire. Because, as the saying goes: "if you can't buy it at the Undermarket, it's not worth buying!"

Description

Visitors to the Undermarket find their senses of smell and sight assailed with a multitude of new impressions. Sweet perfumes and thick incense mix with the acrid smells of lizard dung and goblins' sweat, filling the 1,000-foot-wide cave. Stalagmites large enough to serve as homes or storefronts are lit with magical lights and several hundred feet above the cavern floor, the ceiling is dotted with stalactites that glitter like stars.

> Thousands of tons of earth and stone above you, sinister shapes and grotesque creatures all around you, and a pervasive sense of danger in the air. Yeah, the Undermarket certainly isn't for the faint-hearted – but for those with deep purses, it's a buyer's paradise!
>
> – *the Wanderer*

THE UNDERMARKET OVERVIEW

Description	The Undermarket is a subterranean bazaar that is eerily quiet and filled with exotic sights, scents, and services
Background	Originally a caravan stop, the market is now governed by a council of merchants
Rules & Security	Disruption of trade is the only true crime – and is punished by the Dark Cloaks, a band of brutal guards
Inventory & Services	One can find virtually anything at the Undermarket, as there are no restrictions on what can be sold

Safety | **Prices** | **Assortment**

More curious even than the cave's otherworldly features are its inhabitants: a towering minotaur stomps by, its scowl offering a challenge to anyone foolish enough to bar its passage; a dark elf on a floating litter cracks a multi-headed whip on the back of an ogre porter; a bulbous-headed humanoid with writhing tentacles where its mouth should have been glides soundlessly along, its glowing eyes perceiving all.

Almost as if by unspoken agreement, most conversations are performed in low, discrete tones, as if everyone is involved in enviously guarding a secret. Rarely do shoppers crowd close together and the wide avenues between the shops allow for everyone to keep several feet of distance between themselves and strangers – and their long fingers or hidden blades!

Background

Initially, the Undermarket was just a large cave that served as a caravan stop, as it lay conveniently at the center of a tunnel network connecting several major cities of the Dark Below. Over the centuries, the Undermarket has grown into something that resembles a town – albeit a town entirely focused on mercantilism. About 500 dark elves, deep gnomes, duergar, goblinoids, and more exotic creatures live permanently in the Undermarket, and at least twice as many visitors mill about its streets at all times.

As the Undermarket, and everyone who plies their trade there, survives and thrives off the merchants, travelers, and tourists who pass through, measures have been taken to ensure that at least a semblance of civility and order is upheld. The richest and most powerful merchants have formed a Merchant's Council and collectively hire guards – dubbed the Dark Cloaks – to crack down on any conduct that disrupts trade.

That is, however, about as far as any sense of community stretches. In general, each merchant is responsible for their own safety and security. Likewise, there are no decrees about what can be sold or to whom, which means that anything and everything can be bought at the Undermarket: from illegal substances and slaves to dark artifacts and sinister services.

Lore & Rumors

Characters who visit the Undermarket may learn the following as they roll History or Investigation checks or speak with the market's locals.

Inhabitants & Visitors (DC 10). All races and creatures are welcome at the Undermarket, but dark elves, duergar, deep gnomes, goblinoids, and orcs make up most of the inhabitants and visitors.

Spider Queen's Servants (DC 13). As is true for most of the Dark Below, drow priestesses of the Spider Queen are treated with respect and best avoided.

Merchant's Council (DC 13). A council composed of the most influential merchants governs the market.

Quiet & Discretion (DC 15). The market's locals appreciate quiet and discretion. Loudmouths and braggarts tend to get worse offers – and have a much higher risk of coming to harm.

Dark Cloaks (DC 15). The Dark Cloaks keep order in the Undermarket; they are typically hobgoblins, ogres, minotaurs, or bugbears. They are hired by the Merchant's Council and are susceptible to bribes.

Lazuline Reach (DC 17). The Lazuline Reach, a sinister network of aberrations and other denizens of the Dark Below, has a presence in the Undermarket. They are involved in many illicit activities, including slave-trade, dangerous substances, and fell magic.

Kûr-Ilz (DC 19). The Delirium Den's owner, the aberrational humanoid Kûr-Ilz, sits on the Merchant's Council, representing the Lazuline Reach. It is the single most powerful entity in the Undermarket.

Factions

The Undermarket's primary factions are the Merchant's Council and the Lazuline Reach.

Merchant's Council. The market's eight most influential and wealthy merchants sit on the Merchant's Council. They make the rules and dole out judgment, when needed. Their primary goal is to keep trade flowing uninterrupted.

Lazuline Reach. This clandestine network of criminals, ruffians, and literal monsters dominate the most dangerous trades in the Undermarket, from the sale of intoxicating substances to slaves and fell artifacts. Their leader in the Undermarket is Kûr-Ilz, a powerful aberrational humanoid, who also has a seat on the Merchant's Council. The Lazuline Reach has about two dozen agents in the market.

Protection & Security

The Undermarket is kept "safe" by the Dark Cloaks, as well as various magical protections.

Dark Cloaks. The Merchant's Council employs dozens of **bugbears**, **hobgoblins**, **minotaurs**, and **ogres** to patrol the market in squads of four or five. The threat of these well-armed guards keeps open violence to the minimum and pushes quarrels between shoppers to the surrounding tunnels instead (which, in turn, are often littered with the remains of hapless souls who angered the wrong individual on their shopping trek). While the Dark Cloaks work to keep the Undermarket reasonably safe, they are not a police force. They won't investigate crimes or act on accusations, except if compelled to do so by the Merchant's Council or sizable bribes. The Dark Cloaks are led by Captain Basher, a burly ogre.

Anti-Magic Dweomer. A strong spell on the cavern prevents any use of teleportation and most forms of mind-compelling magic within the cave's perimeter.

Magical Sensors. Most shops and establishments are equipped with magical sensors that alert the proprietor if patrons use illusory magic to alter their appearance or render themselves invisible.

> Keeping a marketplace overflowing with valuables relatively orderly is a remarkable achievement, especially in the chaotic Dark Below. That order comes at the expense of a few broken limbs and the occasional unjustified beating is unfortunate, but hey, nobody's perfect. Besides, you can't hire ogres and minotaurs to handle security and expect bones not to be broken – that comes with the territory.
>
> – *the Wanderer*

Crime & Punishment

The only true rule of the Undermarket is to avoid causing a commotion and to not be caught red-handed.

Theft and Violence. Most criminal acts, including theft, violence, and even murder, are only illegal if committed against someone with the wealth to make it worth the Dark Cloaks' time – or if it happens out in the open and disturbs the market's business.

Beware the Spider Queen. One unique rule the Undermarket has, is that the Spider Queen, the most widely revered deity in the Dark Below, and her followers, should be treated with respect. This includes not destroying spiders or their webs, not taking the Spider Queen's name in vain, and bowing and scraping before her dark elf priestesses.

Punishment. Anyone caught breaking laws or causing disorder in the market is accosted by an overwhelming force of Dark Cloaks. While brutal, the guards prefer to render criminals unconscious rather than kill them. Characters who suffer this fate are likely to be left to recover in a side tunnel outside the market – their purses a good deal lighter – or in a cell in the basement of the Dark Cloaks' headquarters. In this stalagmite compound, they may have to pay the Dark Cloaks' leader, the ogre Captain Basher, a hefty bribe of up to 1,000 gp to regain their freedom.

Customs & Quirks

The Undermarket has its own set of unique customs and quirks.

Be Discreet. Information is the most valuable commodity in the Undermarket. Those who speak loudly, cause a commotion, or flaunt their wealth or intentions are often met with distrust and disdain – and, almost as often, end up unconscious or dead in a side tunnel. The louder a visitor speaks, the less likely the Undermarket's denizens are to share any information – or wares – with them.

Trust Nobody. With few legal recourses for those who are robbed or swindled, prudence is key. Merchants and shoppers are notoriously distrustful and likely to view newcomers with extreme skepticism. A merchant won't complete a bargain unless they're absolutely certain that the payment they're receiving is genuine. Likewise, merchants are used to having to prove the authenticity of their wares, and have the means to do so ready, such as a **rust monster** to prove that metal wares are indeed magical (the monster can't rust them), or a *Spell Scroll of Zone of Truth* to confirm and finalize the details of a particularly important bargain.

Market Locations

The Undermarket features a multitude of different shops and locations. You can see an overview of noteworthy locations on the Undermarket Locations table, each of which is described in detail below.

Queen's Silk

Boutique

Famed across the Dark Below for its fashionable garments, Queen's Silk caters only to the most discerning (and wealthiest) customers. The owner, Lithielle Ayam'Alargo, a prudish and strict dark elf female with a noble's bearing, sees to every customer personally, while deep gnomes and goblins fashion the garments in a dank cellar beneath the small boutique.

Beautiful spider-silk dresses, shirts, pants, and hats from Queen's Silk run customers anywhere from 10 gp to several thousand gold pieces.

SUGGESTED MAGIC SHOPS

You can place any magic shop (including those of your own making) in the Undermarket, but a handful are especially suitable for the subterranean bazaar:

- **The Arcane Anvil** (Arcane, Enchanting, General)
- **The Blind Spot** (Arcane, Necromancy)
- **The Nocturnal Nook** (General)
- **The Serpent** (Poisons, Potions, Stealth)
- **Vipressa's Wares** (General)

Reizhil's Roost

Pet Shop & Stable

Reizhil is an energetic goblin, whose exuberant nature can be infectious (or deeply annoying). Reizhil has a deep love for – and lack of fear of – all beasts, which is readily apparent by her many scars. The front of Reizhil's Roost, an open-facing wooden construction that reeks of manure, sweat, and animal feed, houses only some of the beasts and equipment Reizhil has for sale. The most dangerous beasts are secured in magical cages in a cellar beneath the stable. Using mechanical pulleys, Reizhil can raise or lower cages to display the beasts that are available for purchase. Reizhil also stables and cares for mounts, for a modest fee.

Reizhil's Roost Inventory & Services

Service	Value
Creatures	
Giant lizard	100 gp
Rust monster	250 gp
Azurecrest platypus (E)	500 gp
Phase spider	1,000 gp
Chimera	5,000 gp
Equipment	
Bit and bridle, standard	2 gp
Saddle, standard	15 gp
Saddle, exotic	60 gp
Stabling & Feed, day	1 gp

UNDERMARKET LOCATIONS

d10	Name	Description
1	Queen's Silk	A boutique overseen by Lithielle, a strict and overbearing dark elf weaver, that provides clothing and armor woven from the finest spider silk
2	Reizhil's Roost	A bustling stable, run by the friendly and excitable goblin Reizhil, that houses a wide variety of exotic (and dangerous) beasts for sale
3	Stone's Glitter	A well-guarded emporium manned by Oskine, a deep gnome with a glint in her eye – and an appetite for all things that glitter
4	The Crystalline Springs	A luxurious hot springs spa managed by a duergar named Valdrik who, despite his gruff exterior, is meticulous about ensuring his patrons' complete relaxation
5	The Delirium Den	An establishment where patrons can indulge in any pleasure imaginable, no matter how extravagant or sinister, run by the dangerous Lazuline Reach
6	The Echo Chasm	A rowdy tavern at the edge of a large chasm, famed for its echoing acoustics that is managed by Yzzrit, a jovial half-orc bard who has countless stories to tell
7	The Fang & Talon	A three-floor tavern in a huge stalagmite with private rooms and alcoves, managed by the serpentfolk Fang and the harpy Talon
8	The Fungal Feast	A food stall run by Snorg, a portly deep gnome, and his goblin apprentice Torsk, that offers edible fungi and other unique delicacies from the Dark Below
9	The Obsidian Flagon	A high-end dining and wine-tasting establishment with an exquisite selection of wines curated by the dark elf proprietor Almizz T'len-Athiel
10	The Shroomlight Retreat	A quiet, cozy inn, lit by bio-luminescent mushrooms, run by Balabar, a friendly ogre who knows how to make any guest feel at home

Stone's Glitter

Jeweler

With a varied assortment of rare metals and precious gems, Stone's Glitter is a marvel to behold. Run by the deep gnome Oskine, a shrewd businesswoman and expert crafter, Stone's Glitter is always bustling with customers looking to sell uncut gems or buy fine jewelry or gemstones to use as spell components. Eritha, a dark elf mage, oversees the shop's security, keeping a watchful eye on customers alongside a squad of bugbear and hobgoblin guards with gladiatorial experience.

Customers at Stone's Glitter can buy gemstones at the rates found in the fifth edition *Dungeon Master's Guide.*

The Crystalline Springs

Spa and Hot Springs

The duergar Valdrik runs this luxurious spa, which lies in a secluded area of the Undermarket. Tucked away between stalagmites, a dozen hot springs allow for complete relaxation. Valdrik, while often gruff and standoffish, runs a well-oiled operation and makes sure that all patrons are as pampered and relaxed as possible. A visit to the Crystalline Springs, which includes massages from deep gnome, duergar, and drow massage therapists, as well as snacks and beverages, costs 5 gp per hour.

The Delirium Den

House of Pleasure

Free from most of the pesky laws of the surface world, the Undermarket houses several establishments that allow patrons to partake in intoxicating pleasures. The most prominent of these is the Delirium Den, a small cave-network built into a wide, flat stalagmite. Within, grottoes of varying sizes provide everything from the purchase of slaves or ingestion of mind-altering substances to more sinister pleasures (such as Zombie Therapy, which allows a patron to commit whatever foul deeds they wish upon a reanimated corpse).

The Delirium Den is run by the Lazuline Reach, a notorious collective of black-hearted scoundrels that spreads its tentacles across much of the Dark Below. In the Undermarket, the powerful psionic Kûr-Ilz is the Lazuline Reach's primary representative. Alabaster-skinned and with writhing tentacles instead of a mouth, the finely-dressed aberrational humanoid oversees everything that goes on in the Delirium Den.

The Delirium Den Inventory & Services

Service	Value
Illicit Substances	
Goldenleaf, dose	5 gp
Mindrip, dose	25 gp
Pleasure Services	
Courtesan, hour	25 gp
Zombie Therapy, hour	50 gp

ILLICIT SUBSTANCES

Below are examples of two illicit substances that may be sold at the Delirium Den or other establishments.

Goldenleaf. Golden leaves harvested from the Dawnflower. As an action, you can chew or smoke a dose of Goldenleaf to gain the following effects:

- You gain temporary hit points equal to your level.
- You have disadvantage on ability checks and saving throws using Intelligence and Wisdom.

The effects last for 1 hour but can be extended with extra uses. When the effect ends, you must succeed on a Constitution saving throw with a DC of 10 + the number of doses used or suffer 1 level of Exhaustion.

Mindrip. A pinkish residue harvested from the brains of aberrational monsters. As an action, you can snort or drink (dissolved in liquid) a dose of Mindrip and make a DC 15 Constitution saving throw. On a failure, you are Stunned for 1 hour as you see otherworldly hallucinations. On a success, you gain the following effects for 1 hour instead:

- You can communicate telepathically with any creature you can see within 30 feet.
- You gain advantage on ability checks and saving throws using Intelligence and Wisdom.

The Echo Chasm

Tavern

By far the noisiest place in the Undermarket, the Echo Chasm is a mid-sized tavern set at the rim of a large chasm – including a balcony with seating that extends out over the chasm's depths. At the Echo Chasm, all manner of denizens of the Dark Below are welcome to drink, gamble, and carouse under the not-so-watchful eye of Yzzrit, a half-orc bard who retired from adventuring after winning the tavern in a game of cards. Yzzrit doesn't mind a bit of brawling but warns that "anyone who draws a blade in me tavern gets a tour of the chasm, if ye catch me meaning!"

The tavern is also an excellent place to learn more about the Undermarket (see the Lore & Rumors sidebar on page 53).

The Echo Chasm Inventory & Services

Service	Value
Drinks	
Dwarfskull Ale, mug	5 cp
Voidspring Brew Ale, mug	1 sp
Queen's Curse Brandy, flask	1 gp
Food	
Drycap bread with lizard meat	2 sp
Mushroom stew with wild spices	5 sp

TAVERN GAMES

Below are examples of two tavern games the player characters can participate in at the Echo Chasm of the Fang & Talon:

Queen's Kiss (10 gp/game). This tavern game is as deadly as it is simple. Two contestants sit across from each other with eight shots (ordered at the bar) between them. While the liquid in each shot glass looks and smells identical, the contents certainly aren't: half the shots hold regular water and the other half is Queen's Choice poison (A creature who ingests this poison takes 1d6 Poison damage and must succeed on a DC 13 Constitution saving throw or suffer 1d2 levels of Exhaustion that last for 1 hour). In turn, the participants drink a shot at random (roll a d8; if the roll is 5 or higher, the shot is poison, reroll repeat rolls). This continues until only one participant is left and wins whatever the participants wagered.

Rogue's Hand (1–10 gp/game). A game as old as time itself, each participant in this game makes a Dexterity (Sleight of Hand) check as they take turns stabbing back and forth between each finger on their hand. The DC starts at 8 and increases by 2 each round, as the pace becomes progressively faster (a crowd around the participants usually keep a rhythmic count) until a participant cuts themselves and loses whatever was wagered – and maybe even a finger!

The Fang & Talon

Tavern

The Fang & Talon is a large tavern built into a huge stalagmite. Spanning three floors, the Fang & Talon can house hundreds of patrons in several large common rooms but also has private, secluded alcoves that can be rented out by the day or hour, making the tavern a favored spot for clandestine meetings and the finalization of sinister deals (which encompasses most deals made in the Undermarket).

The tavern's owners, a serpentfolk named Fang and a harpy named Talon, have a keen eye for both profits and privacy, as they oversee a swarm of servers – mostly dark elves and deep gnomes – who supply patrons with a seemingly endless supply of exotic and expensive spirits.

The Fang & Talon Inventory & Services

Service	Value
Drinks	
Dwarfskull Ale, mug	1 sp
Voidspring Brew, mug	2 sp
Minotaur's Rest Cognac, glass	5 sp
Ghostspark White Wine, bottle	15 gp
Drow's Conscience Red Wine, bottle	25 gp
Private Alcove	
Small (2–6 people), hour	2 gp
Small (2–6 people), day	10 gp
Large (5+ people), hour	10 gp
Large (5+ people), day	50 gp

Queen's Kiss is a favorite among the sturdier races that frequent the Undermarket. Unfortunately, those of us with fiendish ancestry aren't allowed to participate, so I haven't had the chance to try it myself. A word of advice – don't get involved unless you're certain you have the stomach for it!

– *the Wanderer*

The Fungal Feast

Food Stall

A small food stall near the Undermarket's center, the Fungal Feast offers tasty morsels to hungry shoppers. Snorg, a heavy-set deep gnome who zealously samples his own wares (to ensure high quality, of course), runs the stall with the aid of his apprentice Torsk, a diminutive and insecure goblin youth.

The Fungal Feast Snacks

Snack	Value
Drycap bread with darkberry jam	2 cp
Deep fried deep fungi	2 cp
Zirithian truffle sandwich	1 sp
Cerulean fungi and spider silk crunch	2 sp

The Obsidian Flagon

Restaurant

Anyone with taste buds – and coin to spare – will agree that the Obsidian Flagon is the finest restaurant in all of the Undermarket. Constructed from obsidian and petrified fungi, the Obsidian Flagon stands two stories tall and offers both indoor and outdoor seating. The restaurant is open for lunch and dinner, and has a selection of meals, snacks and wine menus.

The restaurant's proprietor, Almizz T'len-Athiel, is a middle-aged dark elf male who's always richly dressed and has a flirtatious manner, especially toward handsome and muscular humanoids.

The Obsidian Flagon Inventory & Services

Service	Value
Meals	
Zirithian black truffle risotto	2 gp
Fried stirge wings glazed with gloomfell elderberry honey	4 gp
Stuffed purple worm veal wrapped in cave spider silk	7 gp
Snacks	
Drycap bread and direbat jerky	2 sp
Roasted deep fungi selection	5 sp
Glazed walnuts and ghost eels	1 gp
Wine Menus	
The Path to Light, 5 cups white wine	8 gp
The River Styx, 5 cups red wine	10 gp
Taste of the Dark Below, 5 cups mixed	15 gp

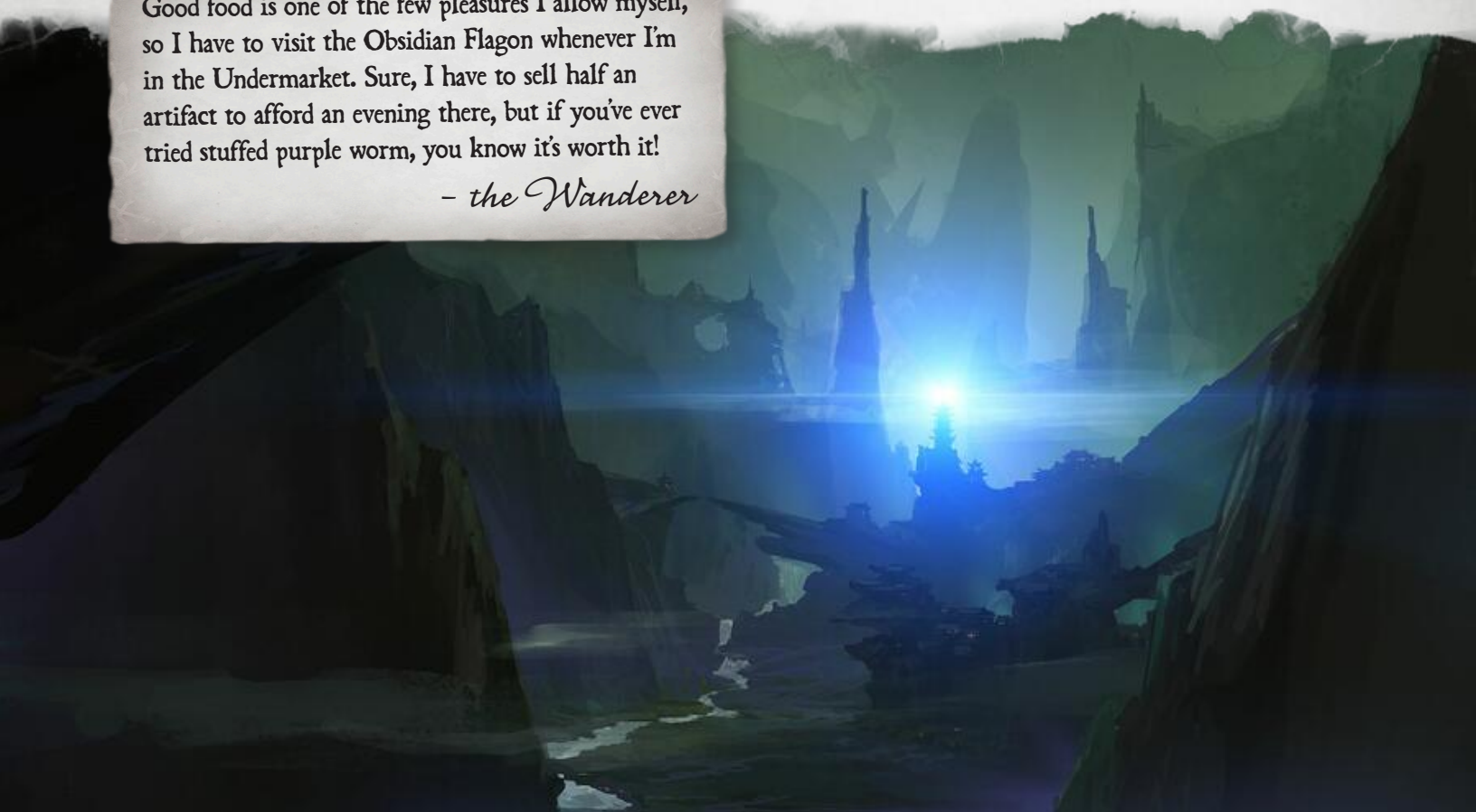
The Shroomlight Retreat

Inn

Balabar is an elderly ogre with a grandfatherly smile and disposition, who runs the Shroomlight Retreat. To accommodate the large ogre, the inn has oversized doors and rooms, giving it a spaciousness that is rare in the Dark Below. Beyond lodging, Balabar also sells drinks and simple meals served in the common room, although the ogre's cooking is somewhat lacking.

Patrons at the Shroomlight Retreat can get (barely edible) food and a cozy room at a rate of 1 gp per day.

> Good food is one of the few pleasures I allow myself, so I have to visit the Obsidian Flagon whenever I'm in the Undermarket. Sure, I have to sell half an artifact to afford an evening there, but if you've ever tried stuffed purple worm, you know it's worth it!
>
> – *the Wanderer*



Market Sights

Below is a selection of sights the characters may experience as they peruse the Undermarket.

Advertising Gargoyle

> As you walk beneath a gargoyle perching on a rooftop, its mouth opens and it begins talking to you in a grating, mechanical voice.

Talking gargoyles have been set up around the market. Merchants can pay to have their advertisements announced to anyone who passes by, such as:

- "Looking for a new friend or stalwart guardian? Visit Reizhil's Roost for the best pets money can buy!"
- "The Echo Chasm has the cheapest drinks and the best brawls – don't miss out!"
- "Stressed and sore? Treat yourself to a relaxing stay at the Crystalline Springs!"

Bat Swarm

> The noise of a thousand flapping wings fills your ears as a huge flock of bats flies through the avenue, sending shoppers scurrying for cover.

While disturbing, the bats are harmless and regular trade resumes as soon as they've passed.

Gargorox Greatbeard

> You pass by a large, iron-forged statue of a scowling duergar hefting an enormous greataxe. The placard at its base reads: "Gargorox Greatbeard, Lord of the Tunnels and wielder of Cloaker's Bane."

If a character steps too close to the statue, it elicits a menacing growl – a minor enchantment meant to scare off anyone thinking to vandalize it.

Minotaur Smackdown

> You hear a loud shriek behind you. As you turn around, you see two halves of a goblin lying in a pool of blood at the feet of a hulking minotaur. "Thief," it shrugs, before continuing on its way.

There's nothing the characters can do for the goblin, who died instantly – and nobody seems to care.

Queen's Chosen

> Ahead, you see a 10-feet tall statue of a black spider, its mandibles flared and its forelegs raised as if ready to attack. Webs stretch between the statue's limbs and several small spiders scuttle around it.

A character that disturbs the webs, defaces the statue, or otherwise disrespects it, must succeed on a DC 15 Charisma saving throw or be affected as by the *Bane* spell until they finish a long rest.

Stalagmite Whispers

> You pass by a circle of tall, jagged rocks that seem to whisper in a soft, sibilant voice.

If the characters stop to listen closer, they may hear faint fragments of odd prophecies, whispers of conversations they've had in their past, or just an incomprehensible stream of gibberish.

Street Musician

> A young elf standing by the side of the road is playing a hauntingly beautiful tune on his violin. His skin is incredibly pale and, as you come closer, you see that his eyes are covered by scar tissue.

The minstrel, Jhario, is an elf captured from the surface world who's been blinded. He was freed when his master died and now makes a meager living playing on street corners. If the characters give him a coin, he readily assists them with good advice and directions.

Warpsight Crystals

> As you skirt the cavern wall, you notice bright, green crystals protruding from the rock. Ahead, semi-translucent figures move about; looking closer, you realize that you recognize the figures.

Each character sees a different scene from their past play out as they pass by the crystals, such as their most happy memory or a particularly traumatic event. Locals sometimes visit the crystals to relive their past. The crystals lose their magic and become worthless if they are taken from the wall.

UNDERMARKET SIGHTS

d8	Name	Description
1	Advertising Gargoyle	A gargoyle spouts advertisements to passersby.
2	Bat Swarm	A huge swarm of bats flies through the market's streets.
3	Gargorox Greatbeard	A statue of a duergar hero growls at anyone who comes too close.
4	Minotaur Smackdown	A minotaur cleaves a goblin pickpocket in two.
5	Queen's Chosen	A statue of a giant spider curses anyone who disturbs it.
6	Stalagmite Whispers	A stalagmite whispers prophecies or fragments of conversation to passersby.
7	Street Musician	A blind elf is playing a beautiful tune on his violin.
8	Warpsight Crystals	Magical crystals allow passersby to see ghostly visions of their past.

Market Events

A visit to the Undermarket usually includes at least a few unforeseen and exciting events. You can choose any events you like or roll on the Undermarket Events table on the following page to determine a market event at random.

Chimera Calamity

A chimera escapes its magical confines in Reizhil's Roost and causes havoc in the Undermarket. Read or paraphrase the following:

> The quiet bustle of the bazaar is suddenly drowned out by loud crashing, roaring, and bleating. As you turn your attention to the noise, you see a hobgoblin clad in a black cloak flying through the air, trailing a torrent of blood from a gushing wound in its chest. Further down the avenue you see two more dark-cloaked figures scramble back from a monstrous, three-headed creature that is snorting steam and smoke. A wide-eyed goblin standing a few feet away is frantically trying to calm the monstrosity down.

The **chimera**, whose wings are bound tight to its torso, flew into a rage when a careless duergar accidentally stepped on its tail. The duergar is now a smoking husk on the ground, but the involvement of the Dark Cloaks has made things worse. Disregarding the goblin Reizhil's attempts to calm it, the enraged chimera is attacking any other creature that gets close to it.

If the characters don't intervene, the chimera will slay two more Dark Cloaks before being slain itself. If the characters do step in, the Dark Cloaks happily let them, while Reizhil urges the heroes to bring the beast down gently. The characters can do so with non-lethal damage, with mundane or magical restraints, or by succeeding on two DC 15 Wisdom (Animal Handling) checks that each take an action to perform, and between which the chimera must take no damage.

If the chimera is successfully subdued but not slain, Reizhil rewards the characters with a discount of up to 100 gp on any of her beasts or wares. If the characters slay the chimera, Reizhil demands compensation, insisting that they owe her 5,000 gold pieces. Though she can't force the issue, failure to pay the goblin what she demands may earn the characters a bitter enemy with a stable of dangerous beasts at her disposal.

Cloaked Chaos

A cloaker descends from the cave's ceiling to grab a server who's clearing tables outside the Obsidian Flagon restaurant. Read or paraphrase the following:

> You hear a faint rustling of air and look up to see a large, shadowy creature glide down toward the market's street, aiming directly for a young dark elf who's clearing tables outside a fancy-looking restaurant about 60 feet ahead of you.

The **cloaker** will grab onto the dark elf **commoner** on its next turn and then fly back up to the ceiling with her in its grasp. If the characters intervene, roll Initiative. A character who is swift enough can reach the server before she is snatched and divert the cloaker's attention or attempt to bring it down before it escapes into the gloom. The cloaker is not interested in a fight and will flee rather than die needlessly.

If the characters save the server, Mizrilla, the Obsidian Flagon's flamboyant dark elf owner Almizz T'len-Athiel gratefully offers them a free wine-tasting or a luxurious meal on the house.

Deep Carnival

The party is caught up in the Deep Carnival, a famous gnome tradition. Read or paraphrase the following:

> Eerie but oddly joyous music can be heard as a crowd of colorfully clad deep gnomes comes dancing down the street. Wearing bright masks resembling various subterranean monstrosities and playing instruments made from hollowed crystal, the deep gnomes' festive mood is contagious and small hands beckon onlookers to join in the revelry.

As anyone who succeeds on a DC 15 Intelligence (History) check knows, the carnival is a celebration of the deep gnome paragon Oddric the Delver, who, legend has it, slew countless evils and overcame many challenges to procure the sacred Everstone many millennia ago.

A character who joins the procession and succeeds on a DC 13 Charisma (Performance) check is gifted a pinkish crystal by the carnival's leader, Ukêlu. If kissed within 24 hours, the crystal crumbles to fine dust that can be sprinkled over a creature's head to grant it beauty and confidence; the creature gains advantage on ability checks using Charisma for 1 hour.

Fungal Mishap

An apprentice chef accidentally mixes two exotic fungi at the Fungal Feast food stall, causing a poisonous gas to form. Read or paraphrase the following:

> A loud hiss followed by a gasp of surprise draws your attention to a small food stall at the side of the road. Dumbfounded, a diminutive goblin wearing a white chef's hat looks in horror at a cloud of greenish gas that is pouring from a bowl in front of him. In a few seconds, the stall is enveloped in gas, sending frantic patrons running, eyes watering and with hands covering their mouths.

The gas quickly fills a 20-foot-radius area, heavily obscuring it. It lasts for 1 minute or until dispersed by strong wind. A creature that enters the area or starts its turn there must succeed on a DC 13 Constitution saving throw or take 1d6 Poison damage. If the save fails by 5 or more, the creature falls Unconscious for 1 hour or until another creature uses an action to wake it.

While everyone else fled, the **goblin** chef, Torsk, was too surprised by his mishap to react and falls Unconscious. If the characters don't intervene, the gas will kill him in three rounds. Retrieving the goblin requires that a character uses an action and succeeds on a DC 13 Wisdom (Perception) check and another action to make a successful DC 10 Strength (Athletics) check to carry the Unconscious goblin out.

The Fungal Feast's deep gnome proprietor, Snorg, arrives back from his bathroom break shortly after. Appalled at the disruption of business and unhappy with his apprentice, the surly gnome offers only a stale Zirithian truffle sandwich as reward.

UNDERMARKET EVENTS

d6	Name	Description
1	Chimera Calamity	A chimera escapes Reizhil's Roost and attacks a patrol of Dark Cloaks near the characters – Reizhil begs for anyone to stop the chimera without killing it.
2	Cloaked Chaos	A cloaker descends from the ceiling to grab a server outside the Obsidian Flagon – the characters can earn themselves a free wine-tasting or meal if they save her.
3	Deep Carnival	A procession of deep gnomes clad in colorful masks and garments dance down the street while playing joyous tunes on hollowed crystal instruments.
4	Fungal Mishap	An apprentice chef accidentally mixes exotic fungi at the Fungal Feast food stall, causing a poisonous gas cloud to form around the stall.
5	In the Spider's Path	A drow priestess and her guards are about to trample a pair of deep gnomes – if they intervene, the characters can earn a *Candle of the Delver* as reward.
6	Surly Soothsayer	A duergar soothsayer stops the characters and offers an ominous account of their futures – failure to provide a suitable payment may result in a temporary curse.

In the Spider's Path

A high-ranking priestess of the Spider Queen and her entourage are clearing a brutal swath through the Undermarket. Read or paraphrase the following:

> You note that the atmosphere of the market seems to grow more tense. Merchants are quickly shooing away paying customers, who in turn throw fearful looks over their shoulders as they scuttle away. Following their gazes, you see a beautiful dark elven woman clad in purple and black regalia coming down the market's main avenue in a carriage drawn by huge lizards. A line of plate-clad bugbears walks in front of the carriage, maces and morningstars held at the ready, looking so menacing that even the market's dark-cloaked guardians hasten out of the way. Halfway between you and the entourage, you see two deep gnomes – a mother and son, ostensibly – walking blissfully unaware, smiling to one another as they communicate soundlessly using their hands.

The two deep gnomes, Marikû and her son Yildîz, are deaf and completely oblivious to the danger behind them. Unless the characters intervene quickly, the bugbears will strike down and trample the innocent pair, leaving them as morsels for the giant lizards.

If the characters intervene, they must either get the gnomes off the road or stop the priestess' entourage. To accomplish the former, a character will need to either use magic, or act quickly enough to run forward, grab the pair, and haul them out of the way, requiring an Initiative roll of 15 or higher and a successful DC 13 Strength (Athletics) check.

If the characters can't get the gnomes off the road fast enough or don't think to do so, they can halt the procession by using illusory or otherwise distracting magic, or by placing themselves physically between the gnomes and the bugbears. This approach is likely to devolve into violence, which will see the characters facing down eight armored **bugbears** (AC 20) and two **giant lizards** (the **drow priestess** only deigns to get involved if directly attacked) for three rounds, before a large squad of Dark Cloak guards show up to break things up. As long as the characters haven't caused too much chaos, they are likely to be let go with a stern warning to stay out of the way in the future – and a demand that they must pay 50 gold pieces for each bugbear guard slain.

If Marikû and Yildîz are saved, they are grateful to the characters and offer them a *Candle of the Delver* (see page 152), which they had come to the market to sell, as a reward. Conversely, if the characters accosted the priestess, a stern drow matron named Il-Kizidilith, or her entourage, they have likely gained a dangerous new enemy they may have to contend with in the future.

Surly Soothsayer

A duergar soothsayer approaches to deliver a woeful palm reading. Read or paraphrase the following:

> Suddenly, a broad-shouldered, white-bearded dwarf stops in front of you, his milky eyes focused intently upon you. "Misfortune seeks ye, travelers. Give me yer hand and I shall give ye an account of the woes ahead," he grates in a heavily accented voice.

The soothsayer, Old Tomelin Toothbreaker, asks no payment for his services but merely states that "it's my gods-given duty to share the Hidden God's secrets!"

If a character presents their hand, he takes it and runs his fingers across the palm, muttering to himself. After a while, he furrows his brow and provides an omen; this could be a cryptic warning of a danger that the characters are likely to encounter soon, or a more vague premonition such as: "'Ware ye the darkness, hero, for the path to light is often cast in shadows!"

After the palm-reading, Tomelin asks for "payment to appease the fates" – any offering worth 5 gp will do. If no payment is made, the character becomes cursed for seven days: they have disadvantage on the first saving throw they make each day.

A Day at the Undermarket

Below is an example of how a day at the Undermarket could unfold, which you can use as a guideline or simply as inspiration. You can substitute or reorder locations, events, and sights as you see fit.

Locations. The characters arrive at the market through the eastern tunnel, and see the Echo Chasm tavern, the Fungal Feast, and Queen's Silk.

Events & Sights. Use the Surly Soothsayer event and/or the Advertising Gargoyle sight during or after the characters move on.

Locations. As they move further into the market, present the characters with the Obsidian Flagon restaurant, the Fang & Talon, and Reizhil's Roost.

Events & Sights. Use the Chimera Calamity event and/or Warpsight Crystals sight before the characters move on.

Locations. If the characters continue their exploration, you can present them with the Delirium Den, the Crystalline Springs, and Stone's Glitter.

Events & Sights. Use the In the Spider's Path event and/or the Gargorox Greatbeard sight as the characters continue to explore the market.

CHAPTER 4

Magic Shops

In a world filled with dangerous monsters and wondrous magic, adventurers will eventually want to trade magic items. And, regardless of whether they're selling their hard-won treasures or looking to buy powerful new toys, they will need someone to trade with – which is what you'll find in this chapter!

Using the Shops

Though the magic shops featured in this chapter embody many different types of shops, they are all designed to fit into any world or setting. To make it as easy as possible for you to find the shop you would like to use, the Magic Shops Overview table below names each shop and provides an abbreviated description of what the shop is and its inventory and other services.

Each shop also has an overview on its first page that summarizes the most important information about it.

Sections & Information

Each of the magic shops has background, roleplaying, bargaining, and security information, sample quest hooks, and a description of its inventory and services.

These sections are outlined and explained below:

Background. A brief story of the shop and its shopkeeper that can be useful when running it.

Roleplaying. A description of the shopkeeper's personality and notes on how to roleplay them.

Bargaining. A rundown of how bargaining is handled in the shop and any biases the shopkeeper may have.

Shop Security. An explanation of how the shop is protected from thieves and robbers.

Quest Hooks. A selection of quests that the characters can undertake to earn discounts or other rewards.

Inventory & Services. A description of the items sold in the shop and the services it can provide.

MAGIC SHOPS OVERVIEW

Shop Name	Description
Akûl's Veil	A friendly shadow elf sorcerer sells unstable magic items from his shadowy shop.
Bimbleford Bakery	A pleasant halfling couple sells enchanted pastries and wine from their quaint bakery.
Eggard's Blades	A gruff hobgoblin veteran sells and enchants magic weapons from his rustic smithy.
Ildrix' Marvels	A blind tiefling monk trades martial items and other magic items from their magic stall.
Kheks Swiftseeker	A wandering lizardfolk ranger sells poisons and ranged weapons carried in a magic pack.
Marco's Mysteries	A retired human adventurer sells instruments and adventuring gear from his messy shop.
Pashir the Purveyor	A wandering half-elemental, half-celestial buys and sells items on behalf of his empress.
Quazenia's Boutique	A serpentfolk illusionist sells magic items for spellcasters from their illusion-filled shop.
Quill & Cipher's Scribery	A human wizard and her orc son sell books, scrolls, and wands from their bookstore.
The Arcane Anvil	A quiet dwarven wizard enchants and sells magic items from his cramped workshop.
The Abyssal Gaze	A forgetful, floating eye-monster sells a collection of magic items from its huge shop.
The Blind Spot	An awakened bat sells magic items flavored with necromancy from its dimly-lit boutique.
The Blood Willow	A mysterious elf wizard enchants and sells blood-infused items from her willow tree shop.
The Cursed Cauldron	A coven of hags sell cursed items, scrying services, and jinxes from their magic carriage.
The Dispensary	A bugbear barbarian oversees an astral pit where customers gamble for magic items.
The Dream Catcher	An incubus sells a huge inventory of items from a shop that only exists in dreams.
The Gilded Emporium	A greedy human merchant sells expensive magic items from his luxurious emporium.
The Idol of Diin	An ancient statue provides magic items in return for valuable gemstones.
The Nocturnal Nook	A vampire noble sells magic items and provides loans from his seedy pawnshop.
The Pit of Wonder	A civilized pit lord enchants and sells magic items from his emporium and workshop.
The Serpent	A dark elf poisoner sells poisons and potions carried in a magical case.
The Sisters of the Veil	A quartet of pixie sisters enchant and sell magic items from their illusory boutique.
The Starry Attic	A dark elf astronomer sells celestial-themed magic items from his flying tower.
Twinhelm Emporium	An ettin with two distinct personalities enchants and sells items from their colorful shop.
Vipressa's Wares	A medusa noble sells magic items with a focus on figurines from their maze-like shop.
Waguff's Warehouse	A gnome tinker sells sentient potions and other items from his wandering warehouse.
Waveheart's Wonders	A bronze dragon disguised as a halfling sells magic items from her marvelous shop.

Akûl's Veil

The elf beckons you closer, metal trinkets jingling on his brow and his dark piercings reflecting the light. "Approach, approach, and do not be alarmed, my friends," he says in a heavily accented voice. As you approach, shadows coalesce until they surround you entirely. In a span of a few seconds, you find yourself standing in a small, shadowy boutique surrounded by packed shelves. There's an intangibility to the place, as if everything will disappear in a puff of dark smoke if you reach out and touch it. "A wondrous thing, no? Ah, but my manners – I am Akûl of the Shadeweavers, here to present you with the bargain of a lifetime!"

Akûl's Veil exists in the border realm between the Material Plane and the Plane of Shadows. The shop is run by Akûl of the Shadeweavers, an elf with a jovial manner and a penchant for dramatics, who enchants shadowy items warped by unstable sorcery.

Akûl is always on the road and wherever he goes, his magical shop goes. Thus, the characters can find Akûl's Veil basically anywhere, from a ditch on the side of the road to a bustling open-air marketplace – or even in the middle of nowhere.

Background

As a shadow elf, Akûl was born in the Plane of Shadows, the Material Plane's dark echo. Here, he lived a simple life for decades, harvesting, treating, and weaving shadesilk like most members of his clan. That all changed when a cabal of shadow dragons descended upon the clan's homestead. Akûl and his clan, including his siblings, were enslaved by the dragons.

For years, Akûl suffered the shadow dragons' tyrannical rule and all but succumbed to the apathy and despair their harsh treatment fostered. There was something special about Akûl, however – a spark of wild power burning within him, that allowed him to perform amazing and unpredictable feats of magic.

Akûl's Veil Overview

Merchant	Akûl, a friendly shadow elf who is superstitious and misquotes idioms
Inventory & Services	Mostly clothing and wearable objects, as well as unstable magic items
Security	Akûl's Veil resides partially in the Plane of Shadows
Bargaining	Akûl loves to haggle but will make favorable trades for interesting items
Biases	+ Tieflings, Minotaurs, Satyrs – Gnomes, Halflings, small Humanoids

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	60%

Eventually, the young shadow elf decided to try to use his powers to sneak off with his siblings. Instead of teleporting them out of the dragons' reach, however, Akûl's magic transported only himself – and not a few miles away, but through the veil between the Plane of Shadows and the Material Plane.

Akûl desperately tried to return to the Plane of Shadows, but found he couldn't repeat the magical feat. Alone and distraught, Akûl wandered through blistering deserts under a harsh, unfamiliar sun for days, until he found shelter and succor with a tribe of nomads. Though it took years for him to adapt to the Material Plane, Akûl has grown to like his new existence. Akûl still dreams of returning to the Plane of Shadows to save his siblings but he does not know their precise location and, so far, his divinations into the matter have been unsuccessful. So, like the nomads who took him in, he wanders the world's surface, peddling his wares and setting up his shadowy shop wherever he feels like, while he looks for anything, or anyone, who can help him liberate his long-lost family.

Roleplaying Akûl

Akûl is tall and wiry, possessed of an elf's grace and clad in the traditional attire of a desert nomad, including exotic piercings and jingling amulets. He smiles often and broadly, and has an infectious appetite for life and adventure.

Akûl loves drama and will often be mysterious just for the sake of it. He might tell a customer that "ah, but the shadows seem to like you, friend – that often leads to a dark, but interesting path" and refuse to elaborate further. He's also fond of stepping through shadows, disappearing suddenly from view only to appear out of the darkness behind a customer ("Ah, but here it is, the item you were looking for – right behind you!")

Akûl is also deeply superstitious and will often see even the smallest, most random events as good or bad omens ("A black cat yawning? Better close up for the day before something bad happens!")

Akûl also loves idioms and sayings, but often uses them in situations where they make no sense or downright misquotes them ("Don't skin the bull's horns before you've spent a day in a glass house!")

Ultimately, Akûl has a good heart and a genuine interest in other people. An eternal optimist and perpetual risk-taker, he'll laugh in the face of any danger and can find enjoyment in any task, no matter how menial or dangerous.

Bargaining

Akûl is an expert haggler who loves nothing more than a good barter. Though he drives a tough bargain, he'll often offer favorable prices to characters who are willing to trade their own treasures for his.

Biases

An elder in Akûl's tribe once told him that "sharp horns would point the way" for him, which, though it probably just referred to the ox that pulled the shadow elf's cart, Akûl has construed to mean that someone with horns holds the key to his destiny. As such, Akûl tends to treat horned customers, such as minotaurs, satyrs, and tieflings, with reverence and offer them discounts on his wares.

Conversely, an accident where Akûl fell into a deep ravine just moments after meeting a halfling for the first time has made the shadow elf wary of the diminutive races. Whenever a halfling, gnome, or other small humanoid creature enters his shop, Akûl will try – as politely as possible – to get them out again, often by offering only outrageous prices for his wares.

AKÛL OF THE SHADEWEAVERS

Medium Humanoid (Elf), Chaotic Good

Armor Class 13 (16 with *Mage Armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	13 (+1)	11 (+0)	19 (+4)

Saving Throws Dex +6, Wis +3, Cha +7
Skills Arcana +7, Perception +3, Stealth +6
Damage Resistances Necrotic, Radiant
Senses Darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Elvish, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If Akûl fails a saving throw, he can choose to succeed instead.

Wild Sorcerer. When Akûl casts a spell of 1st level or higher, he also produces one of the following effects after the spell is cast, determined at random by rolling a d4:

1. Any spells or magical effects on Akûl end and he can't cast spells other than cantrips until the end of his next turn.
2. Akûl vanishes to the Ethereal Plane as with the *Blink* spell. He returns at the start of his next turn.
3. Akûl is teleported in a random direction to the furthest away unoccupied space within 30 feet. To determine the direction, roll a d8 and assign a direction to each die face.
4. Akûl can immediately use Spellcasting again.

Actions

Multiattack. Akûl makes two Shadow Bolt attacks.

Shadow Bolt. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 feet, one creature. *Hit:* 13 (3d8) Necrotic damage and the target must succeed on a DC 15 Constitution saving throw or it becomes partially incorporeal until the end of its next turn. While affected in this way, the creature has resistance to Bludgeoning, Piercing, and Slashing damage, but only deals half damage with weapon attacks.

Spellcasting. Akûl casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *chill touch*, *mage armor*, *minor illusion*
1/day each: *cone of cold*, *confusion*, *fly*, *greater invisibility*, *lightning bolt*, *plane shift*, *polymorph*

Bonus Actions

Shadow Step. While in dim light or darkness, Akûl magically teleports to an unoccupied space he can see within 30 feet that is also in dim light or darkness.

Unravel. A creature Akûl can see within 60 feet must succeed on a DC 15 Charisma saving throw or take 9 (2d8) Force damage and until the end of Akûl's next turn, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed.

Reactions

Shadow Shield. When a creature Akûl can see hits him with an attack, he gains a +5 bonus to his AC against the attack. If the attack misses, and the attack was a melee attack, the attacker takes 13 (3d8) Necrotic damage.

Shop Security

Akûl of the Shadeweavers is a competent sorcerer who, albeit having powers that are somewhat erratic, is more than capable of defending himself. The shop's most potent protection against thieves, however, is the fact that it resides partially in the Plane of Shadows.

A Shadowy Shop

Akûl barely comprehends his shop's magic himself, as it is the result of a spell gone awry. As it stands, Akûl's shop exists in the border between the Material Plane and the Plane of Shadows, and everything in it is part of both. Only through Akûl's will can anything – or anyone – leave or enter the shop. Anyone who tries to take something from the shop may find themselves able to leave, but their stolen treasures won't come with them. Likewise, if Akûl is attacked or threatened within his shop, it'll simply vanish, leaving the ruffians standing empty-handed in the Material Plane.

Quest Hooks

If adventurers are looking for a discount, they can secure one by completing one of the following quests.

On Shadowy Wings

Akûl has heard rumors of a shadow dragon residing in a dark forest a week's travel away. He offers the characters a discount of 1,000 gp if they will seek out the dragon and find out if it knows anything about the Gloom Conclave, the group of dragons that enslaved him and his family.

For her part, the shadow dragon Yzzeliathrix has little desire to speak with the characters. If the characters can convince or defeat her in combat, she reveals that the Gloom Conclave hails from a place known as Darkspire Peak – and that's all she knows.

Akûl happily pays the characters their promised reward if they bring this information to him – and may hire them to follow the lead to the Darkspire Peak within the depths of the Plane of Shadows.

An Unfortunate Mishap

While performing a particularly tricky enchantment, a surge of wild magic caused Akûl to summon forth a magical monster. The monster disappeared into the wilderness before Akûl could stop it, and the merchant is now afraid that it might hurt someone. He offers the characters 500 gp if they can hunt it down and stop it.

You can use whichever monster you prefer, such as a **chuul**, an **otyugh**, or a **black pudding**, or, if you have *Milando's Guide to Magical Marvels*, a **spellwarped ooze** or a **snallygast**.

Inventory & Services

The shelves of Akûl's Veil are mostly stocked with magical clothing and other wearable objects, as Akûl makes these himself. Most of the other magical objects for sale are pieces that Akûl has traded for with previous customers.

Enchanting

Akûl can enchant magic items up to a total Magic Level of 14, using the rules from Chapter 2.

Unstable Inventory

Sometimes, when Akûl enchants magical objects, they end up warped by his wild magic. At your discretion, any object sold or enchanted by Akûl, has an Unstable property of your choice or rolled at random (see Unstable Magic Properties on page 21). Akûl sells these items at a 20% discount.

AKÛL'S VEIL INVENTORY

Item Name	Type	Rarity	Description	Value
Bracers of Illumination (A)(E)	Wondrous Item	Common	A pair of bracers embossed with a sun	50 gp
Conman's Coat (E)	Armor (Leather)	Common	A leather coat with numerous pockets	100 gp
Shadowweave Boots (A)(E)	Wondrous Item	Uncommon	A pair of boots oozing shadowy wisps	500 gp
Kraken Hat (A)(E)	Wondrous Item	Uncommon	A hat with leathery tentacles at its rim	500 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Mistweaver's Cloak (A)(E)	Wondrous Item	Uncommon	A brown cloak woven from wool and fur	1,000 gp
Shadecarver (A)(E)	Weapon (Rapier)	Rare	A sword with shadows swirling around it	2,000 gp
Boots of Speed (A)	Wondrous Item	Rare	Slim leather boots with white stripes	3,000 gp
Cape of the Mountebank	Wondrous Item	Rare	Red cape with beautiful golden symbols	3,000 gp
Cloak of the Bat (A)	Wondrous Item	Rare	A black cloak with wing-shaped edges	3,000 gp
Requiem (A)(E)	Weapon (Glaive)	Very Rare	A glaive that absorbs light around it	7,000 gp
Spellwarper's Mantle (A)(E)	Wondrous Item	Very Rare	A blue cloak sown with arcane symbols	15,000 gp

Bimbleford Bakery

The delectable scent of warm bread fills the air as you open the circular pink door to the large, thatch-roofed building. Inside, it's warm, cozy, and surprisingly loud. Nearly every table is full and there's already a queue of people despite the early hour. Displays overflowing with colorful pastries draw your eyes and shelves on the walls present an impressive selection of luxurious-looking wines. The redheaded halfling at the counter smiles and nods: "Good morning and welcome! I promise we're worth the wait!"

The Bimbleford Bakery is a high-end eatery that has been built up over several generations of Bimblefords investing time and magic into the creation of never-before-seen baked goods with magical properties that can give any patron a morale boost. It is run by the halfling couple, Dalfin Bimbleford and Caradoc Boffin-Bimbleford.

The Bimbleford Bakery could be found in a picturesque countryside, surrounded by fertile farmland, heavy forests, and grassy hills. It may also be located in the busy center of a wealthy town.

> Pastries that make you fly and wines that'll keep you safe from a dragon's breath. The Bimblefords' unique combination of flavor and utility is well worth the price and the long queues (you absolutely have to try their special muffin, it's nothing short of divine!)
>
> – *the Wanderer*

Bimbleford Bakery Overview

Merchant	Dalfin and Caradoc Boffin-Bimbleford run a trendy bakery and brunch spot
Inventory & Services	Pastries and wine, some of which are magical and can be consumed
Security	Locks, safeguards, and the Mother Dough, a giant pastry ooze
Bargaining	Caradoc bargains well while Dalfin is a poor businessman
Biases	+ Couples, lovers – Unhygienic and rude people

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	20%

Background

Dalfin Bimbleford, a halfling with curly brown hair and rosy cheeks, is the most recent heir to the Bimbleford Bakery, which has been in his family for several generations. There was never any question that Dalfin would take over the bakery when he grew up, and he takes great pride in his home and his work.

Dalfin runs the bakery alongside Caradoc Boffin-Bimlbeford, his childhood sweetheart-turned-husband and business partner. Caradoc's family runs the Boffin Vinyard Group, and he has used his experience with winery to expand Bimbleford Bakery's offerings.

Together, the pair sells a variety of magical food and drink that makes Bimbleford Bakery a must-visit destination for anyone passing through. They constantly experiment with new combinations of food, drink, and magic to ensure that their customers keep coming back for more.

Roleplaying the Bimblefords

Dalfin Bimbleford is an adult male halfling with curly brown hair, round-framed glasses, and rosy cheeks. Dalfin mostly works in the back, wrangling dough and putting the finishing touches on pastries. He's a very sweet person who's always happy to meet new folks and waves happily at customers whenever his hands aren't occupied making baked goods. Dalfin has keen hearing and often can't resist shouting to Caradoc from the kitchen, urging his partner to hand out discounts or free samples ("Please, dear, let the sweet couple try one of the Starlight Scones – I know, stardust is pricey, but a little nibble won't hurt!").

Caradoc Boffin-Bimbleford is chubbier than Dalfin and has strawberry-blond hair and freckles across his pink face. He mans the counter at the bakery and serves guests their orders. He is often dressed nicely, though not extravagantly. Caradoc is friendly but professional and is no stranger to haggling. He is a stickler for making sure every patron pays their tab ("Settle your tab before you depart – clinking coins is the spell that keeps our oven warm") and lovingly rebukes Dalfin's attempts to get him to hand out steep discounts ("This is a bakery, not a charity, dear!")

Bargaining

Dalfin isn't business savvy and hasn't quite learned the new menu or pricing that Caradoc has introduced. So while Caradoc loves his husband dearly, he has all but banned him from operating the counter.

Caradoc is a shrewd businessperson but tries to be fair. His selling prices are typically firm unless someone manages to pull at his heartstrings. He prefers money in exchange for goods but if a traveler has a particularly interesting ingredient or a bit of magic that can be incorporated into a new menu item, he's willing to work out a deal.

In the rare event that Caradoc is unavailable to man the counter, Dalfin is just as likely to give folks their meal for a song as he is to take their money.

Biases

Both Dalfin and Caradoc have soft spots for couples in love and are likely to offer "sweetheart deals" to anyone who seems to be in love.

Conversely, the halflings disapprove of people with poor manners or bad hygiene, and reserve the right to refuse service to anyone not fully clothed ("This is a family establishment, thank you very much!")

MOTHER DOUGH

Large Ooze, Unaligned

Armor Class 8
Hit Points 126 (12d10 + 60)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (–2)	20 (+5)	1 (–5)	6 (–2)	1 (–5)

Saving Throws Str +7, Con +8
Damage Immunities Acid, Piercing, Slashing
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Adhesive. The dough adheres to anything that touches it. A Huge or smaller creature adhered to the dough is also Grappled by it (escape DC 15). A creature that hits the dough with a melee weapon must succeed on a DC 15 Strength (Athletics) check to pull the weapon free. Otherwise, the weapon is stuck to the dough until a creature uses an action and succeeds on a DC 15 Strength (Athletics) check to pull it free. If the weapon's wielder can't or won't let go of the weapon, the wielder is Grappled while the weapon is stuck.

Amorphous. The dough can move through a space as narrow as 1 inch wide without squeezing.

Regeneration. The dough regains 10 hit points at the start of its turn if it has at least 1 hit point. If the dough takes Cold damage, this trait doesn't function at the start of its next turn.

Spider Climb. The dough can climb difficult surfaces and upside down without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 22 (5d8) Acid damage and the creature must succeed on a DC 15 Constitution saving throw or be Poisoned until it finishes a short or long rest, as it is infected with yeast. While Poisoned in this way, the target's speed is also halved.

Digest. The dough moves up to its speed and can enter Medium or smaller creatures' spaces. Whenever the dough enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a success, the creature can choose to be pushed 5 feet away from the dough. On a failure, or if the creature chooses not to be pushed away, the dough enters the creature's space, and the creature takes 10 (3d6) Acid damage and begins to be digested.

While being digested, the creature can't breathe, is Restrained, and takes 21 (6d6) Acid damage at the start of each of the dough's turns. When the dough moves, the creature moves with it. The creature can try to escape by taking an action to make a DC 15 Strength (Athletics) check. On a success, the creature escapes to an unoccupied space within 5 feet of the dough.

The dough can digest up to four Medium or smaller creatures at a time.

Shop Security

Bimbleford Bakery is a prominent eatery that has been well-respected for generations. Given the friendliness of the Bimbleford clan, it seems unthinkable that anyone would try to rob the bakery — at least for money. That said, the Bimblefords (chaotic good **commoners**) still have protections in place to protect their magical wares and invaluable family recipes.

Alarm Glyphs

There is a network of *Glyph of Warding* spell glyphs throughout the shop, located over doors, under the sales desk, at the entrance to the cellar, and along each window. These glyphs are deactivated by Dalfin at the start of every workday and reactivated when he and Caradoc retire for the evening. When triggered the glyphs set off shrieking alarms and *Fear* spells (save DC 17) to frighten intruders away.

The Mother Dough

Fermenting for over a century, the **mother dough** is a sticky, pungent ooze that is used as a component of most of the Bimbleford Bakery's breads, buns, and baked goods. Typically this bubbling beige mass is kept contained in the bakery's cellar and is fed daily to ensure its compliance. That said, the Mother Dough isn't very picky about what – or who – it consumes, and will happily devour (and then digest) would-be brigands who try to harm Dalfin or Caradoc.

Quest Hooks

The bakery's proprietors have two quests they can offer adventurers looking for a discount.

Rare Ingredients

Dalfin's signature Rose Gold Rosette pastries have been marked as "sold out" for months now because he hasn't had a chance to refresh his stores of rose goldleaf – which is derived from a tiny fish called the goldfin fry. He'll reward the characters with 25 gp worth of magical pastries for each fish they catch.

Delicate Delivery

Caradoc has been working with Dalfin to create an all-new, exclusive magical delicacy commissioned by a local noble for their lover's birthday. Unfortunately, the bakery is so busy that they have no way of delivering the delicate pastry themselves! If the characters can deliver the cake for the bakery, Caradoc will reward them with their choice of one magical pastry each with a value of 100 gp or less.

Inventory & Services

Bimbleford Bakery sells a wide assortment of regular pastries, ranging from chocolate buns to sourdough bread, and everything in between. In addition, the bakery also sells magical wines and pastries that function like potions.

Wine Potions

The Bimblefords' magical wines function like the potions they're named after, except that they carry 5 uses per bottle (for example, a *Red Wine of Healing* functions as 5 *Potions of Healing*).

Bimbleford Bakery Wines

Wine	Value
White Wine of Climbing	100 gp
Red Wine of Healing	200 gp
Port Wine of Hill Giant Strength	400 gp
Red Wine of Monstrosity (E)	400 gp
White Wine of Resistance (Any)	400 gp
Rosé Wine of Invisibility	800 gp
Port Wine of Superior Healing	1,200 gp

Pastry Potions

Some of the bakery's pastries aren't just delectable, they're also magical. Magical pastries function like the potions they're named after, except that they lose their magical properties if they aren't consumed within 7 days – which is reflected by their reduced prices (for example, a *Scone of Speed* functions as a *Potion of Speed*, except it loses its magical properties after 7 days).

Bimbleford Bakery Pastries

Pastry	Value
Donut of Diminution	25 gp
Muffin of Healing	25 gp
Croissant of Clairvoyance	50 gp
Macaron of Mind Reading	50 gp
Pudding of Poison Resistance	50 gp
Tart of Fire Resistance	50 gp
Eclair of Invisibility	100 gp
Gingerbread of Gaseous Form	100 gp
Strudel of Stone Giant Strength	100 gp
Pie of Flying	150 gp
Scone of Speed	150 gp

Eggard's Blades

A brawny, surly-looking hobgoblin looks up at you as you enter the spacious smithy. Carefully putting down the long axe he was polishing, the hobgoblin examines you closely before he speaks: "No stranger to battle, eh? Well, if it's killin' tools you're after, you've come to the right place, for sure. Whaddaya need?" he says, his voice coarse and heavily accented, but not unfriendly. Hobbling closer, his right leg stiff and unwieldy, he lets one arm swing wide, directing your attention to the multitude of impressive-looking weapons that adorn the smithy's walls.

Eggard of the Yellowblade Clan is a renowned hobgoblin smith who has dedicated his life to crafting the most deadly instruments of war. Extremely skilled in both the forging and enchanting of all types of weaponry, there are few alive who can match the weapons sold at his small shop and smithy.

Characters can find Eggard's Blades in any urban environment, from a large city or a market in the Dark Below to a small, rural village.

Background

Eggard "Think Twice" Yellowblade wasn't always a smith – indeed, for most of his life, Eggard pursued the cause that most hobgoblins find themselves drawn to: battle. With a head for strategy and tactics – which earned him the moniker "Think Twice" – Eggard combined patience and cunning with exceptional martial prowess to become an officer in one of the most respected mercenary bands in the region.

Eggard's Blades Overview

Merchant	Eggard, a no-nonsense hobgoblin and former mercenary
Inventory & Services	A vast assortment of magic weapons and Eggard can enchant weapons to order
Security	Eggard's weapons are enchanted to attack would-be-thieves
Bargaining	Eggard's prices are fair and he thoroughly enjoys bargaining
Biases	+ Barbarians, Fighters, other warriors – Bards, other dandies

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	40%

Alas, even a sharp mind can't always keep one free from harm; in a bloody skirmish, Eggard's knee was pulverized by an ogre's greatclub. When the injury healed badly and left Eggard with a pronounced limp, it was clear that Eggard's days as a warrior were over.

Not prone to self-pity or melancholy, Eggard resigned himself to be the mercenary band's quartermaster. While that job eventually bored him, it helped him realize that he had a knack for smithing – and that the art of crafting weapons appealed to him. Wasting no time, he set out to learn all he could about the making and enchanting of weaponry, apprenticing himself to any master smith that would have him.

After more than a decade of training, Eggard had become a master in his own right, and he opened up Eggard's Blades. Here, he employs the techniques he's picked up from smiths of all races and cultures as he crafts some of the finest magical weapons in existence.

Roleplaying Eggard

Brawny, scowling, and with the brusque mannerisms typical of most hobgoblins, Eggard can come off as standoffish or even hostile. Beneath the gruff exterior, however, Eggard is intelligent and respectful, and deeply passionate about his craft. He is pragmatic and direct, and only rarely displays any emotions.

Eggard's curiosity, creativity, and eagerness to learn are what sets him apart from most of his kin and give him a leg up on the competition. He will often ask questions of his customers and listen with interest as they tell him about the origin of their weapons or the battles they've fought. Eggard may share his own knowledge, but only if asked or if he believes it necessary to draw more information from his customers – when he does, he sticks to the facts, without bragging ("Got this limp fighting ogres – killed me two of the louts before one caught my foot out of position. Put that one in the ground too, but that didn't help my knee much, unfortunately.")

Though he rarely laughs, or even smiles, Eggard has a weakness for puns – the worse, the better. When he, or a customer, delivers a particularly enjoyable one, he smiles ever so faintly and elicits a dry, growling chuckle ("My prices are sharp already, but for a warrior like you, I'd be willing to slice them in half. He-he.")

Bargaining

Eggard knows the worth of his merchandise but is also, in the end, interested in seeing his creations put to good use. The cunning hobgoblin sees bargaining as a form of battle, and partakes in it with gusto, enjoying the verbal back-and-forth before a "winner" is found.

Biases

Eggard has a fondness for those who've dedicated themselves to battle and who demonstrate a healthy respect for the tools of war. He is susceptible to flattery – of his wares, not himself – and is also more likely to lower his prices for anyone who shows that they know how to wield his blades with skill and care.

Conversely, Eggard dislikes those who prefer form over function. Bards and other dandies who dress impractically or use honeyed words are likely to find Eggard's prices steeper than usual.

Shop Security

Beyond **Eggard**'s own martial prowess, all weapons sold in Eggard's shop have been imbued with a clever enchantment; if a weapon is removed from the shop, it animates (use the **flying sword** stat block) and attacks whoever took it. To avoid this effect, the weapon must either be disenchanted or Eggard must remove the enchantment by way of a secret ritual.

EGGARD

Medium Humanoid (Goblinoid), Lawful Neutral

Armor Class 15 (Unarmored Defense)
Hit Points 127 (15d8 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	17 (+3)	15 (+2)	9 (–1)

Saving Throws Str +7, Con +7, Wis +5
Skills Arcana +6, Athletics +7, Insight +5, Sleight of Hand +6
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Goblin
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If Eggard fails a saving throw, he can choose to succeed instead.

Unarmored Defense. While Eggard is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Actions

Multiattack. Eggard makes three melee attacks.

Forger's Fury. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 4 (1d8) Fire damage. Once per turn, Eggard can make one object of metal worn or carried by a creature he hits with this attack glow red-hot. The creature must succeed on a DC 15 Constitution saving throw or drop the object, if it can. If it fails the saving throw and can't drop the object or picks it up before the start of Eggard's next turn, it has disadvantage on attack rolls and ability checks until the start of Eggard's next turn.

Shower of Sparks (1/Day). Eggard uses Forger's Fury to spray sparks in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, the creature takes 22 (5d8) Fire damage and is Blinded until the start of Eggard's next turn. On a success, the creature takes half as much damage and isn't Blinded.

Bonus Actions

Feint. Eggard makes a Dexterity (Sleight of Hand) check contested by the Wisdom (Insight) check of a creature within 30 feet that can see him. If Eggard wins the contest, the next weapon attack roll he makes against that creature this turn has advantage. If the attack hits, the attack is a critical hit.

Martial Artist. Eggard takes the Dash, Disengage, or Dodge action.

Reactions

Retaliation. When a creature Eggard can see within 5 feet hits him with an attack, he makes a melee attack against that creature.

> While I don't necessarily understand his infatuation with weapons, there is no denying Eggard's passion for his craft. There are few I'd rather share a cold brew with – the war stories he's got, I'm telling you!
>
> – *the Wanderer*

Quest Hooks

Eggard has a small selection of errands and quests he can present to adventurers looking for a discount.

A Recipe for Disaster

Eggard has learned that a rival smith, a dragonborn named Azethra, is enchanting weapons using magical runes. Always eager to learn more about the art of enchanting, Eggard desperately wishes to learn more about this obscure craft, but Azethra jealously guards her secrets. If the characters can – without making mention of Eggard – gain insight into Azethra's workings, such as by observing her work for a while or even gaining an apprenticeship with her, the hobgoblin would be willing to pay up to as much as 500 gp for any new knowledge they can give him.

You can find more information about Azethra in *Milando's Guide to Magical Marvels*.

The Yellowblade

For decades, Eggard has sought the infamous – among his hobgoblin clan – Yellowblade (a *+1 Longsword* with a claw-shaped pommel that glows faintly yellow for 1 minute whenever it draws blood from an honorable creature) after which his clan was named. At long last, he believes he has tracked down the blade's location. According to rumors, the blade has ended up in the hoard of a green dragon that lives a week's journey away. Eggard offers the characters 2,000 gp if they can recover the blade – far more than what it's worth to anyone but him.

The characters can find the dragon's lair within a grassy hill. Here, they must overcome several deadly traps and devious puzzles to reach the dragon's hoard. Evil and eager to corrupt others, the dragon Peritrixes demands that they slay an innocent to win the blade (even if they do so, the dragon refuses to keep up its end of the bargain as it explains that "nobody's truly innocent"). In the end, the characters will have to trick or slay the dragon to claim the Yellowblade.

Inventory & Services

Eggard's bread-and-butter is weapons – of any sort, size, shape, and function. In addition to a huge inventory of magic weapons, he also sells all mundane weapons in the fifth edition *Player's Handbook*, but charges 50% extra for them, as they are of masterwork quality (see the Masterwork Weapons sidebar).

Enchanting

Eggard can enchant weapons – his own or ones brought by the characters – with magic properties to a maximum Magic Level of 13, using the rules from Chapter 2.

MASTERWORK WEAPONS

Masterwork weapons have the following property:

Masterwork Weapon. When you attack with this weapon, your attacks score a critical hit on a roll of 19 or 20. Once you score a critical hit with this weapon, this property is lost until a creature proficient with smith's tools spends 1 hour repairing it, or it is repaired with a *Mending* spell.

EGGARD'S BLADES INVENTORY

Item Name	Type	Rarity	Description	Value
Gruesome Handaxe (E)	Weapon (Handaxe)	Common	A rusted and battleworn handaxe	50 gp
Screeching Blade (E)	Weapon (Dagger)	Common	A dagger with a bird's skull at its hilt	50 gp
Constricting Maul (E)	Weapon (Maul)	Common	A maul decorated with a gold snake	100 gp
Morphing Weapon (W)	Weapon (Any)	Uncommon	A plain-looking shortsword	200 gp
Vicious Greatsword	Weapon (Greatsword)	Rare	A polished adamantine greatsword	300 gp
Berserker Greataxe (A)	Weapon (Greataxe)	Rare	A large, double-sided greataxe	400 gp
Spellcleaver Battleaxe (A)(E)	Weapon (Battleaxe)	Uncommon	An axe made from solid energy	1,000 gp
Mace of Smiting	Weapon (Mace)	Rare	A dark steel mace with a fanged head	1,500 gp
Arc of Ignis (A)(E)	Weapon (Handaxe)	Rare	A leather bound amber handaxe	2,000 gp
Damnation (A)(E)	Weapon (Greatsword)	Rare	A blade pulsating with a dark glow	2,000 gp
Mind's Bite (A)(E)	Weapon (Morningstar)	Rare	A grotesque, flesh-like morningstar	2,000 gp
Forger's Fury (A)(E)	Weapon (Warhammer)	Rare	A hissing and steaming warhammer	3,000 gp
Scavenger's Might (A)(E)	Weapon (Flail)	Rare	A flail with a runecarved stone head	4,000 gp
Flame Tongue (A)(E)	Weapon (Rapier)	Rare	A rapier with a ruby at its hilt	5,000 gp
Requiem (A)(E)	Weapon (Glaive)	Very Rare	A glaive that absorbs light around it	7,000 gp
Gloomwhisper (A)(E)	Weapon (Greataxe)	Very Rare	A greataxe with abyssal glyphs	8,000 gp
Scimitar of Speed (A)	Weapon (Scimitar)	Very Rare	A sleek scimitar with gold carvings	10,000 gp
Sun Blade (A)	Weapon (Longsword)	Rare	A beautiful platinum sword hilt	10,000 gp

Ildrix' Marvels

The small shop is little more than a stall, mostly constructed from thin wooden poles and colorful canvas awnings. As you step within, however, the air itself seems to change, becoming temperate and very pleasant, as if the sheets of silk keep out the elements as well as solid stone walls would. A multitude of exotic paraphernalia hangs on free-standing racks or lies, rather haphazardly, on small presentation tables. A thin figure with protruding horns, clad in red silks, approaches, moving apparently unhindered despite the head-wrapping that covers their eyes. "Salutations, traveler. Looking for wonders, I presume? If so, you're in luck, for Ildrix has those in abundance," the tiefling says, their voice low and hoarse, and spreads their arms wide.

Ildrix' Marvels is a small shop run by the tiefling Ildrix, an enigmatic and erratic ex-monk who has eschewed a life of asceticism to become a merchant. Magically enhanced, the shop itself appears as a simple stall – and is just as mobile – but offers the same protection as a brick-and-mortar structure would.

Characters may find Ildrix' Marvels in any location, such as a sprawling bazaar, a small town, or even in the middle of the wilderness. Ildrix likes to visit new places and rarely stays in the same place for long.

Background

Ildrix' precise heritage is obscure but as far as they know, they are the direct descendant of a powerful fiend, possibly even a demon prince. Ildrix never had a chance to meet their parents, however, as they were rescued (or, as Ildrix puts it, "kidnapped") by an order of monks and paladins while still an infant. Fearing that Ildrix would grow up to be a tool for their fiendish parent, the Order of the Sealed Fate took Ildrix and kept them at a secluded and well-protected monastery.

Ildrix' Marvels Overview

Merchant	Ildrix, a scarred tiefling monk with an awkward manner
Inventory	A varied inventory with a specialization in hand-to-hand combat
Security	Ildrix is perceptive and a skilled martial artist with powerful friends
Bargaining	Ildrix sells items at a premium but also pays well for new items
Biases	+ Monks, Tieflings – Dragonborn, Lizardfolk

Sell Prices	Bargaining DC	Buy Prices
140%	**13**	60%

Here, Ildrix grew up among other orphans and under the tutelage of kind but stern monks and paladins. The young tiefling was taught history, religion, and martial arts, while the monastery's walls kept them sheltered.

For a spawn of the Abyss, this disciplined and dull existence soon grew unbearable. Yearning to experience life beyond the monastery, Ildrix packed their meager belongings and left as soon as they were old enough. Soon after, Ildrix joined a band of adventurers, the tiefling's extensive knowledge and martial skill making them an effective treasure-hunter.

As the years passed, Ildrix all but forgot the discipline and patience they had been taught, and grew more and more reckless. Eventually, they paid the price, as an angry black dragon's acidic spew caught them head-on. Though magical healing saved their life, Ildrix' eyes were beyond repair and the gruesome burn scars covering their body couldn't be removed.

It was after this incident that Ildrix decided to become a traveling merchant instead, satisfying their need for adventure by traveling around and bartering with the many treasures they'd accumulated.

Roleplaying Ildrix

Ildrix is, in many ways, a paradox. Though inherently a being of chaos – an abyssal heritage is hard to overcome – Ildrix' discipline has also been honed across years of intensive practice. As a result, Ildrix may often behave erratically – talking before they think or saying things that are wholly inappropriate – but when the situation warrants it, they can conjure up impressive self-control, patience, and restraint.

Ildrix is hard to define, but if one trait is constant, it is their awkwardness. Too often, Ildrix makes jokes that don't quite land ("You're a tiefling too, eh? So, Team Nine Hells or Team Abyss?") or untimely remarks ("What is that perfume you've got on? It's musky, but with a sweet, almost acrid smell. Very unique, albeit slightly unpleasant. Oh, that's just how you smell? That's fascinating.")

Ildrix likes to be liked, so if their awkward manner puts someone off, they quickly try to appease, doing their utmost to be as courteous and friendly as possible. Though the tiefling may not always succeed, it is clear to others that they are trying hard, which is usually enough to win folk over.

Though blinded by their encounter with the black dragon, Ildrix has learned to sense their surroundings just as well as if they had eyes – and, in some cases, even better. Their unnerving habit of accurately describing objects or people they shouldn't be able to see ("Such a fine blade – and those markings, quite exquisite!") only makes them appear even more otherworldly to their customers.

Bargaining

Ildrix' selling prices can be steep, but they don't drive too hard a bargain. Armed with an insatiable appetite for new and exciting items, Ildrix is also willing to pay a premium for any object that will fit into their collection. Ildrix' buy prices may go as high as 100% of the item's value, if it is an item suitable for a monk or martial artist.

Biases

Ildrix feels kinship with anyone who has trained as a monk, as well as tieflings and other folk who may have suffered injustices because of their heritage. Conversely, Ildrix' encounter with a dragon has left them somewhat unnerved by scaled creatures. Though they don't do so consciously, they tend to offer worse deals to dragonborn, lizardfolk, and such folk.

ILDRIX

Medium Humanoid (Tiefling), Chaotic Good

Armor Class 18 (Unarmored Defense)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	11 (+0)	19 (+4)	8 (–1)

Saving Throws Dex +7, Con +5, Wis +7
Skills Acrobatics +7, History +3, Insight +10, Perception +10
Condition Immunities Blinded
Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 20
Languages Abyssal, Celestial, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If Ildrix fails a saving throw, they can choose to succeed instead.

Unarmored Defense. While Ildrix is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Actions

Multiattack. Ildrix makes three attacks.

Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) Force damage and, if the target is a creature, it suffers one of the following effects of Ildrix' choice:

- **Open Palm (1/Turn).** The target must succeed on a DC 15 Strength saving throw or be Ildrix' choice of shoved back up to 10 feet or knocked Prone.
- **Stunning Strike (3/Rest).** The target must succeed on a DC 15 Constitution saving throw or be Stunned until the start of Ildrix' next turn.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 9 (1d10 + 4) Force damage.

Fireball (3rd-Level Spell; 1/Day). Each creature in a 20-foot-radius sphere centered on a point Ildrix chooses within 150 feet must make a DC 15 Dexterity saving throw, taking 28 (8d6) Fire damage on a failure, or half as much damage on a success.

Bonus Actions

Ki Action. Ildrix takes the Dash, Dodge, or Disengage action.

Vicious Mockery (Cantrip). A creature Ildrix can see within 30 feet must succeed on a DC 15 Wisdom saving throw if they can hear Ildrix or take 7 (3d4) Psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Reactions

Deflect Attack. When Ildrix is hit by a weapon attack, they attempt to deflect it. The damage from the attack is reduced by 9 (1d10 + 4). If the damage is reduced to 0, Ildrix can immediately make a Strike attack or a Dart attack against a creature they can see within range of the attack.

Hellish Rebuke (3rd-Level Spell; 1/Day). When Ildrix is damaged by a creature they can see within 30 feet, they can cause the creature to be momentarily surrounded by magical flames. The creature must make a DC 15 Dexterity saving throw, taking 22 (4d10) Fire damage on a failure or half as much damage on a success.

Shop Security

Ildrix is a perceptive shopkeeper with extensive martial training, rendering them more than capable of handling most ill-doers on their own.

Magical Dampening

A powerful enchantment upon Ildrix' shop mutes any magic word uttered within – except for those Ildrix has expressly excepted from the spell – preventing customers and would-be-thieves from casting spells with verbal components inside.

Fiendish Friends

Though they are loath to use it, Ildrix has one memento from their fiendish heritage: a sinister amulet, streaked with crimson and black, that they keep tucked underneath their shirt. Ildrix can use this amulet to conjure forth a **marilith** or two **glabrezu** to do their bidding for up to 1 hour.

Quest Hooks

Ildrix usually has at least one or two quests they can send a band of intrepid adventurers on.

Draconic Vengeance

The adult black dragon that scarred Ildrix and took their sight has been spotted in the area. Though they hate to admit it, Ildrix is too afraid of the dragon to confront it, but also can't bear the thought of it flying free nearby. Should a band of adventurers be able to scare off the dragon – or even slay it! – Ildrix is prepared to reward them with 1,000 gp and make good offers on any magic items they find in its hoard.

To the Abyss with You

Ildrix' former master, the venerable Senei, a nearly 100-year old human monk, is on his deathbed at the Monastery of the Sealed Fate, a few days journey away. Ildrix has gone to see the old man – the two are still on somewhat friendly terms – but hasn't been able to convince Senei to tell Ildrix the truth about their parentage. If the characters can convince Senei to tell them before he passes, Ildrix is willing to give them a 500 gp discount on any item in their inventory.

Traveling to the Monastery of the Sealed Fate, the characters must first prove their martial merit and wisdom before they can gain an audience with Senei. Only a passionate and rational argument delivered by a pious and trustworthy character can convince the old monk to divulge that Ildrix is descended from Baphomet, a powerful demon lord.

Inventory & Services

Ildrix focuses their efforts solely on the trade of magical items, and their inventory is wide and varied, though there is a preponderance of objects designed for those who practice martial arts and hand-to-hand combat.

> Leave it to monks and paladins to kidnap babies to "protect" them from their "evil" parents. My parents were from the Nine Hells and I had a perfectly fine childho... well, okay... Anyway, point stands – you can't kidnap people just because they have horns!
>
> – *the Wanderer*

ILDRIX' MARVELS INVENTORY

Item Name	Type	Rarity	Description	Value
Wayfarer's Studded Leather (A)(E)	Armor (Studded Leather)	Common	A studded leather with adjustable straps	100 gp
Assassin's Glove (E)	Wondrous Item	Uncommon	A black leather glove set with emeralds	500 gp
Gloves of Missile Snaring (A)	Wondrous Item	Uncommon	Leather gloves with a web-like pattern	500 gp
Steelsting Pauldron (A)(E)	Wondrous Item	Uncommon	A pauldron with adamantine spikes	500 gp
Spellwarper's Touch (A)(M)	Wondrous Item	Uncommon	Metal gauntlets set with gemstones	800 gp
Sphere of Foresight (A)(E)	Wondrous Item	Uncommon	An orb floating in a metal circle on a chain	1,000 gp
Deathgrasp Glove (A)(W)	Wondrous Item	Uncommon	A glove fashioned from pieces of fabric	1,500 gp
Reaper's Claw (A)(E)	Wondrous Item	Rare	A black glove fitted with adamantine claws	1,500 gp
Ring of Evasion (A)	Ring	Rare	A ring with a hummingbird figurine	2,500 gp
Boots of Speed (A)	Wondrous Item	Rare	A pair of sleek leather boots	3,000 gp
Bracers of Defense (A)	Wondrous Item	Rare	A pair of bracers made of bronze	4,000 gp
Cloak of Displacement (A)	Wondrous Item	Very Rare	A blue cloak that warps the air around it	6,000 gp
Hand of the Spellbinder (A)(E)	Wondrous Item	Very Rare	A glove with tiny scrolls on its back	6,000 gp
Emberlord's Gauntlet (A)(E)	Wondrous Item	Very Rare	A metal gauntlet set with glowing rubies	8,000 gp
Hand of the Spellthief (A)(E)	Wondrous Item	Very Rare	A glove inscribed with arcane glyphs	8,000 gp
Staff of Striking (A)	Staff	Very Rare	An oak staff etched with arcane glyphs	20,000 gp

Kheks Swiftseeker

"You wish to trade, yes?" the tall reptilian woman asks. Without waiting for an answer she sets her backpack on the ground and gives a series of melodic whistles. The bag morphs, fabric stretching into a rough awning as four poles drive themselves into the dirt and a rug falls to the forest floor with a "fwump"! A cascade of feathers, bones, horns, and an assortment of bladders, jugs, and vials follows, as the objects float down with considerably more care, arranging themselves on the rug. The last thing to flit down is a brilliant poof of colors – a tiny bird that answers its companion's song before perching herself atop the lizard woman's outstretched hand.

Kheks is a lizardfolk adventurer who travels long and far on missions for her tribe's shaman. Her primary mission is to retrieve items that the shaman sees in visions, but along the way, Kheks trades for money, goods, and information. Kheks barely seems to tolerate city settings or most non-lizardfolk, though she has an affection for tiny colorful birds and is accompanied by a blue and green budgie she refers to as Pineapple.

Characters may run into Kheks as they wander the wilderness or travel across the countryside.

Kheks Swiftseeker Overview

Merchant	Kheks, a traveling lizardfolk tinkerer who likes poisons and pretty birds
Inventory & Services	Kheks primarily sells poisons and ranged weapons
Security	Kheks herself and an inventory laced with poison and toxins
Bargaining	Kheks is happy to barter and make trades if adventurers are lacking coin
Biases	+ Lizardfolk, Druids, Rangers – Nobles, city-folk

Sell Prices	Bargaining DC	Buy Prices
110%	**13**	50%

Background

Kheks is highly skilled and self-sufficient, proving at an early age to be a good hunter and an even better tracker. She gained the title "Swiftseeker" after winning a tournament that required participants to track down a specific bird that had been released into the forest before nightfall. Kheks had often spent time practicing bird calls and was able to capture her feathered treasure before midday. After winning the game Kheks joined the ranks of other tribe members who work on secret assignments to locate artifacts and items seen in visions by the tribe's shaman. Kheks has not been home in nearly three years, as her current mission keeps turning up dead ends, and she cannot return without the artifact she had been assigned to find without shaming herself and her family.

Roleplaying Kheks

Kheks is direct to the point of seeming gruff, but it is a difference in culture more than an indicator of attitude or how much she likes someone. She does not understand or enjoy pleasantries or small talk and prefers getting straight to the heart of a matter. She appreciates when she meets non-lizardfolk who are capable of communicating directly as well ("I want to trade. You want to trade? Good. Let us trade.")

Kheks trades as a means of survival while she is away from her tribe, and as such she is not preoccupied with growing her wealth. She accepts gold but will just as readily accept useful gear or credible information on what she's searching for as payment. Maps are especially useful to her and she might discount an item in an attempt to procure a map of an area she is unfamiliar with.

Kheks' bird companion, Pineapple, is a colorful budgie – a small songbird that can grow very attached to caring companions. She is most often out and about with Kheks as she travels, but occasionally Kheks will put Pineapple safely into her bag when traveling through rougher areas to make sure she stays safe.

Bargaining

Because Kheks is more interested in getting the resources she needs to complete her missions than she is in turning a profit, she's typically happy to barter, trade, and bargain. She's more inclined toward fair trades, but what she considers fair may differ from that of the people she is doing business with. In Kheks' opinion, a fair trade is one where all parties get what they want, even if the monetary value of the items being exchanged is vastly out of sorts.

Biases

Though Kheks can be brusque and businesslike, there are a few things that will soften her. She likes other lizardfolk and is often excited by the prospect of speaking with kinsmen (as they are all kin, regardless of the tribe). She also gets along well with druids, rangers, and other folk who appreciate the outdoors.

Kheks actively dislikes people who are obviously city dwellers and who show disdain for the forest or jungles. She likewise has no regard for people who proclaim their nobility. If someone makes the mistake of letting on that they're from a city and miss it, however, they have a chance at redeeming themselves if they can get Pineapple to like them. Kheks trusts Pineapple's judgment, even if she's dubious about the person in question herself.

Shop Security

Since **Kheks Swiftseeker** is never separated from her inventory, it seems a terrible idea to attempt a theft. Even so, Kheks has coated all her wares in a devious poison in case anyone tries to pull a fast one.

Venomous Wares

Nearly everything that belongs to Kheks is coated in an invisible powder that is poisonous in contact with the skin of most species (though not lizardfolk). The poison effects range from burning, itching, loss of hair (or fur or feathers), boils, blisters, and sometimes even death. When Kheks makes a trade, she neutralizes the poison with a special concoction.

KHEKS SWIFTSEEKER

Medium Humanoid (Lizardfolk), Neutral

Armor Class 17 (Natural Armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Dex +7, Con +7, Wis +7
Skills Acrobatics +7, Nature +4, Perception +10, Stealth +7
Damage Immunities Poison
Senses Darkvision 60 ft., passive Perception 17
Languages Common, Lizardfolk
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. Kheks makes two attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Piercing damage plus 9 (2d8) Poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 4) Piercing damage plus 9 (2d8) Poison damage.

Bonus Actions

Poison Weapon. Kheks coats a weapon or piece of ammunition she's holding with a dose of poison. The next time she hits a creature with an attack using that weapon or piece of ammunition within 1 minute, the target suffers one of the following effects of Kheks' choice:

Bloodboil Poison (1/Day). The target must succeed on a DC 15 Wisdom saving throw or be affected as by the *Dominate Monster* spell for 1 hour or until Kheks loses her concentration, as if concentrating on a spell. The target can repeat the saving throw whenever it takes damage, ending the effect on itself on a success.

Unraveling Poison (3/Day). The target takes 9 (2d8) Force damage and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 minute. While Poisoned in this way, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Quest Hooks

Kheks hears many rumors on her travels and doesn't mind sharing them with travelers she meets – and some of these may entail small or larger quests.

The Mysterious Trinket

Kheks offers the characters a mysterious trinket with unique magical properties but little practical use for her own purposes. She explains that it's part of a set of items, scattered across dangerous locations. Retrieve the remaining pieces to unlock its true power.

The Verdant Bloom

Kheks has been seeking a magical flower, the verdant bloom, for nearly three years. This magical flower is rumored to only grow in one location — unfortunately, no one seems to know where that location is. However, there are three semi-credible rumors: the garden of a mountain-top monastery protected by monks who jealously guard the bloom, a jungle island off the coast surrounded by violent storms year-round, and a highly secure, secret greenhouse in the bowels of a mansion owned by an evil wizard. Kheks' will provide the characters a discount of up to 500 gp on any of her wares if they visit one of these places, to at least eliminate it as a possibility – and another 500 gp if they manage to retrieve the verdant bloom.

Inventory & Services

As she travels, Kheks collects plants, herbs, and animal parts and as such has amassed a prodigious collection of poisons, venoms, and toxins. She also specializes in coating various weapons and weapon components such as blow gun darts and arrowheads with these poisons and sells quivers and bundles of poisoned ammunition of her own design.

Mending & Repairs

Due to her extensive travels, Kheks is familiar with a number of tools and weapons and has developed ways to mend or repair armor and weapons even without a forge. The time, cost, and materials required for repairs will depend on the quality of the weapon and the manner in which it was broken.

> I've run into Kheks a handful of times over the years, and though she isn't the greatest conversation partner, there's a lot she can teach you if you're willing to listen. Such as, how much poison does it take to kill a dragon or why you should never eat an umber hulk!
>
> – *the Wanderer*

KHEKS SWIFTSEEKER INVENTORY

Item Name	Type	Rarity	Description	Value
Hellrider's Sling (E)	Weapon (Sling)	Common	A sling with Infernal glyphs on its pouch	50 gp
Potion of Healing	Potion	Common	A red liquid in a corked flask	50 gp
Potion of Monstrosity (E)	Potion	Common	A glass bottle with a snarling visage	100 gp
Vial of Phasing Poison (E)	Potion	Uncommon	A glass vial filled with yellow liquid	200 gp
Unraveling Arrow (E)	Weapon (Ammunition)	Rare	An arrow with vibrant blue feathering	300 gp
Rope of Climbing	Wondrous Item	Uncommon	A 60-feet long silk rope	300 gp
Birch's Beak (A)(E)	Weapon (Warpick)	Uncommon	A warpick adorned with a bird figurine	500 gp
Boots of Elvenkind	Wondrous Item	Uncommon	A sleek pair of green leather boots	500 gp
Handy Haversack	Wondrous Item	Rare	A backpack with two side pouches	500 gp
Rope of Entanglement	Wondrous Item	Rare	A 30-foot-long turquoise rope	500 gp
Scoundrel's Sidearm (E)	Weapon (Blowgun)	Uncommon	A blowgun outfitted with a steel bayonet	500 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A brass necklace with dyed bones	500 gp
Dagger of Venom	Weapon (Dagger)	Rare	A jagged blade coated in green liquid	1,000 gp
Pseudodragon's Staff (A)(E)	Staff	Uncommon	A staff crowned with a dragon figurine	1,000 gp
Thornbow (A)(W)	Weapon (Longbow)	Uncommon	A bow wrapped in thorny vines	1,000 gp
Vial of Unraveling Poison (E)	Potion	Rare	A glass vial filled with thick, brown liquid	1,000 gp
Hive's Sting (A)(E)	Weapon (Light Crossbow)	Rare	A mahogany crossbow plated with gold	1,500 gp
Robe of Useful Items	Wondrous Item	Uncommon	A robe covered in various patches	1,500 gp
Vial of Bloodboil Poison (E)	Potion	Very Rare	A glass vial filled with red liquid	2,000 gp
Corsair's Compass (A)(E)	Wondrous Item	Rare	A compass with fog inside its windrose	3,000 gp
Oathbow (A)	Weapon (Longbow)	Very Rare	A yew bow carved with images of faces	5,000 gp
Spider's Kiss (A)(W)	Weapon (Longbow)	Very Rare	A bow wrapped in spiderwebs	5,000 gp

Marco's Mysteries

In Memory of Marco Krämer

As you enter the small shop through a creaking, wooden door, you find yourself surrounded by shelves and displays overflowing with a chaotic jumble of oddities and curiosities. Sitting behind a counter at the far end of the shop is a bright-eyed man with a graying beard and friendly features. "Welcome – yes, come on in, there's plenty of space – just don't touch that sword there by your left arm, it might bite – yes, that's good," he says, smiling warmly. "So, what can I do for you? You look like you're in the market for adventure or I'm no judge!"

Marco's Mysteries is a small shop run by Marco the Peddler, a retired adventurer and bard with a penchant for storytelling and a deep love of adventure. Marco sells all manner of mundane and magical adventuring equipment as well as enchanted instruments.

The characters may find Marco's Mysteries, a small, disorganized shop overflowing with interesting items, in any town or city, or even on a boat or as a stall by a seaside market, as Marco is particularly fond of the ocean. Wherever they find him, Marco always has a friendly smile and a tale of adventure ready for anyone who enters his shop.

> Though I've only spoken with Marco a few times, it's clear that he is as great a friend as one can have; full of excitement, fiercely loyal, and always good for a tale or two. The world would be a better – and more adventurous – place with more people like Marco in it!
>
> – *the Wanderer*

Marco's Mysteries Overview

Merchant	Marco is a retired adventurer and bard who loves stories of adventure
Inventory & Services	Marco sells all manner of magic items including magical instruments
Security	Minor spells, Marco himself, and his old adventuring party
Bargaining	Marco isn't a tough bargainer and trades tales for discounts
Biases	+ Bards, other adventurers – Arrogant and domineering people

Sell Prices	Bargaining DC	Buy Prices
120%	**13**	30%

Background

Marco always had a keen mind, an aptitude for crafting stories, and a curious soul that longed to explore the many wonders of the world – and other worlds beyond it. In short, Marco is a born adventurer.

For many years, Marco followed this calling and spent his days delving into dangerous dungeons, slaying monsters and pilfering treasures from dragon hoards alongside his troupe of trusted comrades. A trained bard with a creative mind, Marco's many adventures are outdone only by his recounting of them.

Eventually, the years caught up with Marco, who found himself more excited by tales of adventure than the actual act of adventuring (and the perils that entailed). In the end, he settled down and opened up Marco's Mysteries, a shop where kindred spirits can purchase goods to aid them on their adventures, sell their valuable spoils, or just swap tales with the good-humored bard. As for adventuring, Marco regularly meets up with his old party to undertake new quests, but now using enchanted figurines, illusory displays, glyph-inscribed dice, and their own imaginations, rather than putting their lives at risk.

Roleplaying Marco

Marco is a good-natured and jovial man with a sharp mind and a big heart. His laugh is genuine and contagious, and his appetite for adventure – in any shape or form – permeates everything he does.

There are few things that Marco treasures more than storytelling. Whether it's sharing his boundless wisdom with fledgling adventurers ("If you've got questions, now's the time to ask them, young friend, and not when you've already disturbed the dragon – trust me, I speak from bitter experience here!") or swapping stories of adventure with his customers.

Marco cannot abide cheaters and liars ("A bit of exaggeration isn't a sin, but if you tell me you've slain a giant, I better not find a halfling when I dig up the corpse!"). He also has a deep sense of justice and hates when things are unfair or someone thinks the rules don't apply to them.

Marco's quirky and creative mind is mirrored in his surroundings – including his shop, which appears to visitors as a disorganized mess. Marco does not see it that way, however, insisting that everything is exactly where he wants it to be – and backs it up by always knowing where an item can be found ("The *Damnation* sword? Right over there, just under the *Spell Scroll of Teleportation* and the *Hat of Disguise*, you can't miss it!")

Bargaining

Marco's prices are fair and he is not a particularly skilled haggler. Anyone who meets him with the same kindness and respect as he offers them won't have a hard time haggling him down to a lower price.

Biases

Marco has a soft spot for adventurers in general and bards specifically – as well as anyone who can spin a good yarn and freely shares stories of their adventures.

Marco doesn't dislike anyone because of *what* they are, but is quick to sour on anyone who is domineering or arrogant, or who treats others harshly or unfairly.

Shop Security

Marco's shop is protected by *Alarm* and *Arcane Sanctum* spells, as well as by the bard and his friends.

Retired but Ready

Though retired, **Marco the Peddler** still remembers most of what made him a famous adventurer in his day. He never seeks out a fight but is quick to repay thieves with a well-placed spell or two. If faced with a challenge he can't handle on his own, Marco's old adventuring buddies are only a *Sending* spell away – this party of powerful heroes is as loyal to Marco as he is to them, and won't hesitate to come to his aid.

MARCO THE PEDDLER

Medium Humanoid (Human), Neutral Good

Armor Class 15 (*+1 Chain Shirt*)
Hit Points 112 (15d8 + 45)
Speed 30 ft., fly 30 ft. (*Winged Boots*)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	19 (+4)	14 (+2)	18 (+4)

Saving Throws Con +6, Int +7, Cha +7
Skills Arcana +7, History +7, Perception +5, Performance +7, Persuasion +7
Senses passive Perception 15
Languages Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cloak of Displacement. Creatures that rely on sight and can't see through illusions as with Blindsight have disadvantage on attack rolls against Marco. If Marco is hit by an attack, is Incapacitated, or has a speed of 0, this ability is suppressed until the start of his next turn.

Legendary Resistance (2/Day). If Marco fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Marco makes two melee attacks.

Flame Tongue Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage, or 7 (1d10 + 2) Piercing damage if wielded in two hands, plus 7 (2d6) Fire damage.

Spellcasting. Marco casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *charm person*, *invisibility*, *minor illusion*, *sending*
1/day each: *banishment*, *chain lightning*, *dispel magic*, *dominate person*, *hold person* (as a 5th-level spell), *wall of force*

Bonus Actions

Keel Over! One creature within 60 feet that can hear Marco is affected in one of the following ways of Marco's choice:

Fall. The creature must succeed on a DC 15 Strength saving throw or fall Prone and take 7 (2d6) Bludgeoning damage.
Laugh. The creature must succeed on a DC 15 Wisdom saving throw or be Incapacitated until the end of its next turn, as it laughs uncontrollably.
Terrify. The creature must succeed on a DC 15 Intelligence saving throw or take (2d6) Psychic damage and be Frightened until the end of its next turn.

Reactions

Cutting Words. When a creature Marco can see within 60 feet makes an attack roll, ability check, or damage roll, it must roll a d10 and subtract the result from the attack roll, ability check, or damage roll.

Quest Hooks

Marco loves adventure and always has a quest or two he can provide to adventurers looking for a discount.

On the Thief's Trail

Of all the items in Marco's inventory, the *Tome of Mystix* (see page 173) is the most powerful – and most dangerous. Thus, Marco is always wary of displaying it, but when a young sorcerer came asking about it, he couldn't refuse her. "After I suspended the protections on it, she spoke an enchantment, and that's when everything gets fuzzy. When I came to and saw she was gone and the book with her, I almost keeled over so hard the whole north shook!" he explains.

Marco, who won't leave his shop unprotected while he hunts down the thief, promises a reward of 2,000 gp if the characters can retrieve the *Tome of Mystix*. "I would ask my friends to help me, but if they find out I've lost the tome, I'll never hear the end of it!"

Marco believes that the thief's taken the book to one of two magical markets – the Mirage Bazaar or the Maelstrom Market. At either market, the characters can find the thief, a young sorcerer named Zanna, at an inn. Zanna applauds them on finding her but says she's already sold the tome to the Lazuline Reach, a sinister organization that headquarters in the Undermarket. To retrieve the tome, the characters must confront the dangerous crime organization deep in the Dark Below.

See Chapter 3 for a full description of each of the marketplaces mentioned in this quest hook.

Share the Adventure

Hefting a worn, leatherbound tome, Marco smiles wistfully. "I've always believed that if your deeds and likeness are put down in one of these," he says, tapping the book's cover, "and your life brought joy and adventure to those you shared it with, then you are truly immortal. You may die, but a book – and any account of your adventures – are dead things already; and what is dead may never die!" Marco chuckles softly and his smile broadens. "Ah, but I ramble. What I mean to say is that I would love to immortalize you by recording the tale of one of your adventures."

Marco will provide a character a 20% discount on any item in his inventory if they are willing to share the story of an exciting adventure with him. If the story is really good, he laughs warmly and promises that "my comrades and I shall be honored to reenact this adventure when we meet next – I only hope my fellows can do as well as you did!"

Inventory & Services

Marco has all the adventuring equipment found in the fifth edition *Player's Handbook* as well as a large selection of magic items, including several enchanted instruments.

MARCO'S MYSTERIES INVENTORY

Item Name	Type	Rarity	Description	Value
Illusionist's Flute (A)(E)	Wondrous Item	Common	A sleek black flute etched with runes	100 gp
Potion of Raw Magic (M)	Potion	Rare	A vial holding azure liquid	400 gp
Empowering Crystal (M)	Wondrous Item	Uncommon	A purple crystal on a leather cord	500 gp
Pipes of the Sewers (A)	Wondrous Item	Uncommon	Wooden pipes carved with images of rats	500 gp
Charmer's Tambourine (A)(W)	Wondrous Item	Uncommon	A wooden tambourine with metal jingles	800 gp
Pipes of Haunting (A)	Wondrous Item	Uncommon	Pipes made of bones and bird skulls	800 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Mistweaver's Cloak (A)(E)	Wondrous Item	Uncommon	A wornout cloak woven from wool and fur	1,000 gp
Harp of Charming (A)(E)	Wondrous Item	Rare	A gilded harp shaped as a human figure	1,500 gp
Robe of Useful Items	Wondrous Item	Uncommon	A robe with a multitude of patches	1,500 gp
Sands of Reminiscence (W)	Wondrous Item	Rare	A mithral and gem-encrusted hourglass	1,500 gp
Flame Tongue (A)	Weapon (Longsword)	Rare	A longsword with a ruby at its hilt	5,000 gp
Cloak of Displacement (A)	Wondrous Item	Very Rare	A blue cloak warping the air around it	6,000 gp
Scoundrel's Lute (A)(M)	Wondrous Item	Very Rare	A lute etched with numeorus runes	6,000 gp
Winged Boots (A)	Wondrous Item	Uncommon	Sleek leather boots adorned with feathers	6,000 gp
Sojourner's Flute (A)(W)	Wondrous Item	Very Rare	A slender flute with a marble texture	10,000 gp
Tome of Mystix (A)(E)	Wondrous Item	Very Rare	A tome bound with a silver chain	10,000 gp
Tome of Leadership and Influence	Wondrous Item	Very Rare	A tome bound in a gold cover set with gemstones	30,000 gp

Pashir the Purveyor

Seated a few tables away, a muscular man with dark hair locks eyes with you, dragging deeply on a curved pipe. Exhaling a cloud of smoke, he slowly stands up, snorts, and walks toward. "Excuse me, adventurers. I mean no offense, but.." he says in a deep, heavily-accented voice. "If my eyes don't deceive me, you may be in possession of objects that would appeal to my Empress – and it just so happens that she has many more things that I believe would appeal to you. Perhaps we can discuss a mutually beneficial arrangement over a drink?"

Pashir Hajin is a half-celestial, half-elemental merchant and the Chief Purveyor of Royal Artifacts for the Everflame Empress who rules the Everflame Empire in the Elemental Plane of Fire. His mandate is to buy luxurious, expensive-looking magic items for the empress. He funds these purchases by trading or selling off items from his empress' vast collection that she has come to dislike for one reason or the other.

Always searching for new treasures for the Everflame Empress, Pashir never settles in one place for long. He doesn't have a physical shop and instead employs a unique combination of cunning, charm, and divination magic to locate creatures with interesting magic items.

Background

The result of a fiery but short-lived love affair between an efreeti and a celestial, Pashir would've likely been better off had he been born in the sanctum of his father's home in Celestia. Instead, Pashir grew up on the Elemental Plane of Fire, confined within the walls of the Golden Palace under the tyrannic rule of the Everflame Empress. Pashir's mother was sentenced to death for her intermingling with a celestial, but Pashir was spared as he might prove a useful slave.

Pashir the Purveyor Overview

Merchant	Pashir Hajin, a half-celestial, half-efreeti who works for the Everflame Empress
Inventory & Services	Various objects, including unattractive objects discarded by his empress
Security	Pashir's wares are in a *Portable Hole* and he can *Plane Shift* and summon efreet
Bargaining	Pashir offers much for luxury items and seeks to trade off his empress' "junk"
Biases	+ Paladins, other heroic warriors – Goblinoids, Orcs

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	50%

Born into servitude, Pashir's early life was marked by misery even greater than that experienced by non-efreeti slaves throughout the Everflame Empire. Being born with a target on your back and being tiny and puny by efreeti standards was a lethal combination. Luckily for Pashir, his innate divine magic often lets him stay a step ahead of trouble. His ability to see through illusions and other deceptions eventually caught the attention of the empress' vizier. Seeing the potential in such skills, the vizier took in the young half-breed and helped him hone his abilities further.

Serving as the vizier's extended hand – and bound to do so by a permanent *Geas* spell – Pashir's travels have since taken him far and wide. At first, he ran simple errands, but he quickly took on greater responsibility and was given greater freedom. For the past decades, Pashir has been seeking out and acquiring magic treasures worthy of the Everflame Empress – and turning a profit for the treasury by selling off the lesser goods that the empress would like to be rid of.

Roleplaying Pashir

When Pashir approaches customers, he always tries to be polite and friendly, offering to buy drinks, laughing at their jokes, and expressing interest in whatever they have to say. While he truly enjoys good company, what he ultimately cares most about is making a good trade.

Despite being well over a century old, Pashir appears as a fit, middle-aged man with brown hair and red eyes. Pashir wears an abundance of glittering jewelry and golden rings and is always dressed in expensive silk under his gilded armor. His taste in fashion is a testament to his efreeti heritage and upbringing.

While he does display the cunning and guile of an efreeti, Pashir is less cruel than his brethren – and despises their treatment of "lesser" races, which he himself has been a victim of. Other than enslavement, few things can truly anger Pashir, and, when given a choice, he'd rather flee than engage in violence, even when he's confident he would win a confrontation.

Even though a permanent *Geas* spell compels Pashir to constantly acquire and sell magic items on behalf of his empress, he's relatively free to pursue this goal however he wants. Pleased with his current lot in life, he rarely thinks about how things could be different.

Bargaining

Because of the *Geas* spell placed upon him, Pashir has little leeway when it comes to haggling – which also makes it bothersome to secure a discount from him ("I'm sorry, but my Empress would literally have me flayed alive if I said yes to that!") Except for the items on his empress' junk list (see the Junk List sidebar), he can't drop prices to below an item's value ("The mere thought of agreeing to your offer brings me pain!")

The empress most covets expensive and elegant magic items (typically items with a value of 2,500 gp or more). For such items, Pashir is allowed to pay up to the item's full value, but otherwise, he can only pay half an item's value ("I'm sure the wand is quite useful, but my Empress simply won't be interested in a stick!")

Biases

Pashir grew up wanting to be a paladin. While that won't ever happen, he has an innate admiration for the holy warriors – and other martial heroes as well.

Knowing that his mistress would be perturbed if she saw him dealing with anyone but the finest folk, Pashir tends to offer worse deals to goblins, orcs, and other goblinoids, and other "primitive, uncouth" creatures.

PASHIR

Medium Celestial/Elemental, Neutral Good

Armor Class 16 (Breastplate)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	17 (+3)	20 (+5)	22 (+6)

Saving Throws Con +8, Wis +9, Cha +10
Skills Deception +10, Insight +9, Perception +9
Damage Immunities Fire, Radiant
Senses Truesight 120 ft., passive Perception 19
Languages Celestial, Common, Ignan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Divine Awareness. Pashir knows if he hears a lie.

Legendary Resistance (2/Day). If Pashir fails a saving throw, he can choose to succeed instead.

Magic Resistance. Pashir has advantage on saving throws against spells and other magical effects.

Master Diviner. Pashir knows and can cast any divination spell of 5th-level or lower once per day each, requiring no material components.

Actions

Multiattack. Pashir makes two attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Slashing damage plus 7 (2d6) Fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 14 (4d6) Fire damage.

Spellcasting. Pashir casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 18):

At will: *command*, *detect magic*, *major image*, *suggestion*
1/day each: *conjure elemental* (**fire elemental** only), *fireball*, *fire shield*, *fly*, *plane shift*, *wall of fire*

Bonus Actions

Radiant Flames (Recharge 5–6). Each creature within 10 feet must succeed on a DC 18 Dexterity saving throw or take 9 (2d8) Fire damage and 9 (2d8) Radiant damage and until the end of its next turn, the creature must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Sand Stride. Pashir transforms into a whirlwind of sand and moves up to 60 feet in a straight line without provoking attacks of opportunity. Each creature in a space he moves through during this movement must succeed on a DC 18 Constitution saving throw or be Blinded until the end of its next turn.

Legendary Actions

Pashir can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. Pashir makes one attack.
Spellcasting. Pashir uses Spellcasting to cast a spell he can cast at will.
Sand Stride (Costs 2 Actions). Pashir uses Sand Stride.

Shop Security

Pashir is a powerful combatant and has the ability to see through lies and illusions. Painfully aware of the punishment he'd face for losing an item, Pashir is not only perceptive but also exceptionally careful. He carries around his inventory in a *Portable Hole* and is quick to *Plane Shift* away at any sign of danger.

Should Pashir need to, he can call upon the help of several **efreet**, who arrive shortly after. However, if he loses an item, he will go to lengths to recover it himself before making his superiors aware of his failure.

Quest Hooks

While Pashir likes to believe that he doesn't need anyone's help, there are typically a few ways he can put a group of bold heroes to good use.

The Royal Arena

The Everflame Empress is always looking for capable fighters for her arena. Should the characters survive the one-minute standoff with a **purple worm** that marks the arena's final challenge, they are rewarded with 5,000 gp and an audience with the empress – which may prove more dangerous than the purple worm!

Shameless Gift!

On behalf of his empress, Pashir accepted a *Midas Khanjar* (see page 163) as a gift from the merchant Sadim (see The Gilded Emporium on page 114) who promised that it would delight the empress with its powers to turn anything it touches into gold. In return, Sadim secured a sizable discount on rare gemstones from the empress' treasury. Once the empress realized the limits of the blade, however, she became so angered by the "gift" that she is now offering a reward of 1,000 gp to anyone who brings the dishonest Sadim to her court to answer for his insult.

If the characters locate Sadim, the merchant apologizes profusely and offers a new gift to the empress instead: a beautiful flying fish that can detect lies (see Gilded Zephyr on page 178). Sadim willingly accompanies the adventurers to Pashir (who can take the party to the empress), as he is eager for an opportunity to present his new gift to the empress – and hopefully strike up a long-lasting, mutually beneficial trading relationship.

Inventory & Services

Pashir's inventory consists of various magic items of modest value that his empress has discarded.

The Empress' Junk

While all of Pashir's inventory consists of items that have been rejected by the Everflame Empress, there's a few she particularly reviles. Pashir does his utmost to offload these items (see the Junk List sidebar) before showing off his other wares.

JUNK LIST

Occasionally, the Everflame Empress passes a note on to Pashir, listing items she wants to get rid of. Believing her words to be infallible, the empress demands that her assessments be read aloud word for word to anyone inquiring about the discounted price:

Eyepeeler's Bola. "Nasty eyes on a chain. Disgusting. Give it to a beggar if you have to, but get it out of our sight and never let something like this get in here again. We said glitter and beauty, not magic hats, not wooden wands, and certainly not lingering limbs!"

Midas Khanjar. "Alchemical breakthrough? Make us rich? Is this a joke? This item is a travesty; its mere existence offends us. Rid us off this silly toy – and find the fool who gave us this gift so we can repay them!"

Screeching Blade. "We pray for our shared future that this will be the last time you bring us a dagger with a bird skull strapped to it. Get rid of this grotesque object or it's your skull we add to our collection next!"

PASHIR THE PURVEYOR INVENTORY

Item Name	Type	Rarity	Description	Value
Bracers of Illumination (A)(E)	Wondrous Item	Common	A pair of bracers embossed with a sun	50 gp
Hellrider's Sling (E)	Weapon (Sling)	Common	A sling with a red glyph on its pouch	50 gp
Screeching Blade (E)	Weapon (Dagger)	Common	A dagger with a bird's skull at its hilt	50 gp
Luminous Larvae (E)	Wondrous Item	Common	A vial holding bio-luminescent larvae	100 gp
Midas Khanjar (E)	Weapon (Dagger)	Common	A curved dagger with a gilded blade	100 gp
Wind Fan	Wondrous Item	Uncommon	A fan with images depicting clouds	200 gp
Eyepeeler's Bola (E)	Weapon (Bola)	Uncommon	A bola, each of its ropes affixed to an eye	500 gp
Wand of Magic Detection	Wand	Uncommon	A wand affixed to a glass canister	500 gp
Ratter's Club (A)(E)	Weapon (Mace)	Uncommon	A mace decorated with rat figurines	1,000 gp
Jawcrusher's Pauldron (A)(E)	Wondrous Item	Rare	A pauldron crowned with a jawbone	1,500 gp
Hag's Delight (W)	Wondrous Item	Rare	A pipe shaped like a decrepit hand	2,500 gp
Wand of Polymorph (A)	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp

Quazenia's Boutique

A tangy scent fills your nostrils as you enter through the jingling beaded curtains that serve as the boutique's door. Rustic tables and baskets of various shapes and sizes line the walls, holding or displaying peculiar-looking objects. Seated on a colorful carpet at the far end of the room is a green-scaled woman clad in a white silk dress. Rising in one fluid motion that is simultaneously graceful and lazy, she fixes her sad, yellow eyes upon you. "Welcome to my shop," she says softly, her stance guarded. "How can I help you today?"

Quazenia's Boutique is a small shop that specializes in spellcasters' accouterments and illusion-based objects. The shop is owned by Quazenia, a serpentfolk sorcerer who escaped her mother's evil cult to become an adventurer and merchant.

Characters can find Quazenia's Boutique in any urban setting or even at a carnival or open-air market. The shop itself is easy enough to find – when it's open, that is, as powerful illusions hide it from unwelcome visitors outside of business hours.

Background

Quazenia's childhood was anything but ordinary. As the daughter of the Great Ssarezzal, leader of the Cult of the Dark Serpent, there was tremendous pressure upon Quazenia from the day she was born.

The Great Ssarezzal, Quazenia's mother, had foreseen that Quazenia would inherit her powers of foresight. Unfortunately, Quazenia never did. Fearing what her cruel mother would do if she discovered her shortcomings, Quazenia decided to fake it. Mimicking the wild trances she'd seen her mother succumb to, she began delivering half-coherent prophecies and though she didn't know what she was saying half the time, the Cult of the Dark Serpent eagerly lapped it up.

Quazenia's Boutique Overview

Merchant	Quazenia, a serpentfolk illusionist who has a sharp wit and craves approval
Inventory & Services	Wizardly objects, jewelry, and items that can create or manipulate illusions
Security	The inventory can turn invisible and the shop can be hidden from outsiders
Bargaining	Quazenia haggles well and isn't afraid to exaggerate or embellish
Biases	+ Dragonborn, the elderly – Serpentfolk, Warlocks, diviners

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	40%

While Quazenia's foresight never manifested, she possessed innate magic, and over the years, she began enhancing and augmenting her "visions" with illusions. The more compelling her prophecies, however, the more distant her malignant mother grew.

Whether her mother suspected Quazenia's charade or was simply envious, Ssarezzal eventually moved against Quazenia. During one of her prophecies, Quazenia's mother exclaimed that "the prophet's progeny" had been "tainted" and that the "offspring had to be culled" by the "Dark Serpent's will." Rather than let her mother sacrifice her, Quazenia used her illusory magic to fake her own demise and fled the cult.

At first, life outside the cult was daunting; having lived in seclusion, she barely knew how to comport herself in civilized society. Cunning and pragmatic, Quazenia soon adapted and found that her new life of freedom suited her well. With the revelry of someone who's spent their entire life sheltered away, Quazenia lived a dozen lives in a span of a few years; going on dangerous adventures, courting a wealthy prince, and traveling with a magical carnival.

At present, Quazenia has taken to crafting, buying, and selling magical items, specializing in objects that can create or manipulate illusions.

Roleplaying Quazenia

Quazenia might not be gifted in the way her evil mother wanted her to be, but she is gifted in most other ways: beautiful and clever, charming and talented, the green-skinned serpentfolk has plenty to offer. Even so, there is an unmistakable sadness in Quazenia's eyes that hints at her tumultuous youth. Quazenia isn't all dour melancholy, however. She has a sardonic wit and answers foolish questions with biting sarcasm ("Yes, I am indeed a serpentfolk. What gave it away – was it my graceful movements or maybe my forked tongue and green scales?") Nothing delights her more than if a customer knows how to bite back – she takes great relish in exchanging barbs with a worthy adversary.

Having never felt that she was good enough for her mother, Quazenia has a deep desire to prove herself; she is prone to engage in oneupmanship ("A fine sword you have there – almost as fine as the one I have for sale") and embellishments. In the end, there is no malice to Quazenia, only a childlike need for approval.

Bargaining

Quazenia is a proficient haggler. She weaves truth with exaggeration to push prices up and meets bad offers with thinly-veiled insults ("Ah, but it's no shame to not be brave enough to purchase an item like this – only a true hero would be able to do it justice, anyway!")

Biases

Quazenia treats her elders with reverence and offers them significant discounts on her wares. She also favors dragonborn, considering them exotic cousins.

Quazenia fears her mother and her agents and is thus wary of other serpentfolk. She also dislikes diviners and warlocks, as they remind her of her mother.

Shop Security

Quazenia's Boutique is well protected by **Quazenia** herself and several layers of illusory magic.

Illusory Magic

Though the items in Quazenia's Boutique are real enough, the intricate spells protect them from theft; if an item senses that a customer is trying to steal it, it may turn invisible or even project an illusion of itself. More than one thief has left Quazenia's shop certain that they have made an easy score, only to have their ill-gotten treasure reveal itself to be a deceased rodent or disappear into a cloud of nauseating smoke.

The shop itself is also protected by illusions; if Quazenia doesn't want visitors – such as if she's on a lunch break or is closed for the day – a person may be staring directly at the shop but not seeing it, as Quazenia's magic contorts their mind to overlook it.

QUAZENIA

Medium Humanoid (Serpentfolk), Neutral

Armor Class 13 (16 with *Mage Armor*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +6, Con +6, Int +5, Cha +7
Skills Arcana +5, Deception +7, Insight +4, Perception +4
Damage Resistances Poison
Senses Darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If Quazenia fails a saving throw, she can choose to succeed instead.

Poison Resistance. Quazenia has advantage on saving throws against being Poisoned.

Spell Resistance. Quazenia has advantage on saving throws against spells.

Actions

Multiattack. Quazenia makes two Venomous Barb attacks.

Venomous Barb. *Melee or Ranged Weapon Attack:* +6 to hit, range 20/60 ft. or reach 5 ft., one target. *Hit:* 5 (1d4 + 3) Piercing damage plus 9 (2d8) Poison damage and, if the target is a creature, it must succeed on a DC 14 Constitution saving throw or be Poisoned. While Poisoned in this way, the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Spellcasting. Quazenia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *invisibility, mage armor, minor illusion, mirror image*
1/day each: *cloudkill, dimension door, feeblemind, greater invisibility, hypnotic pattern, mislead, suggestion*

Bonus Actions

Phantasmal Horror. One creature Quazenia can see within 30 feet must succeed on a DC 15 Intelligence saving throw or take 11 (2d10) Psychic damage and be Frightened until the end of its next turn as it sees an illusion of its greatest fear.

Phantasmal Step (3/Day). Quazenia magically teleports to an unoccupied space she can see within 30 feet or attempts to switch places with a Large or smaller creature within 30 feet. If the creature is unwilling, it can make a DC 15 Constitution saving throw. On a failure, Quazenia switches places with the target and illusions cause her and the target to each assume the other's appearance until the start of Quazenia's next turn; to any onlooker who can't peer through illusions, it appears as if they are both standing exactly where they were before.

Quest Hooks

Quazenia has two quests she can offer to adventurers looking for a discount on her wares.

Caught by the Past

Though she has done her very best to hide from her mother, Quazenia believes that she may have been found out. Just a few days ago, she saw a hooded serpentfolk loitering around the street near her shop. Unwilling to risk unveiling herself, she offers the characters a 200 gp discount if they will investigate who the mysterious figure is, and, if need be, deal with them in a way that won't implicate Quazenia.

If the characters carefully stake out Quazenia's Boutique, they may eventually notice a hooded figure watching from a nearby alleyway. Confronting the figure, it is revealed to be a young serpentfolk warlock. Frightened, she summons a **giant constrictor snake** to fight off the characters but if the fight goes against her, she is quick to tell her story. Her name is Ss'harena and she is lurking near Quazenia's shop in an attempt to catch a glimpse of the shopkeeper, as she believes it might be someone she once knew; the Great Ssarezzal's daughter! Ss'harena claims to have fled the cult of the Dark Serpent herself and that she only wishes to become reacquainted with Quazenia, who was her only friend during her adolescence.

If the characters bring Ss'harena to Quazenia, the two are awkward and cautious at first, but quickly become fast friends again – and perhaps even more, as old feelings blossom anew. Grateful, Quazenia happily gives the characters their just reward.

Dangerous Divinations

Deliveries to Quazenia's shop – and many other businesses in town – have been interrupted by banditry; apparently, a local warlord has found a way to accurately predict which wagons to target and how to steer clear of the authorities. Quazenia suspects that divination magic may be involved and offers the adventurers a discount of up to 500 gp if they can stop the bandit raids.

If the adventurers infiltrate the warlord's heavily fortified enclave they quickly discover that the warlord, a half-ogre named Yok'Than, is indeed using a statuette with prophetic powers to figure out when and where to strike (the statuette allows whoever holds it to cast the *Commune* spell once per day). Stealing the statuette is enough to diminish his operations, but if they do so, the characters may also find themselves embroiled in battle with Yok'Than and his brigands.

Inventory & Services

Quazenia's inventory is heavily focused toward arcane accouterments and items that enable the creation or enhancement of illusions. She also has a fondness for jewelry and sells various amulets and rings.

Enchanting

Quazenia can enchant magic items up to a total Magic Level of 14, using the rules from Chapter 2.

QUAZENIA'S BOUTIQUE INVENTORY

Item Name	Type	Rarity	Description	Value
Illusionist's Flute AE	Wondrous Item	Common	A simple black flute etched with runes	100 gp
Starforged Trinket AE	Wondrous Item	Common	A metal trinket set with an azure crystal	100 gp
Medallion of Thoughts A	Wondrous Item	Uncommon	A golden chain attached to a bronze skull	500 gp
Necklace of Adaptation A	Wondrous Item	Uncommon	A solid bronze and silver necklace	500 gp
Ring of Water Walking	Ring	Uncommon	A platinum band set with blue emeralds	500 gp
Cloak of Elvenkind A	Wondrous Item	Uncommon	A cloak with a hood that shifts colors	800 gp
Deck of Illusions	Wondrous Item	Uncommon	A deck of cards with shifting backgrounds	1,000 gp
Ring of Truth AE	Ring	Uncommon	An unremarkable iron ring	1,000 gp
Diadem of Acuity AH	Wondrous Item	Rare	A simple adamantine diadem with a topaz	1,500 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	A well-made studded leather armor with a faintly shifting appearance	1,500 gp
Spellgaze Amulet AE	Wondrous Item	Rare	An amulet with an eye in its center	1,500 gp
Ring of Tranquility AW	Ring	Rare	A ring fashioned from twigs	2,000 gp
Seer's Veil AH	Wondrous Item	Rare	A ghostly veil decorated with rubies	3,000 gp
Amulet of Health A	Wondrous Item	Rare	A pendant showing hands holding a sun	6,000 gp
Ring of Invisibility A	Ring	Legendary	A plain silver ring	8,000 gp
Ring of Spell Storing A	Ring	Rare	A wide ring with glyphs etched into it	8,000 gp

Quill & Cipher's Scribery

As you enter the store, you find that it is filled floor to ceiling with rows of shelves, each bursting with books, parchments, and scrolls. Smiling a tusked smile, an orc dressed in a simple woolen suit jacket and shirt, approaches. "Welcome to Quill & Cipher's. If there is anything I can help you with, do not hesitate to ask," he says politely. A hoarse voice sounds from behind the store's counter, where an elderly woman sits, reading a book through a monocle: "And, if you have eyes of your own, or just prefer to peruse the books in peace, don't hesitate to ask young Mortyn to bugger off. Not that he's likely to listen, mind you, but it's worth a try!"

Quill & Cipher's Scribery is heaven for anyone who has a passion for knowledge and books, be they mundane or magical. The scribery is owned by Dame Edelgren, an elderly human wizard, who runs it with the aid of her apprentice, the young orc Mortyn.

The characters can find Quill & Cipher's Scribery in any urban setting. Whether in a bustling metropolis or a smaller settlement, the scribery is probably tucked away on a side-street in the nicer part of town.

Background

Dame Edelgren's grew up in an affluent family and was enrolled into an arcane college at an early age. Though she excelled at her studies, Edelgren had a rebellious streak that eventually saw her leave the college ("Some might say 'expelled,' but the decision was mutual") and strike out as an adventurer.

Throughout her many adventures, Edelgren got to indulge her passion for danger, romance, and treasure, but her true love has remained the same: knowledge. Always with her nose deep in a book or with a scroll tucked under her arm, the theoretical aspect of magic was never far from Edelgren's mind.

Quill & Cipher's Overview

Merchant	Dame Edelgren, a retired wizard adventurer, and Mortyn, a friendly orc
Inventory & Services	Magical scrolls, tomes, and wands, as well as mundane books of every kind
Security	Magical protections, invisible servants, and the two wizard shopkeepers
Bargaining	Dame Edelgren doesn't drive a hard bargain and Mortyn is a pushover
Biases	+ Halfling, Gnomes, Wizards – Barbarians, other savage warriors

Sell Prices	Bargaining DC	Buy Prices
120%	**13**	40%

When an encounter with an orc warband saw two of her companions slain, Edelgren was ready to hang up her staff and retire. The only other survivor was a young orc. Unusually timid for an orc, the boy would likely die within a few days if left to fend for himself. Feeling responsible ("They may have started it, but it was my *Fireball* spell that ended it"), Dame Edelgren decided to help the youngster to the nearest town.

To her surprise and joy, Mort the Merciless (a name that was later eschewed for the more respectable 'Mortyn') was nothing like a typical orc. Curious, gentle, and kind-hearted, the young orc awakened maternal instincts Edelgren had thought she didn't possess, and she decided to raise him as her own.

For his part, Mortyn never knew his mother and his father was a savage tyrant who had nothing but disdain for his son's gentle nature. Though Mortyn mourned the loss of his kin, he also knew that they had deserved the end they got – and he never resented Dame Edelgren and her companions for their part in it.

After liquidating most of her treasures, Edelgren fulfilled her dream of opening up a bookstore and scribery. For more than a decade now, the wizard and her adopted orc son have run the bookstore together.

Roleplaying Edelgren & Mortyn

With a lifetime of adventures and arcane studies under her belt, Edelgren possesses confidence and knowledge in equal measures. She has experienced most that there is to experience ("and if I haven't, I have at least read about it") and now only seeks to enjoy her retirement in peace. She is also still a powerful wizard, though that isn't immediately apparent from her unassuming appearance and easy-going manner.

Mild-mannered and gentle, Mortyn is friendly and slow to anger – defying the perception many may have of orcs. Much more so than Edelgren, Mortyn values courtesy and civility and always uses proper titles.

Whatever their differences, Edelgren and Mortyn share a kind heart and a love of the written word. Though Edelgren may tease her adoptive son, there is never any doubt that she loves him deeply – and he her, though her coarse language and off-color jokes often cause him to blush and apologize on her behalf ("my dear mother can be a bit rough around the edges, but I promise you that she means no offense").

The only real issue between the pair is that Dame Edelgren's age is beginning to catch up with her. Less careful than she used to be, Edelgren will occasionally make small mistakes – which can be quite dangerous, when working with magical items. Mortyn has neither the heart nor the courage to tell her, so he instead frantically attempts to correct her mistakes as they're made or steer her away from more perilous tasks ("why not leave the scroll-scribing to me, mother, and focus on your autobiography instead – I can't wait to read how you defeated Braxileres the Pestilence!")

Bargaining

Already wealthy enough to live out her life in comfort, the business part of running a bookstore and scribery isn't of much interest to Dame Edelgren. The prices, which are already fair, can be shifted significantly in either direction based on whether or not Dame Edelgren likes the person she's dealing with. Mortyn dislikes bargaining ("our books have already been appraised and priced according to both rarity and readability") but is also a bit of a pushover.

Biases

Dame Edelgren has a particular fondness for halflings and gnomes ("I have always found that the diminutive races are particularly generous partners – and not just in business, if you catch my meaning") as well as fellow arcanists and others who treasure knowledge.

Though he claims to harbor no prejudices, rude and boisterous people remind Mortyn of his kin, and he is always wary of barbarians and other savage warriors.

Shop Security

The Quill & Cipher is protected by its owners and several magical dweomers.

Powerful Arcanists

They may not look like much at first glance, but both **Dame Edelgren** and **Mortyn** are formidable wizards. Edelgren's powers approach those of an archmage, and while Mortyn isn't quite as powerful as his mother, he carries scrolls and wands to make up the difference.

Magical Protections

Not willing to risk her precious inventory being destroyed or stolen, Dame Edelgren has placed several wards on the bookshop. A *Forbiddance* spell prevents creatures from teleporting into the shop and brings immediate harm to any extraplanar being that enters. Furthermore, any text or tome that is damaged while in the shop is immediately teleported to a demiplane without oxygen, neutralizing any fires or acids on it and protecting it from further harm. Finally, Dame has used *Unseen Servant* spells to summon a flock of invisible helpers to restock shelves, organize books, and keep a lookout for potential thieves.

MORTYN

Medium Humanoid (Orc), Lawful Good

Armor Class 12 (15 with *Mage Armor*)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	18 (+4)	13 (+1)	11 (+0)

Saving Throws Con +5, Int +7, Wis +4
Skills Arcana +7, History +7, Insight +4
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. Mortyn makes two melee attacks.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Bludgeoning damage plus 4 (1d8) Force damage.

Spell Scroll. Mortyn uses a *Spell Scroll* (save DC 15) to cast the *Irresistible Dance*, *Reverse Gravity*, or *Time Stop* spell. He can only use each scroll once.

Spellcasting. Mortyn casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mage hand*, *prestidigitation*, *ray of frost*
1/day each: *darkness*, *dispel magic*, *hold person*, *mage armor*

Wand of Magic Missiles (7 Charges/Day). Mortyn expends one or more charges to cast the *Magic Missile* spell at a level equal to the number of charges expended.

Wand of Polymorph (7 Charges/Day). Mortyn expends 1 charge to cast the *Polymorph* spell (save DC 15).

DAME EDELGREN

Medium Humanoid (Human), Neutral Good

Armor Class 11 (14 with *Mage Armor*)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	15 (+2)	19 (+4)	15 (+2)	11 (+0)

Saving Throws Con +6, Int +8, Wis +6
Skills Arcana +8, History +8, Perception +6
Senses passive Perception 16
Languages Common, Draconic, Dwarvish, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Edelgren fails a saving throw, she can choose to succeed instead.

Actions

Firebolt (Cantrip). *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 26 (4d10 + 4) Fire damage.

Spellcasting. Edelgren casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *firebolt, light, mage armor, mage hand*
1/day each: *cone of cold, feeblemind, globe of invulnerability, invisibility, mass suggestion, slow, wall of force*

Bonus Actions

Befuddling Word. One creature within 30 feet that can hear Edelgren must succeed on a DC 16 Intelligence saving throw or take 13 (3d8) Psychic damage and be affected as by the *Confusion* spell until the start of Edelgren's next turn.

Misty Step (2nd-Level Spell). Edelgren casts *Misty Step*, teleporting up to 30 feet to an unoccupied space she can see.

Reactions

Counterspell (3rd-Level Spell; 2/Day). When a creature Edelgren can see within 60 feet casts a spell, Edelgren casts *Counterspell*.

Shield (1st-Level Spell; 3/Day). When a creature Edelgren can see hits her with an attack, Edelgren casts *Shield*.

Dame Edelgren – ah, but there's a true adventurer. If you've seen her, you probably won't believe me, but she was once one of the most feared wizards in a large chunk of the world. Back then, dragons and other evil monsters paid dearly to have their names erased from the history books, lest Dame Edelgren read about them and decide to seek them out!

– *the Wanderer*

Quest Hooks

Dame Edelgren and Mortyn have two tasks they could use help with in return for discounts on their wares.

A Brother Lost

Though Mortyn doesn't exactly miss his orc kin, he believes that it is one's duty to keep family bonds tight. Thus, the news that one of his brothers, Irkan, still lives, compels the orc to seek his brother out and attempt to establish a relationship. Irkan, however, was always a bit of a bully and Mortyn is more than a little afraid to meet him again. Explaining that his duties at the scribery prevent him from going himself, he'll pay the characters 100 gp if they'll seek out Irkan and invite him to meet Mortyn at the scribery.

Finding Irkan isn't difficult; the orc is second-in-command in a band of mercenaries camped a day's journey away. Though initially suspicious, the mercenaries allow the characters into the camp if they approach diplomatically, and Irkan listens to what they have to say. The orc seems delighted to hear how well Mortyn has done for himself and gladly agrees to meet him. An insightful character may glean that Irkan's joy seems somewhat disingenuous and that the orc sounds most like he's interested in presenting a "lucrative business proposal" to his "dear brother." If the two meet, Irkan will ask to "borrow" a small fortune to invest in illusory, intangible art ("It's a guaranteed return on investment – these things can quadruple in value over night"), a request that Mortyn is too timid to refuse – unless the characters intervene to prevent him from being taken advantage of.

A Treasured Tome

Dame Edelgren has finally managed to track down an elusive first edition copy of the *Draconomicon* – a comprehensive guide to dragons. As luck would have it, the rare book has ended up in a blue dragon's treasure hoard ("It's a good book, no doubt, but it won't perform miracles – as its previous owner must have discovered!") Edelgren would like the party to retrieve the book, by whatever means necessary, and will pay them 1,000 gp for the trouble.

The **adult blue dragon**, Ankhrixes, doesn't consider the *Draconomicon* a great treasure, but will still fight tooth and nail to keep it. If approached diplomatically, the dragon will refuse to trade the book for less than a true sovereign's crown (which could prove hard to find) – unless a perceptive character notices that the dragon suffers from ingrown nails that have become infected, a malady which a successful DC 17 Wisdom (Medicine) check or a *Lesser Restoration* spell will make short work of. Its pain eased, the dragon freely gives the *Draconomicon* away and returns to its slumber.

Inventory & Services

Though books make up most of the scribery's inventory, it is by no means all that the Quill & Cipher has on offer. Beyond its vast catalogue of mundane and magical tomes, the scribery also offers wands, spell scrolls, and other wizardly items.

Spell Scrolls

Dame Edelgren has a copy of most spells of 7th-level or lower in stock, and if she doesn't, she can have it scribed within a day. You can use the values listed for spell scrolls in Appendix A: Magic Item Values to determine the cost of a spell scroll.

Spellbooks

In addition to ordinary books, Quill & Cipher's also sells a small selection of spellbooks, which customers can buy outright, or copy spells from at a cost of 10 gp per hour spent scribing (plus any costs normally incurred from copying spells).

Spellbooks

Spell Book Contents	Value
Arcane Eye, *Charm Person*, *Color Spray*, *Detect Magic*, *Greater Invisibility*, *Hold Person*, *Invisibility*, *Major Image*, *Mirror Image*, *Silent Image*	500 gp
Animate Dead, *Blight*, *Clairvoyance*, *Detect Thoughts*, *Dimension Door*, *Fog Cloud*, *Misty Step*, *Ray Of Enfeeblement*, *Teleport*, *Web*	750 gp
Arcane Lock, *Chain Lightning*, *Counterspell*, *Dispel Magic*, *Fireball*, *Fly*, *Haste*, *Mage Armor*, *Magic Missile*, *Polymorph*, *Shield*, *Slow*	1,000 gp

Books

The scribery has books on basically any subject. A character who has a book on a subject may gain advantage on skill checks made to recall knowledge about that subject, provided they study the book during a short rest. Below is a table with a selection of some of the more popular or interesting titles.

Books

d20	Book Title	Value
1	*Tales of the Eldritch Realms*	15 gp
2	*Arcane Beasts and their Habitats*	10 gp
3	*Chronicles of the Dragon War*	5 gp
4	*Herbalism & Potioncraft*	5 gp
5	*Man and Orc – a Love Story*	3 gp
6	*Sailing the Astral Sea*	10 gp
7	*Enigmatic Runes & Glyphs*	25 gp
8	*Secrets of the Celestial Realms*	10 gp
9	*Planar Portals Volume I*	5 gp
10	*Paladin's Oath – a Guide to Virtue*	5 gp
11	*Songs of the Enchanted Woods*	7 gp
12	*How I Learned to Love the Dragon*	2 gp
13	*Sorcery Unveiled – Discover the Magic Within Yourself*	5 gp
14	*A Bard's Guide to the Lost Realms*	10 gp
15	*Grimoire of Whispered Curses*	25 gp
16	*Unmeet the Undead – Self–therapy for Recovering Necromancers*	10 gp
17	*Art of Elven Enchantments*	20 gp
18	*Jayne & Elinza III: Forgotten Ruins*	2 gp
19	*The Ranger's Field Guide*	5 gp
20	*Life of a Lich*	10 gp

QUILL & CIPHER'S SCRIBERY INVENTORY

Item Name	Type	Rarity	Description	Value
Lawmaker's Pen (E)	Wondrous Item	Common	A glittering, purple quill with a silver nib	100 gp
Scroll of Quickening (E)	Scroll	Common	A scroll in a container etched with runes	100 gp
Wand of the Director (W)	Wand	Uncommon	A wand with an orange gemstone tip	300 gp
Scroll of Convenience (E)	Scroll	Uncommon	A scroll with a rough but durable texture	500 gp
Wand of Magic Detection	Wand	Uncommon	A wand affixed to a glass canister	500 gp
Wand of Wonder (A)	Wand	Rare	A bronze wand set with gemstones	800 gp
Wondrous Bestiary (A)(W)	Wondrous Item	Rare	A worn tome with beasts on the cover	1,000 gp
Ioun Stone of Intellect (A)	Wondrous Item	Very Rare	A spherical shaped scarlet stone	2,000 gp
Wand of the War Mage +2 (A)	Wand	Rare	A wand with a pink stone at its tip	2,000 gp
Arcanist's Conduit (A)(E)	Staff	Rare	A staff with a crescent-shaped crown	3,000 gp
Hand of the Spellbinder (A)(E)	Wondrous Item	Very Rare	A glove with tightly-wound scrolls on it	6,000 gp
Tome of Mystix (A)(E)	Wondrous Item	Very Rare	An old tome bound with a silver chain	10,000 gp
Tome of Understanding	Wondrous Item	Very Rare	An ancient tome bound in red leather	30,000 gp
Tome of Clear Thought	Wondrous Item	Very Rare	An ancient tome bound in a silver cover	30,000 gp

The Abyssal Gaze

The shop's interior is cast in an eerie, dim light by luminous jellyfish floating in a large water tank that fills the center of the room. Vials, scrolls, potions, and a variety of arcane trinkets fill the shelves that line the walls. An aberrational creature with eyestalks and tentacles protruding from its spherical form floats toward you, its huge central eye fixing you with a piercing gaze. "Hello there! What brings you to... Wait, where am I? Oh yes! My shop! Ha, gotchu!" the creature exclaims as it moves closer. "Xorbex is my name! And these items are my... Collection!" The creature flashes a huge, tooth-filled grin taking up almost half of its spherical body, its many eyes studying you intensely.

Xorbex is an erratic but friendly creature originating from the Far Realm. It is the proprietor of The Abyssal Gaze, a shop renowned for its many wondrous items. A self-proclaimed expert on all things magical, Xorbex has a child-like passion for both haggling and growing its collection of strange magic items and historic relics.

The Abyssal Gaze may be located anywhere an alien eye-creature would be allowed to run a business and able to turn a profit on magic items. Currently, the shop is rumored to be in the floating Maelstrom Market, which Xorbex has helped establish.

The Abyssal Gaze Overview

Merchant	Xorbex, an aberrational monster who's forgetful and passionate about history
Inventory & Services	Varied but with many historical objects and spherical or floating items
Security	Xorbex is a dangerous and highly perceptive creature
Bargaining	Xorbex loves to haggle and often uses historical facts and exaggerations
Biases	+ Wizards, scholars, historians – Barbarians, Fighters, other warriors

Sell Prices	Bargaining DC	Buy Prices
130%	**15**	50%

Background

Nobody knows exactly where Xorbex came from – not even itself. Perhaps it was the manifestation of a dream or perhaps it was created by some otherworldly entity and propelled through the layers of reality and into the Material Plane. Whatever the case, less than half a century ago, Xorbex came into existence, with no recollection of its origin. Finding itself in a world inhabited by inferior beings, Xorbex set its eyes on a simple goal that has inspired countless adventurers before it: wealth and power.

Xorbex spent its first decade of consciousness gathering riches and steadily obtaining power with deadly dedication. Before long, Xorbex had become captain of a renowned pirate fleet that most historians today agree is directly responsible for the fall of at least one kingdom. Xorbex will often reminisce fondly about that period of its life ("My beautiful, innocent youth. Oh, I understood so little and wanted so much!")

As Xorbex' treasure hoard grew, its interest for mundane riches faded. Over the years, Xorbex had developed an obsession for old magical relics and arcane rituals of ancient civilizations. Eventually, Xorbex decided to pass its captain's mantle to its first mate and set out to use its fortune on rare magical treasures. It was not long after that Xorbex crossed paths with the joyful halfling Kaela Waveheart – or, rather the dragon Kael'arizza in her favorite disguise (see Waveheart's Wonders on page 143). The unlikely couple made quick friends, and their combined passion for magic treasure and consumption of rum led to the idea of creating a market that could traverse the oceans and collect magic items from the entire world. With this dream in mind, the two set out to build what would become the Maelstrom Market.

Roleplaying Xorbex

Xorbex' otherworldly appearance can be unnerving, as its eyestalks scan its customers' every move (while they, in turn, try to not stare at the drool flooding from Xorbex' mouth and down its beard-like tentacles). Xorbex' eyes seem to have lives of their own, often looking around in different directions or all focusing intently on a specific object or individual.

Xorbex' years as a merchant have somewhat softened it. While not outright polite, Xorbex' demeanor alternates strangely between child-like enthusiasm and a scholar's knowing contemplation. The aberration is unable to hide its excitement when it sees a new magic item, and it almost can't stop itself from sharing historical facts and perspectives whenever remotely relevant (usually starting with an "actually, that reminds me of...")

Xorbex experiences fits of forgetfulness and erratic behavior. Partially due to these fits, and partially due to its habit of splitting its focus between multiple tasks, Xorbex often loses track of conversations or forgets important details, such as where it placed a magic item or the name of a legendary prince it wanted to reference. Other times, it starts rambling about off-topic events – or has a loud debate with itself about how to price a magic item ("A thousand gold pieces is too much! No, no, these humanoids don't know anything, I bet they'll pay that much and be happy, the fools!") Xorbex isn't entirely aware of its faltering state of mind, but it is growing increasingly frustrated about not being able to remember details the way it used to.

Bargaining

Xorbex has a childlike passion for haggling and is visibly disappointed when its enthusiastic bartering isn't matched by the customer. When haggling, Xorbex likes to make references to old lore or tales of a magic item's past use, including the occasional exaggeration ("This *Cloak of Protection* was worn by Aleno the Bold when he faced the red dragon Sheziei! Did Aleno survive, you ask? No, I believe the dragon scorched him. Died immediately. But the cape survived!")

Xorbex is always eager to buy wondrous magic items. The stranger the object, the more Xorbex is willing to pay – especially if the item is accompanied by an interesting tale, whether it is true or not. Xorbex is particularly fond of floating and spherical objects and is willing to pay above market value for magical orbs of any kind. Conversely, Xorbex has an aversion to square objects ("Too many straight lines!")

Biases

As an avid historian and with an interest for all things arcane, Xorbex typically has a positive disposition toward wizards and scholars of any sort. Conversely, Xorbex dislikes warriors, discounting them as "simple brutes with no appreciation for art and culture!"

At your discretion, Xorbex' faltering memory might also influence its biases, and it might believe a newcomer to be an old friend, a despised foe, or even a famed hero of some half-forgotten tale.

Shop Security

Xorbex believes itself more than capable of keeping its shop's inventory safe. It prefers to resolve conflicts peacefully – such as by turning an instigator into a stone statue or sending them flying out of the shop with a telekinetic ray – but won't hesitate to use lethal force if a situation warrants it.

Enchanted Prosthetics

Its years as a pirate may have cost Xorbex a few eyes, but the opportunistic merchant has turned its lost limbs into advantages by equipping them with a hook that can draw foes in close and an enchanted peg leg that suppresses magic.

Panoramic Observer

Xorbex may appear erratic and forgetful to the onlooker, but the aberration is highly perceptive. Its eyestalks constantly scan its surroundings – even while Xorbex is haggling excitedly – their Truesight piercing through magical disguises and invisibility to unveil any would-be-thieves.

XORBEX

Large Aberration, Chaotic Neutral

Armor Class 18 (Natural Armor)
Hit Points 210 (20d10 + 100)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	21 (+5)	16 (+3)	10 (+0)	16 (+3)

Saving Throws Con +10, Int +8, Wis +5, Cha +8
Skills Arcana +8, History +8, Perception +10
Condition Immunities Blinded, Charmed, Paralyzed, Petrified, Prone, Stunned
Senses Truesight 120 ft., passive Perception 20
Languages Common, Deep Speech, Undercommon
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If Xorbex fails a saving throw, it can choose to succeed instead.

Staggering Cone. Xorbex' central eye creates an area of eldritch energy in a 150-foot-cone. A creature that starts its turn in the area must succeed on a DC 16 Intelligence saving throw or until the end of its next turn, the creature must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Actions

Multiattack. Xorbex makes three Eye Ray attacks, choosing a different effect for each Eye Ray. It can substitute one Eye Ray attack with a Bite, Hook, or Peg Leg attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 29 (6d8 + 2) Piercing damage.

Hook. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (4d6 + 2) Piercing damage and, if the target is a Large or smaller creature, the target is Grappled (escape DC 15). Until this grapple ends, the creature is Restrained, and Xorbex can't use its Hook attack on another target.

Peg Leg. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) Bludgeoning damage and, if the target is a creature, it must succeed on a DC 16 Charisma saving throw or it takes 9 (2d8) Psychic damage and until the end of Xorbex' next turn, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed.

Eye Ray. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* The target suffers one of the following effects of Xorbex' choice (Xorbex can choose to forgo dealing damage to the target, if it wishes to):

1. **Baneful Ray.** The target takes 18 (4d8) Psychic damage and must succeed on a DC 16 Charisma saving throw or it must subtract a d6 from all ability checks, attack rolls, and saving throws it makes until the end of its next turn.
2. **Charm Ray.** The target must succeed on a DC 16 Wisdom saving throw or be affected as by the *Dominate Monster* spell for 1 minute (no concentration required). The target can repeat the saving throw whenever it takes damage, ending the effect on itself on a success.
3. **Fear Ray.** The target takes 18 (4d8) Psychic damage and must succeed on a DC 16 Intelligence saving throw or be Frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Enervation Ray.** The target takes 18 (4d8) Necrotic damage and must succeed on a DC 16 Constitution saving throw or suffer 1d2 levels of Exhaustion.
5. **Petrification Ray.** The target takes 18 (4d8) Force damage and must succeed on a DC 16 Constitution saving throw or it begins turning to stone and is Restrained. It must repeat the saving throw at the end of each of its turns until it has either succeed three times, ending the effect on itself, or failed three more times, upon which it becomes Petrified.
6. **Telekinetic Ray.** The target takes 18 (4d8) Force damage and if it weighs 300 pounds or less, it must succeed on a DC 16 Strength saving throw or Xorbex moves it up to 30 feet in a direction of Xorbex' choice. The creature is Restrained by the ray's telekinetic grip until the start of Xorbex' next turn or until Xorbex is Incapacitated.

Legendary Actions

Xorbex can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Eye Ray. Xorbex makes an Eye Ray attack.
Jaunt. Xorbex moves up to its speed without provoking opportunity attacks.
Staggering Cone. Xorbex changes the direction of its Staggering Cone or activates or deactivates it.

Dealing with creatures like Xorbex is always tricky, but here are a few tips for you. First, whatever you do, indulge its fancy for history – you'll get better deals and, more importantly, you won't risk offending it. Second, if you can convince dear Xorbex that you're the descendant of some mythical hero, you might just be able to make the deal of a lifetime!

– *the Wanderer*

Quest Hooks

Xorbex is usually good for a job for bold adventurers.

Seaweed & Sahuagin

Xorbex, troubled by uneasy dreams, relies on a tea made from rare eelgrass to ease its mind. Currently at odds with the sea elves who harvest this plant, and with its supply running low, Xorbex is becoming desperate. It offers 200 gp to the characters to obtain the herb from the elves without mentioning Xorbex, and provides each with a *Potion of Water Breathing*.

The elves, who reside in a seaweed forest on the ocean floor just a few miles away, are happy to trade their eelgrass. Instead of payment, they want the party to rescue the tribe's sacred protector, a white narwhal. The narwhal is being held captive by a group of **sahuagin** in a nearby cave, who plan to sacrifice the whale to gain its magical powers and are prepared to fight to death. If the whale is freed, it bestows a blessing on each character (+1 bonus to saving throws and the ability to breathe underwater for 7 days), and the elves reward the characters with a large pearl worth 500 gp – something Xorbex would love to own!

Lost Memories

Unbeknown to Xorbex, its forgetfulness is the result of a curse. If the characters ask Xorbex about its failing memory, it vaguely recalls the last encounter it had before its memory became muddled, proudly recounting how it feigned not to know the historic value of a piece of jewelry brought to it by a customer – a young dark elf – so it could buy the trinket for much less than it was worth. As it tells the tale, Xorbex suddenly remembers that the customer did, in fact, curse it, mockingly saying that "if it's a selective memory you want, that can be arranged!"

Enraged at the realization, Xorbex promises the characters 2,000 gp if they can find the elf – "her name was Vaskila or... Vascenia?" – and make her reverse the curse, or find another way to cure it of its "mind snot."

If the characters track down the culprit – her name is Vascendra and she's a formidable hexcrafter – she freely admits to cursing Xorbex to teach the aberration a lesson. Vascendra only agrees to end the curse if the characters provide her something of true value to them or Xorbex. You can learn more about Vascendra the Vile in *Milando's Guide to Magical Marvels*. Alternatively, the characters may be able to end the curse on Xorbex with a *Remove Curse* spell, albeit the casting will consume a 1,000 gp diamond.

If the characters lift the curse, Xorbex feigns to not remember the agreed-upon fee and tries to convince the party to accept a 500 gp fee instead. If the curse isn't lifted, Xorbex forgets all about the quest – and everything else – shortly after.

Inventory & Services

Xorbex' inventory consists almost entirely of wondrous magic items. Though its collection may seem eclectic to others, it's the logical result of Xorbex' fascination with relics that have historic significance or strange and unique properties – and its obsession with circular objects and magic items that can hover or levitate.

Teleportation

The Abyssal Gaze houses a permanent *Teleportation Circle* and Xorbex can open portals to many major cities and markets around the world – and beyond it. Xorbex is willing to let characters use its teleportation services for as low a fee as 100 gp per person – but always seizing any opportunity to haggle, its starting price is likely ten times higher than that!

THE ABYSSAL GAZE INVENTORY

Item Name	Type	Rarity	Description	Value
Shield of Stabilization (E)	Armor (Shield)	Common	A polished, round metal shield	100 gp
Iron Bands of Binding	Wondrous Item	Rare	A small sphere made of rusty iron	1,000 gp
Orb of Ill Omen (A)(E)	Wondrous Item	Uncommon	An orb made of a strange, alien material	1,000 gp
Sphere of Foresight (A)(E)	Wondrous Item	Uncommon	An orb floating inside a metal circle	1,000 gp
Aboleth's Armament (A)(E)	Wondrous Item	Rare	A jade mask with an otherwordly visage	1,500 gp
Stone of Good Luck (A)	Wondrous Item	Uncommon	A tiny, shiny, round emerald	1,500 gp
Ioun Stone of Intellect (A)	Wondrous Item	Very Rare	A marbled scarlet and blue sphere	2,000 gp
Ioun Stone of Agility (A)	Wondrous Item	Very Rare	A deep red spherical ruby	2,000 gp
Corsair's Compass (A)(E)	Wondrous Item	Rare	A brass compass with fog in its windrose	3,000 gp
Gem of Seeing (A)	Wondrous Item	Rare	A transluscent crystal sphere	3,000 gp
Stargazer's Spyglass (E)	Wondrous Item	Rare	A spyglass inlaid with silver and pearls	3,000 gp
Transmuter's Stone (A)(W)	Wondrous Item	Rare	A pale, glowing orb the size of a fist	3,000 gp
Crystal Ball of True Seeing (A)	Wondrous Item	Legendary	A hand-sized crystal ball	10,000 gp
Spellwarper's Mantle (A)(E)	Wondrous Item	Very Rare	A blue cloak sown with arcane symbols	15,000 gp

The Arcane Anvil

A rough-cut sign with the words "The Arcane Anvil" is all that signifies that a shop lies here. As you enter, you find yourself in a neat but cramped workshop; along the walls are mannequins outfitted in armor, shelves holding objects of various shapes and sizes, and racks filled with staves and wands. In the middle of the workshop sits a red-bearded dwarf with tattoos across his face and scalp. "Hello," the dwarf says simply, as he focuses his milky orbs upon you.

The Arcane Anvil is a small shop filled with the magic creations of Bartholomeus Brawnforge, a soft-spoken dwarven wizard. The items for sale are imbued with a simple sentience and can move about on their own accord or following Bart's directions.

The characters may be able to find The Arcane Anvil in virtually any urban environment such as in a city in the vast Dark Below, in a small town, or on a bustling street in a large metropolis.

Background

Though the young Bartholomeus Brawnforge was in many ways a dwarf much like any other, he never really fit in. Where most of Clan Darkrock were simple dwarves, content with spending their days toiling in the mines or forges and their nights drinking ale by the barrel, Bart was always quiet and bookish.

When an encounter with an umber hulk rendered him blind, the clan's clerics failed to cure his blindness. Desperate, Bart's mother sent Bart to the College Arcana to see if arcane magic might prevail. Not only did the wizards manage to grant Bart magical sight, they also showed him a new world of possibility. To his mother's chagrin, the young Bart chose to remain at the college to study the arcane arts.

The Arcane Anvil Overview

Merchant	Bartholomeus Brawnforge, a quiet dwarven wizard
Inventory & Services	Wizardly accouterments and Dwarvish creations
Security	All items in the Arcane Anvil are sentient and fights back against thieves
Bargaining	Bartholomeus is taciturn and doesn't budge easily
Biases	+ Clerics, Druids, Monks – Bards, Goblinoids

Sell Prices	Bargaining DC	Buy Prices
120%	**17**	40%

If Bart had hoped to fit in among the wizards at the College Arcana – most of whom were humans, elves, halflings, or gnomes – he would have been disappointed. Nearly all his peers discounted the quiet, burly dwarf as a simpleton who was out of his element. It soon became clear to all, however, that the soft-spoken Bart was more than he appeared: the dwarf had an undeniable talent for arcane magic and an unquenchable thirst for knowledge.

When Bart left the College Arcana, he did so with honors and marks of excellence. Still not satisfied, Bart sought to expand his theoretical knowledge with practical experience, and embarked on several adventures. Delving into ancient ruins and monsters' lairs, sometimes alone and sometimes alongside companions, Bart gathered an impressive hoard of treasures and arcane knowledge.

Finally, once his wanderlust had been sated, Bart settled down and opened up The Arcane Anvil, where he trades and enchants magic items.

Roleplaying Bartholemeus

Bartholomeus Brawnforge is something of an enigma; quiet, observant, and stoic, he seems to take in everything around him while giving little of himself. He moves slowly, speaks softly, and always seems to think for a long while before he acts, but burns within with a bright intelligence and a passionate spirit.

Though Bart rarely speaks unless he is spoken to, he has a habit of suddenly delivering insightful observations as statements of fact ("You are a loyal companion" or "You fear you won't be strong enough for what lies ahead"). While some are taken off-guard by these comments and suspect him of being sarcastic or deliberately insulting, this is simply Bart's awkward attempt to communicate more (something his mother always urged him to do!)

Bart also has a quirky habit of talking to his wares, almost as if they were pets or trusted comrades. Imbued with a minor sentience, the items can't speak but may respond to his compliments ("Who's a good sword? Who's a good sword? You're a good sword") by shaking gleefully or proudly floating about as he presents them to customers ("This shield here is a true beauty – and a great listener too").

Bargaining

Bart isn't a skilled haggler, but his unwillingness to engage in bartering makes it tough to drive down his prices regardless. If an offer is too low, he'll simply shrug, as if he doesn't care at all if a customer wants to buy an item or not. Bart's sentient wares often aid him when he's bargaining, flying forth to present themselves with magical flourishes or shaking with disgust if an offer is too low.

Biases

Bart appreciates wisdom and contemplation, and often gets along well with clerics, druids, and monks, who tend to put stock in such things. If a customer acts much like himself – keeping to themselves and just respectfully observing – he may even extend an unsought discount ("This costs 1,000 gp. You can have it for half") in appreciation.

Conversely, Bart has an instinctual dislike of undue frivolity and few things irk him more than bards and similar smooth-talking types. He also has a typical dwarf's dislike of goblinoids.

Shop Security

Bart is a powerful arcanist and his inventory is sentient.

Bartholomeus Brawnforge

Though he is slow to anger and only uses as much force as is necessary, **Bartholomeus Brawnforge** has an impressive arsenal of spells at his disposal. He'll usually be content to incapacitate thieves and robbers and hand them over to the authorities, going to great lengths to avoid harming anyone more than he has to.

Sentient Inventory

Through a unique enchantment of his own make, Bart has imbued each item in his inventory with a shared sentience. As long as they are within the shop, each of his magic items can move about on their own (they have a fly speed of 30 feet and can hover) and can even speak in simple sentences, such as shouting "Thief! Thief!" if someone tries to sneak off with them. They can also attack thieves, acting as 12 **flying swords** and 8 **animated armors**.

BARTHOLOMEUS BRAWNFORGE

Medium Humanoid (Dwarf), Lawful Good

Armor Class 17 (*Mithral Splint*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	18 (+4)	15 (+2)	9 (–1)

Saving Throws Con +6, Int +7, Wis +5
Skills Arcana +6, Insight +5, Perception +5
Senses Truesight 60 ft. (blind beyond this radius), passive Perception 15
Languages Common, Draconic, Dwarvish
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If Bart fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Bart makes two attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 9 (2d8) Force damage.

Firebolt (Cantrip). *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) Fire damage.

Spellcasting. Bart casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *firebolt, mage hand, prestidigitation*
1/day each: *cone of cold, dimension door, dispel magic, flesh to stone, hold monster, hypnotic pattern, lightning bolt, slow*

Reactions

Counterspell (3rd-Level Spell; 2/Day). When another creature Bart can see within 60 feet casts a spell, Bart casts *Counterspell.*

Quest Hooks

Bart may offer a task to a party of adventurers seeking a discount – as long as they seem like respectable folk with proper common sense.

A Mother's Love

Neither Bartholomeus Brawnforge nor his mother, Berthilla Brawnforge, have great interpersonal skills, and even after several decades, the chasm created between them by Bart's decision to leave his clan is still wide. The dwarven wizard would like to try to mend their relationship, and has enchanted a fearsome, magical hammer (a *Dwarven Thrower*) that he'd like to give to his mother. He doesn't, however, want to bring it himself, because he is – as he'll openly admit – afraid of his mother. If the characters will bring the hammer to Berthilla in Clan Darkrock's hold a few days' journey away, he'll pay them 500 gold pieces.

The journey is simple enough, though bands of goblinoids may try to ambush the characters and the guards at the dwarfhold's gates will likely need some convincing to let the characters inside. Once they meet with Berthilla, it'll take a persuasive character and a good argument to make the gruff warrior accept the gift. If they're persuasive and can convince Berthilla how well her son is doing for himself, they may be able to thaw the dwarf matron's heart a little; tears twinkling in her eyes, she gives them a *Belt of Dwarvenkind* to bring back to "lil' Bartholomeus!" – as much a gift as it is a reminder to not forget what he is.

Mithral Mischief

The mithral mine which Bart has relied on for years has been infested with nefarious **kobolds**, led by a miscreant **mage** called Gnarlroot. The kobolds, bewitched by the sorcerer's power, now claim the precious metals as offerings to their newfound leader, and no mithral is making its way to Bart.

Impatient with the mine operators' failure to resolve the issue, Bart offers to reward the characters with a discount of up to 1,000 gp if they will venture into the murky depths of the Shimmergleam Mines, clear out the kobold infestation, and put an end to Gnarlroot's deceitful sorcery.

Inventory & Services

The Arcane Anvil has an impressive collection of arcane relics, including – but not limited to – an assortment of rods, staves, wands, and dwarf-forged armor and weapons.

Enchanting

Bart can enchant magic items up to a maximum Magic Level of 15, using the rules from Chapter 2.

> It wouldn't be my usual haggling advice, but for Bart it's the best way to get his prices down: say less!
>
> – the Wanderer

THE ARCANE ANVIL INVENTORY

Item Name	Type	Rarity	Description	Value
Unraveling Bolt (E)	Weapon (Ammunition)	Rare	A bolt with a sharp crystal tip	300 gp
Eyepeeler's Bola (E)	Weapon (Bola)	Uncommon	A bola with eyes at the end of each rope	500 gp
Runecarver's Whetstone (E)	Wondrous Item	Uncommon	A whetstone inscribed with runes	500 gp
Steelsting Pauldron (A)(E)	Wondrous Item	Uncommon	A pauldron with adamantine spikes	500 gp
Shield +1	Armor (Shield)	Uncommon	A wooden shield reinforced with steel	1,000 gp
Commander's Cuirass (A)(E)	Armor (Half Plate)	Rare	A golden armor with carvings of wyrms	2,750 gp
Arcanist's Conduit (A)(E)	Staff	Rare	A staff with a crescent-shaped crown	3,000 gp
Forger's Fury (A)(E)	Weapon (Maul)	Rare	A maul with steam rising from it	3,000 gp
Belt of Dwarvenkind (A)	Wondrous Item	Rare	A belt with a buckle depicting a dwarf	4,000 gp
Scavenger's Might (A)(E)	Weapon (Flail)	Rare	A flail with a rune-inscribed head	4,000 gp
Voltspire (A)(E)	Staff	Rare	A silver staff with an intricate crown	4,000 gp
Staff of Charming (A)	Staff	Rare	A pristine white staff inlaid with gold	6,000 gp
Wand of Polymorph (A)	Wand	Very Rare	A twig with a petrified toad at its tip	8,000 gp
Staff of Frost (A)	Staff	Very Rare	A staff made of pale-bluish wood	10,000 gp
Dwarven Plate	Armor (Plate)	Very Rare	A solid steel plate inscribed with runes	12,000 gp
Spellwarper's Mantle (A)(E)	Wondrous Item	Very Rare	A hooded cloak sown with arcane glyphs	15,000 gp
Hammer of Thunderbolts (A)	Weapon (Maul)	Legendary	A maul with a dwarf's face on its head	20,000 gp
Dwarven Thrower (A)	Weapon (Warhammer)	Very Rare	A warhammer engraved with runes and a large emerald at its center	25,000 gp

The Blind Spot

You circle the block twice before you find the shop door, which you could swear was not there the first two times you passed it. Entering, your eyes first have to adjust to the dim light – sunlight from the street seems unable to penetrate the clouded windows – before you can take in the maze of shelving units that fill the shop. Behind a counter at the back, a suit of armor is posed as if manning the shop. As a ring of smoke puffs up from the open space in the helm, you realize you're being watched. A leaf-nosed bat with a monocle magnifying its left eye is gazing at you as it takes another puff off a long pipe held by the suit of armor. "So," the bat says, exhaling smoke, "who're we raisin' from the dead today?"

The Blind Spot caters to only the most discerning clientele seeking to avail themselves of necromantic magic. Rare potions and spell components can be found tucked into the ceiling-to-floor shelves that divide the shop into a labyrinth of mystic tomes and curios. Often, these rare ingredients and magic items are secreted away on the top shelves and are retrieved by the shop's owner, the sentient bat Gazz, who flies up into the dark rafters to retrieve them.

While the Blind Spot can be placed in any urban location, it could also be found in less conventional places. The shop is enchanted so that it will be overlooked by casual observers, even if it is in a conspicuous spot, and it can only be found by people who've been told about its existence – and even then, it can be tough to find!

The Blind Spot Overview

Merchant	Gazz, an awakened bat familiar with an appreciation for necromancy
Inventory & Services	Scrolls, items, and potions, most of which are necromantic in nature
Security	The shop is protected by an enhanced animated armor and glyphs of warding
Bargaining	Gazz bargains well, is easy to offend, and doesn't trust strangers
Biases	+ Beasts, Druids, Rangers – Those who mistreat animals

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	40%

Background

Gazz was pulled to the Material Plane via the *Find Familiar* spell, though he is cagey about where exactly he was pulled from. He lived for several years in service of a powerful necromancer before a spell went awry and the bond of obedience that kept the familiar linked to his master was broken. Suddenly able to think and make decisions for his own sake, Gazz discovered he wasn't really interested in having a master anymore.

It is unclear what happened to Gazz' former master. The Blind Spot reportedly was established by the necromancer and taken over by Gazz upon his master's disappearance. Other stories hold that Gazz himself founded the store. Gazz does not respond to questions about his former master and is quick to banish anyone who persists in asking about the matter from the store.

Roleplaying Gazz

Gazz is a leaf-nosed bat with brown fur. His nose is a large pinkish diamond, as is emblematic of his species. He has taken to wearing a gold-rimmed monocle and has a taste for smoking sweet-leaf.

Gazz can typically be found nestled in the open helm of a suit of armor that sits at the shop desk. He uses long digits at the top of each wing to gesticulate, commanding the suit of armor to move in order to bring his pipe closer or pick up an item presented for inspection. He enjoys blowing smoke rings and when especially excited or surprised, his monocle has a habit of dropping off his face (typically to be caught by the suit of armor for him).

While Gazz isn't unfriendly, he is critical of anyone who walks into his shop ("I don't know ya', so I don't trust ya' – it's that simple, fella!"). He believes that necromancy is a powerful form of magic that can be used for good but is often twisted for selfish reasons, and that it deserves the same respect as any other form of formidable magic ("One oddball raises an army of zombies and wreaks havoc, and now anyone who dabbles in necromancy is a villain? Humbug!")

Bargaining

Gazz enjoys the social challenge presented by a good session of haggling. If a customer offends him, such as by badmouthing the art of necromancy or belittling him for being a bat, Gazz might lie about the availability of items or set astronomically high prices for them. Conversely, if adventurers are brought to his shop by a trusted customer who vouches for them, Gazz is likely to have a favorable attitude toward them.

Because diamonds are commonly used in necromantic magic, Gazz is willing to accept these gems in lieu of gold as payment, but only if they are of sufficient quality to resell.

Biases

Gazz feels a strong connection with other animals, familiars, and pets, and often favors druids and rangers, as they tend to treat beasts with the respect Gazz feels they deserve. Likewise, it may be to the party's advantage to allow an animal companion or an awakened familiar to do the haggling on the party's behalf, as Gazz is more trusting of other animals than he is of humanoids. There is a chance, however, that Gazz will attempt to persuade any beast he engages with to abandon its master and join him in freedom, making any bargain struck contingent on its release.

Conversely, Gazz will offer outrageous prices or even outright refuse to barter if he believes that a customer is mistreating an animal companion or pet.

Shop Security

The Blind Spot is unassuming at first glance but as with many magic shops, it is far from defenseless.

Armored Guardians

The suit of armor that Gazz (chaotic neutral **giant bat** with Intelligence 14 and Charisma 10) uses as a giant armchair is actually an **enhanced animated armor** and two more such guardians stand silently among the shop's many wares. The animated suits of armor take direct verbal commands from Gazz but also act as autonomous guardians of the shop in Gazz' absence.

Spell Glyphs

There is a network of *Glyph of Warding* spell glyphs throughout the shop located on floors, doors, shelves, and even scribed into the inside of various books or along cases for magic items. The glyphs hold spells such as *Blight*, *Entangle*, *Harm*, *Hypnotic Pattern*, and *Sleep*. These glyphs are deactivated by Gazz at the start of every workday and reactivated when he retires for sleep. The glyphs are calibrated to exclude Constructs from their trigger list.

ENHANCED ANIMATED ARMOR

Medium Construct, Unaligned

Armor Class 19 (Natural Armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	1 (–5)	8 (–1)	1 (–5)

Saving Throws Str +7, Con +7
Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The armor has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) Bludgeoning damage and, if the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked Prone or shoved back 10 feet (armor's choice).

Dispelling Blast (Recharge 5–6). The armor creates an arcane blast in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failure, the creature takes 27 (6d8) Force damage and until the end of the armor's next turn, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed.

Quest Hooks

While Gazz' days of adventuring are over, there are some things that he could use help with – in return for sizable discounts.

Digging Deep

Gazz seeks the characters' assistance when his usual supplier fails to deliver a promised shipment of grave dirt, undead eyeballs, and other necromantic spell components. The supplier was last seen heading to an untouched battlefield where fallen warriors were buried long ago. Gazz offers 500 gp in exchange for retrieving the shipment. Upon reaching the old battlefield, the characters find the supplier's abandoned wagon, but touching it transports them, in a flash of violet light, to a chaotic battle in the past.

If the characters survive the first moments of the battle – a fierce clash between demons and an elven army – they soon see the same violet light that transported them emanating from the staff of the elven army's commander. The commander is a powerful sorcerer named Eldrarithiel, who has used magic to transport the characters back in time to aid the army. She needs them to find the demon army's captain, a fearsome **marilith**, and slay it. If they succeed, they are returned to the present with a valuable *Solar's Crest Breastplate* (see page 170) and the elves' respect. If they still attempt to rob the noble elves' graves and bring the components to Gazz, they can do so, but their reward vanishes in a violet mist as they do so.

> When I first met Gazz, he was just a familiar to Hralf the Pale and now see how far he's come! Still, it's weird how they found Hralf slain by his own zombies. I always figured he had complete control over those buggers. Well, apparently not.
>
> – *the Wanderer*

Animal Rescue

While Gazz is appreciative of necromancy, he abhors animal testing. So, when the bat hears that a group of necromancers have taken to practicing their dark spells on vermin and stray cats and dogs, he's livid. He'll grant the characters a discount of up to 500 gp if they'll seek out the necromancers, who have holed up in an abandoned ruin not far from town, and convince them to cease their efforts – by force, if need be.

Finding the necromancers, who are all young and inexperienced, the characters are met with puzzlement; as far as the wizards know, they aren't doing anything illegal. The characters may be able to cow the necromancers into taking their practices elsewhere, but if they fail, the mages set their creations on the adventurers: a horde of zombified and skeletal beasts come crawling out of the ruins to assail them!

Inventory & Services

Gazz specializes in magic items, spell scrolls, and components focused on harnessing and manipulating the power of death.

THE BLIND SPOT INVENTORY

Item Name	Type	Rarity	Description	Value
Bloodbone Kris (A)(E)	Weapon (Dagger)	Common	A bone dagger carved with red glyphs	50 gp
Potion of Greater Healing	Potion	Uncommon	A flask with gold-flecked crimson liquid	100 gp
Devil's Luck (A)(E)	Wondrous Item	Uncommon	A fiend's claw on a leather string	500 gp
Mask of Malediction (A)(E)	Wondrous Item	Uncommon	A simple mask with scar-like grooves	500 gp
Rapier of Life Stealing (A)	Weapon (Rapier)	Rare	A slender rapier with a black blade	500 gp
Pipes of Haunting	Wondrous Item	Uncommon	A set of pipes made of bones	800 gp
Reaper's Claw (A)(E)	Wondrous Item	Rare	A glove fitted with adamantine claws	1,500 gp
Staff of Withering (A)	Staff	Rare	A staff with a claw-shaped tip	1,500 gp
Damnation (A)(E)	Weapon (Longsword)	Rare	A steel blade pulsating with a dark glow	2,000 gp
Harbinger's Blade (A)(E)	Weapon (Dagger)	Rare	A pale dagger with a skull on its hilt	2,000 gp
Mace of Terror (A)	Weapon (Mace)	Rare	A mace with skull-shaped flanges	2,000 gp
Wand of Fear (A)	Wand	Rare	A wand with a tiny skull at its tip	2,000 gp
Blood Shard (A)(E)	Wondrous Item	Rare	A ruby that seems slippery with blood	3,000 gp
Lich's Die (E)	Wondrous Item	Rare	A bone die etched with glyphs	3,000 gp
Helmet of the Harbinger (A)(E)	Wondrous Item	Rare	A steel helmet with a vulture's visage	5,000 gp
Gloomwhisper (A)(E)	Weapon (Greataxe)	Very Rare	A greataxe with abyssal glyphs	8,000 gp

The Blood Willow

The silhouette of a tall, gnarled tree pierces the fog ahead, its alabaster bark streaked with crimson rivulets that appear like veins of blood. As you approach, the tree's trunk contorts, unfurling to reveal a dark pathway in its base. The smell of damp wood and iron fills the air as a slender elf appears from within. "Esteemed travelers," she says, her face scarred and her eyes ablaze with crimson, "welcome to the Blood Willow. My name is Nahai'eth and I have a selection of fine items I think you might be interested in." With a gentle wave of her pale hand, one of the willow tree's branches bends toward you, and you see that it holds several wands, blades, and trinkets among its twigs and leaves. "Care to make a trade?"

Nahai'eth is a high elf wizard who sells magic wares from her home within the hollow trunk of the Blood Willow. The strange alabaster tree's vein-like roots and branches can absorb blood and convert it into raw magic that Nahai'eth uses to fuel her enchantments.

The magical tree can magically teleport itself and everything within it up to a hundred miles, disappearing and appearing in a shroud of heavy mist. Nahai'eth usually wills the tree to do so every few weeks and typically has her shop appear in dense forest areas where the veil between the Material Plane and the Fey Realm is thin.

Background

Descending from a long lineage of wizards, Nahai'eth was sent away to an academy of arcane studies as a young child. What she lacked in motivation, Nahai'eth compensated for with raw talent. After only a few decades of study, she was already a skilled wizard and chosen to serve in her king's royal army as a warmage.

The Blood Willow Overview

Merchant	Nahai'eth, a wizard high-elf obsessed with blood magic
Inventory & Services	A varied inventory of items related to blood, life, and death
Security	Nahai'eth is a powerful spellcaster and the Blood Willow is alive and can act
Bargaining	Nahai'eth sells her wares at fair prices but only pays well for specific magic items
Biases	+ Resurrected creatures – Clerics, Paladins

Sell Prices	Bargaining DC	Buy Prices
110%	**13**	20%

Nahai'eth's service was short-lived, however. In her very first battle, she was gravely wounded by a troll's cruel claws. With no way of healing herself and no help in sight, the young elf bled to death under the sprawling crown of an ancient willow tree. As she died, her blood seeped into the soil and suffused the willow's roots. Through some inexplicable magic, the tree seemed to absorb Nahai'eth's essence and assumed an alabaster, blood-streaked appearance that matched her own. As elf and willow became bonded by blood, Nahai'eth was returned to life – albeit changed forever.

Nahai'eth quickly realized that she weakened with every step she took away from the tree, almost as if its magic kept her alive. Thus, she made herself a home within the tree's trunk and began studying the weird blood magic that had brought her back to life.

Over the years, Nahai'eth has learned how to use the willow tree's blood-fueled magic to weave enchantments and teleport the tree across vast distances. Always in need of blood to fuel her studies, Nahai'eth invites adventurers and other wanderers to purchase the items she crafts within the Blood Willow.

Roleplaying Nahai'eth

Nahai'eth is a fair, alabaster-skinned elf with red scars covering her face and gleaming red eyes – eerie side effects of her resurrection and experiments with blood magic. She displays formal etiquette worthy of a high elf noble – using honorifics and being polite to a fault – but possesses none of the superiority and condescension common among her kin.

The elf's brush with death has left her somewhat pessimistic and she can seem overly gloomy to strangers ("The average life expectancy of an adventurer is less than two years, so you'll excuse me if I'm not eager to extend any credit"). She also has a disturbing habit of casually guessing at when a customer will perish ("You're a lone warrior tasked with protecting three spellcasters? I'd recommend a good life insurance – or a career change.")

Bargaining

Nahai'eth is always keen to make a sale and especially so if a customer is willing to pay with their blood (see the Payment in Blood sidebar). Nahai'eth isn't typically interested in buying items but may make exceptions for rare materials she can use in her experiments and for magic items with properties related to blood or death.

Biases

Having once been brought back to life herself, the elf is sympathetic towards characters who have been resurrected. Nahai'eth doesn't get along well with goodly clerics, paladins, and others who judge her flavor of magic as distasteful ("I'm no vampire, looking to suck you dry – I only accept willing donors!")

Shop Security

Nahai'eth is a skilled wizard who wields powerful blood magic and her Blood Willow is a fierce guardian.

Blood Willow

The Blood Willow is a 30-foot tall sentient tree that uses the **kraken's** statistics except that it's a Plant creature, it can't move, it has no Bite attack, a creature Grappled by it takes 4d6 Necrotic damage at the start of each of its turns, and instead of the Ink Cloud action, it can cast the *Teleport* spell, teleporting itself and everything contained within it without error.

Rooted Loot

Nahai'eth's magic wares are lashed to the Blood Willow's branches or the inside of its trunk and held firmly in place by thin, vein-like roots. Any creature other than Nahai'eth that tries to remove an item from its place must succeed on a DC 20 Strength (Athletics) check. Whether the check succeeds or fails, the Blood Willow and Nahai'eth are aware of the attempt.

Payment in Blood

Nahai'eth is always interested in procuring blood for her magical experiments. A character willing to part with 1 liter (2 pints) of their blood earns a 20% discount on any of Nahai'eth's wares. A Medium-sized humanoid that parts with that much blood suffers 1d2 levels of Exhaustion. Nahai'eth refuses to take more than that from one creature, as she doesn't want to harm them.

Nahai'eth

Medium Humanoid (Elf), Chaotic Good

Armor Class 13 (16 with *Mage Armor*)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	19 (+4)	19 (+4)	12 (+1)

Saving Throws Dex +7, Con +7, Wis +8
Skills Arcana +8, History +8, Nature +8, Perception +8
Senses Darkvision 60 ft., passive Perception 18
Languages Common, Elvish
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Nahai'eth fails a saving throw, she can choose to succeed instead.

Life Transfer. The first time each turn Nahai'eth deals Necrotic damage to a creature, she regains hit points equal to the amount of damage dealt.

Actions

Multiattack. Nahai'eth makes two attacks.

Blood Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) Slashing damage plus 9 (2d8) Necrotic damage and, if the target is a creature, the target is Grappled (escape DC 15). While Grappled in this way, the target is Restrained and can't regain hit points, and Nahai'eth can't use her Blood Whip against another target.

Necrotic Grip. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) Necrotic damage and the creature must succeed on a DC 16 Constitution saving throw or have disadvantage on attack rolls, ability checks, and saving throws using Strength or Dexterity until the end of its next turn.

Spellcasting. Nahai'eth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *mage armor, magic missile, dimension door*
1/day each: *circle of death, dispel magic, dominate person*

Bonus Actions

Bloodbend. A non-Construct, non-Undead creature Nahai'eth can see within 60 feet must succeed on a DC 16 Constitution saving throw (the creature makes this saving throw with disadvantage if it has fewer than half its hit points) or suffer one of the following effects of Nahai'eth's choice:

Choke. The creature is Paralyzed until the end of its next turn.
Siphon. The creature takes 14 (4d6) Necrotic damage.

Quest Hooks

Nahai'eth may have isolated herself within her shop – she rarely even knows where in the world her willow tree has taken her – but she sometimes has need for help from the outside world.

Dragon's Blood

Nahai'eth has always wanted to work with dragon's blood, but hasn't yet had a chance to do so. She's heard that there's an **adult black dragon** in the area, however, and if the characters can get a vial of blood from the creature, she'll reward them with a discount of 1,500 gp.

Finding the dragon's lair isn't too difficult – partially dissolved beasts and a foul stench clearly show the way to the dragon's cave. Within, the characters may be able to barter for the blood – the dragon agrees to trade its blood for the lives of three innocent humanoids – or they can try to take it by force. However they manage it, Nahai'eth happily pays the promised reward if they return with the blood.

> Once you get past the whole crafting-stuff-from-blood thing, Nahai'eth isn't nearly as scary as she looks. As far as once-dead blood witches living in sentient trees go, she's one of the friendliest I've met. Surprisingly many of those around, come to think of it...
>
> – *the Wanderer*

Rotten Roots

A rot disease has infected the forest where the blood willow has currently set down roots. Unable to leave her tree to investigate the malady, Nahai'eth is prepared to pay 500 gp to anyone who can figure out what's causing the disease and put an end to it.

If the characters investigate, they can learn from a nearby pixie settlement that the rot is spreading through the roots of a dryad's tree, which was cursed by an evil witch. To stop the disease, the characters must burn down the tree – the **dryad**, T'erilla fiercely defends it – or use magic such as the *Remove Curse* or *Greater Restoration* spell to cleanse it. Nahai'eth can also brew an elixir to cure the disease. If the characters remove the curse without destroying the tree, they receive their reward from Nahai'eth as well as a *Birch's Beak* (see page 148) warpick from the grateful dryad.

Inventory & Services

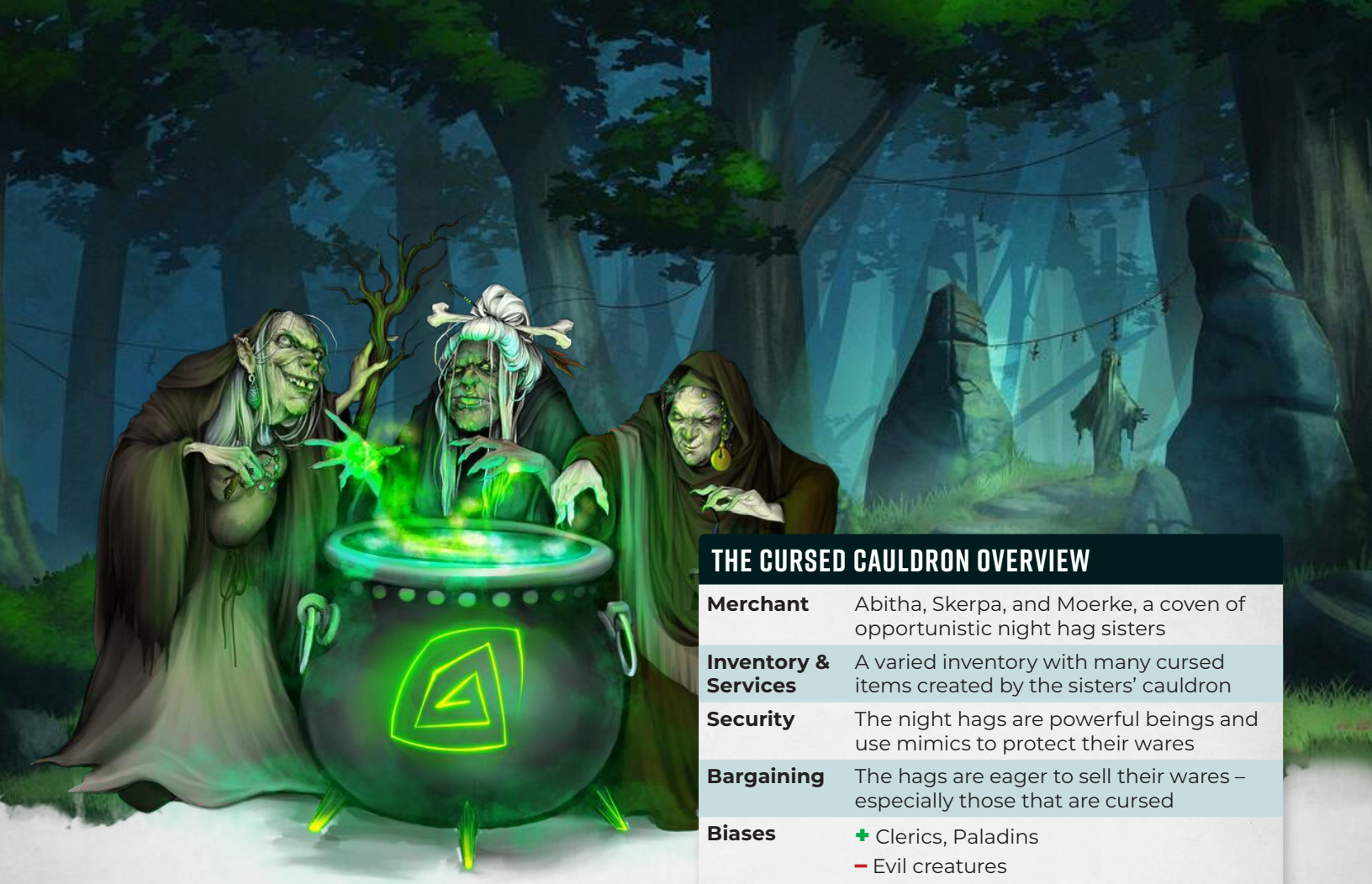
Nahai'eth has a vast collection of magic items, most of which she has created herself. Almost all her items are infused with her particular brand of blood magic, but otherwise vary in type, rarity, and value.

Enchanting

Nahai'eth can enchant magic items up to a maximum Magic Level of 20, using the rules from Chapter 2. When Nahai'eth enchants a magic item, at least one of the properties usually has the "while you have fewer than half your hit points" condition (see Magic Property Conditions on page 22).

THE BLOOD WILLOW INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Healing	Potion	Common	A red liquid in a corked flask	50 gp
Bloodbone Kris (A)(E)	Weapon (Dagger)	Common	A bone dagger engraved with glyphs	100 gp
Mage's Blood (W)	Potion	Uncommon	A thin vial of greenish liquid	200 gp
Periapt of Health	Wondrous Item	Uncommon	A heart-shaped ruby on a silver chain	300 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A silver necklace with dyed bones	500 gp
Dagger of Life Stealing (A)	Weapon (Dagger)	Rare	A dark dagger with crimson streaks	500 gp
Periapt of Wound Closure (A)	Wondrous Item	Uncommon	A large ruby on a golden necklace	1,000 gp
Blood Wand (A)(E)	Wand	Uncommon	A wooden wand cradling a ruby	1,000 gp
Vial of Bloodboil Poison	Potion	Very Rare	A glass vial filled with red liquid	2,000 gp
Abyssal Heart (A)(E)	Wondrous Item	Rare	A fist-sized heart set with needles	3,000 gp
Reaper's Claw (A)(E)	Wondrous Item	Rare	A metal glove with claws at it tips	3,000 gp
Blood Helmet (A)(E)	Wondrous Item	Very Rare	A bone helmet with flesh-like tendrils	3,000 gp
Blood Shard (A)(E)	Wondrous Item	Rare	A sharp-edged, pulsating ruby shard	3,000 gp
Blood Breastplate (A)(E)	Armor (Breastplate)	Very Rare	A breastplate made of bone and a vein-like material	4,400 gp
Potion of the Phoenix (W)	Potion	Legendary	A glass vial decorated with a golden bird	5,000 gp
Ring of the Blood Pact (A)(W)	Ring	Very Rare	A gold ring with tiny, bloody letters	5,000 gp
Ring of Regeneration (A)	Ring	Very Rare	A bronze ring set with small emeralds	5,000 gp
Staff of Healing (A)	Staff	Rare	A white staff with glowing glyphs	5,000 gp



THE CURSED CAULDRON OVERVIEW	
Merchant	Abitha, Skerpa, and Moerke, a coven of opportunistic night hag sisters
Inventory & Services	A varied inventory with many cursed items created by the sisters' cauldron
Security	The night hags are powerful beings and use mimics to protect their wares
Bargaining	The hags are eager to sell their wares – especially those that are cursed
Biases	✚ Clerics, Paladins – Evil creatures

Sell Prices	Bargaining DC	Buy Prices
110%	**13**	40%

The Cursed Cauldron

A large carriage suddenly appears – out of thin air – on the road ahead. Though no mount pulls it, the wagon moves toward you on creaking wheels. The driver, an old, hunchbacked woman, waves at you. "Whoa, Cheva–aal," she exclaims in a raspy voice, bringing the carriage to a halt. "See, sisters, I told you we'd find good folk this way," she shouts into the wagon before turning to you with a wide, toothless smile. "Well, hello there! Pleasure to meet y'all. My name is Abitha, proprietor of the Cauldron of Everything. Want to know your future? Curse an old enemy, perhaps? No? A magic sword? Potions? Well, we've got it all! And if my little sister's foresight is any good, you're going to want to make a purchase today!"

The three hag sisters Abitha, Moerke, and Skerpa run the Cursed Cauldron. The magic shop is stocked with items made in a cursed cauldron that can weave cheap enchantments – albeit with a cursed twist!

The sisters' magic shop is an enchanted carriage pulled by a permanently invisible nightmare. Although the carriage appears ordinary from the outside, it leads to a house with multiple rooms inside a pocket dimension. Constantly on the road, the Cursed Cauldron can be hard to locate – but the sisters have a habit of always showing up wherever they're "needed."

Background

Originally a family of nine young night hags, deception and ruthlessness were a staple of Abitha, Moerke, and Skerpa's childhood. Over the years, the sisterhood's backbiting and bloody bickering naturally whittled the coven down to a more appropriate number, with just the three sisters remaining to squabble.

While the three hags disagree on most matters, they have found unification in their greatest hobby – sowing despair and corruption in others' lives. Instead of peddling people-pie on street corners while disguised as old women, however, the three hags agreed it would be much more satisfying to bring noble-hearted adventurers to ruin by selling them cursed goods. Of course, they'd need to hide their sinister motivations behind services and offers of true value, and what better way to do that than with a magic shop?

Using the bones from their six diseased sisters, the three hags crafted a carriage and a magic cauldron that they use to fuel dark magic, weave powerful curses, and even create magic items. For decades, the hags have traveled the roads, looking for foolhardy travelers to tempt with their cursed creations.

Roleplaying the Hags

The three hags usually appear in their true form – as wrinkled, wart-covered, hunchback crones – as they see no reason to hide their fiendish nature ("Why pretend, dear? If you only dealt with me for my looks, I wouldn't want your coin anyway!")

Out of the three, Abitha is by far the most friendly, although that isn't saying a lot. She brooks no nonsense and responds to foolishness with condescending irony ("Yes, dear, it is indeed magical. Sharp eyes, eh? Was it the glowing glyphs on it that gave it away?")

Skerpa, the oldest of the three, rarely speaks, except when customers inquire about curses and jinxes. That doesn't make her less unnerving. Skerpa's bulging eyes are constantly twitching and look as if they could pop out of their sockets at any moment – and she has a tendency to cackle loudly when she gets excited.

Moerke is the youngest of the sisters. Like Skerpa, she rarely takes the lead when dealing with customers, but when she does, she has a nasty habit of criticizing and belittling others, including her sisters ("Tsk, tsk. We used salamander, not lizard, sister, but I know I shouldn't expect a crone like you to remember that!")

While none of the sisters particularly like each other (in fact, they seem to disagree on most things and are constantly squabbling) they're also well aware that they need each other and protect each other fiercely.

Bargaining

The hags take great joy in selling their dark creations, so even though Abitha is kept from handing out large discounts by her scornful sisters ("If you lower our prices for every handsome stranger you meet, we'll be bankrupt in a fortnight"), the hags' prices are generally low. If they are about to lose out on a deal that would be particularly satisfying, such as selling a *Berserker Battleaxe* to a peaceful priest, they may drop their prices to as little as half the item's value ("You simply have to own this one – it's a family recipe!")

Biases

The sisters revel in corrupting customers with their cursed wares and happily lower their prices for pious and righteous customers, such as clerics and paladins, who'd find it most painful to accept their bargains.

Conversely, anyone who is outright evil or just isn't guided by a moral compass, is less intriguing to the hags – and an oathbreaker paladin or a warlock who has already sold their soul to a patron for power will find it much harder to secure a discount.

Shop Security

The sisters are powerful beings capable of protecting their shops from most assailants. They use the coven variant of the **night hag's** statistics except that they can also cast the *Dominate Person*, *Feeblemind*, and *Plane Shift* spells once per day each using their Shared Spellcasting feature.

Hidden Guardians

While the hags can *Plane Shift* their entire shop in an instant, a dozen **mimics** help keep their wares secure. Disguised as shiny suits of armor, treasure chests, and other enticing objects spread around the shop ("I told you not to touch it, dear"), the mimics keep constant watch – eagerly waiting to be snatched by someone!

Mobile Shop

The hags' carriage is pulled by Cheval, a permanently invisible **nightmare** that can also include their carriage when using its Ethereal Stride – allowing the hags' entire shop to enter the Ethereal Plane from the Material Plane, or vice versa, in the blink of an eye.

Haunted Dreams

Although the hags try to avoid putting their home and wares at risk and will flee rather than engage in violent conflicts, they are exceptionally vindictive. If anyone manages to steal an item from their shop, they stalk the thief from the safety of the Ethereal Plane and use Nightmare Haunting whenever they sleep. So far, no thief has lasted more than three days before returning the stolen goods ("with interest!")

What's better than one hag? No hags. No hags are better than one hag. And three hags are much, much worse – trust me. If you've got any sense, steer clear of these three, lest they rob you of it with some curse or another!

– *the Wanderer*

Quest Hooks

The hag coven sometimes needs powerful individuals to fetch rare materials, but they're always willing to pay to send bold heroes on morally challenging quests!

Unicorn's Horn

The three sisters will pay 2,000 gp to any heroic individual, preferably a noble cleric or paladin, who can help them retrieve blood from a **unicorn** – or even better, its horn. The hags don't need the materials – but they'd love to see someone virtuous willingly taint their soul by harming such a sacred creature.

The sisters can describe exactly where the party can find a unicorn and admit to knowing its location from another group of adventurers who failed the task. If the characters take on the mission, the hags are eager to see how it all plays out – they paid for the drama, not the blood – and trail the party from the Ethereal Plane.

Locating the unicorn is relatively easy as it confronts the characters once they enter the part of the forest it protects. The unicorn won't give up its blood or horn willingly and fights to the death if attacked. Otherwise it remains calm as it tries to convince the characters to abandon their quest and leave its forest.

If the characters decide not to kill the unicorn or use force to drain its blood, they each gain the benefits of a *Bless* spell for 3 days. If they follow through with the dark deed, they are cursed with the effects of a *Bane* spell as they get their – cursed – reward from the hags.

Inventory & Services

In addition to a vast inventory of cursed magic items, the hags can also perform enchanting services, bestow curses, and offer divination magic.

Cursed Inventory

Each magic item sold by the hags is cursed. If the item doesn't already have a curse, the GM chooses a cursed magic property for it or rolls a random property for it on the Cursed Magic Properties table (see Cursed Magic Properties on page 20).

Curses & Jinxes

Skerpa's talent is with curses – and she'll happily curse someone on request, although she needs hair, teeth, toenail clippings, or similar items from the victim. With this ingredient and her cauldron, Skerpa can cast the *Bestow Curse* spell as a 9th-level spell on the victim, as long as they are on the same plane of existence. The curse can only be dispelled if a condition chosen by Skerpa is met, such as "during a full moon" or "once the victim has found their one true love." She usually offers to curse someone free of charge if the customer agrees to be cursed in the same manner ("Gold? Oh, no, my dear! Suffering should be paid with suffering!")

Enchanting

Using the cursed cauldron, Moerke can enchant magic items up to a maximum Magic Level of 15, using the rules from Chapter 2. Any item she enchants also gets a cursed magic property (see Cursed Inventory above).

Ill Omens

Abitha is the most skilled diviner of the three. She can answer a single question concerning a specific goal, event, or activity to occur within 7 days as with the *Divination* spell. Her answers are usually cryptic and disturbing omens. She charges 200 gp for this service – or nothing, if the customer's future looks grim enough ("Spend it on yourself, dear, while you're still able to!")

THE CURSED CAULDRON INVENTORY

Item Name	Type	Rarity	Description	Value
Berserker Greataxe A	Weapon (Greataxe)	Rare	A large, double-edged battleaxe	400 gp
Devil's Luck AM	Wondrous Item	Uncommon	A macabre finger on a leather cord	500 gp
Deathlord's Guard AE	Armor (Shield)	Uncommon	A wooden shield embossed with a skull	1,000 gp
Orb of Ill Omen AE	Wondrous Item	Uncommon	An orb made of a strange, alien material	1,000 gp
Bottled Fiend E	Wondrous Item	Rare	A crystal bottle holding a tiny fiend	1,500 gp
Staff of Withering A	Staff	Rare	A staff with a hand-shaped tip	1,500 gp
Cauldron of Curses E	Wondrous Item	Rare	A cauldron etched with runes	2,000 gp
Wand of Fear A	Wand	Rare	A wand with a tiny skull at its tip	2,000 gp
Abyssal Heart AE	Wondrous Item	Rare	A pulsating heart pierced with needles	3,000 gp
Blood Shard AE	Wondrous Item	Rare	A ruby with blood swirling inside	3,000 gp
Fell Pauldron AE	Wondrous Item	Rare	A leather pauldron with green spikes	4,000 gp
Psion's Skull AE	Wondrous Item	Rare	An human-like skull adorned with gold	4,000 gp
Helmet of the Harbinger AE	Wondrous Item	Rare	A helmet with a beak-shaped visage	5,000 gp
Broom of Flying	Wondrous Item	Uncommon	A nondescript wooden broom	8,000 gp

The Dispensary

with inspiration from Rory Crawford

From the outside, the stone hut with its thatched roof hut doesn't look like much. A wooden sign outside reads: "The ~~Despen~~ Dispensary." As you enter, you find that the interior is almost as unremarkable. With only a table with a few chairs around it next to a cozy fireplace, the place looks like a rural farmer's living room – if it wasn't for the 5-foot-radius pit of azure light roiling in its center. A muscle-bound bugbear rises from a chair and approaches you. "Welcome," he says gruffly, scratching his hairy chin. "It's loot you're after, yeah? Well, youse come to the proper place, lads. Lemme know how lucky youse feel today, and we can get started!"

The Dispensary is an odd shop, where adventurers can gamble for magic items by throwing valuables into an astral portal. The Dispensary is run by a bugbear barbarian, Yuk-Brok, who inherited it from the wizard who accidentally created it.

The Dispensary can be found anywhere from a small town to a larger metropolis, or even on a remote hilltop out in the wilderness. Yuk-Brok isn't particular about his clientele and welcomes all customers.

Background

A skilled warrior, Yuk-Brok only ever wanted to crack skulls and cleave limbs. As an adventurer, he did plenty of both until a few years ago, when Yuk-Brok's friend and fellow adventurer, the wizard Laryn Lilyfield, had a mishap involving a *Bag of Holding* and a *Portable Hole* that created an astral portal in her home. Laryn and all the treasures she'd gathered over the years were sucked into the portal and scattered across the Astral Plane.

As luck would have it, Laryn had designated Yuk-Brok as her sole heir. At first, Yuk-Brok didn't know what to do with the house and the portal that still churned within it. Then, aided by Laryn's owl familiar, he discovered that when valuables are poured into the portal, it spits forth one of the objects that were lost within it. Figuring that there might be a way to get Laryn back, Yuk-Brok opened the Dispensary, and now tries to convince adventurers to pour valuables into the portal to hopefully bring back his lost friend.

The Dispensary Overview

Merchant	Yuk-Brok, a volatile bugbear barbarian, and Whitefeather, an awakened owl
Inventory & Services	A few objects and an astral pit that spews forth random magical items
Security	The shop holds little of value and Yuk-Brok is a formidable combatant
Bargaining	Whitefeather handles most bargaining but doesn't drive a hard bargain
Biases	+ Barbarians, Goblinoids – Rogues, other sneaky people

Sell Prices	Bargaining DC	Buy Prices
110%	**13**	30%

Roleplaying Yuk-Brok

Yuk-Brok is a simple fellow. He likes ale, he likes brawls, and he likes good food – or any food, really. He is friendly and quick to trust others, but has the temperamental mood common to both bugbears and barbarians. If he believes he's being insulted, Yuk-Brok is quick to anger ("what'ya say, lad? You takin' the piss, yeah?") but quickly calms down if he gets an apology.

Yuk-Brok isn't alone in the shop; Laryn's owl familiar, Whitefeather, keeps a watchful eye on visitors. Imbued with magical sentience and supernatural intelligence, the owl can not only speak, but does so with much more eloquence and care than its bugbear companion. The owl intervenes if anyone tries to harm or cheat Yuk-Brok, or if the volatile bugbear is about to fly off the handle ("Calm, Yuk-Brok! I'm shu-uh-ure these fine folk meant no offense.") For his part, Yuk-Brok has enormous respect for the bird's wisdom and usually defers to it.

Bargaining

With his rough-cut, straightforward manner and a complete inability to do simple math, Yuk-Brok is uniquely ill-suited to be a merchant. Luckily, the owl Whitefeather has an innate understanding of magic and is great with numbers, which means it often takes over when it comes to negotiating. Yuk-Brok and Whitefeather may purchase items from adventurers – such as an unwanted item that's been spewed forth from the portal – but only if Whitefeather believes they'll be able to turn a significant profit on the trade.

Biases

Yuk-Brok feels a strong camaraderie with other barbarians and goblinoids. Conversely, Yuk-Brok finds thieves and rogues dishonest and cowardly. He refers to them as "bloody sneaky-sneaks" and gives them only the worst offers, if he deals with them at all.

YUK-BROK

Medium Humanoid (Goblinoid), Chaotic Neutral

Armor Class 16 (Unarmored Defense)
Hit Points 127 (15d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (–2)	12 (+1)	8 (–1)

Saving Throws Str +8, Con +7, Wis +4
Skills Athletics +8, Intimidation +2, Perception +4
Senses Darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If Yuk-Brok fails a saving throw, he can choose to succeed instead.

Unarmored Defense. While Yuk-Brok is wearing no armor, his AC includes his Constitution modifier.

Actions

Multiattack. Yuk-Brok makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) Slashing damage and, if the target is a creature, it must succeed on a DC 16 Constitution saving throw or be Stunned until the start of Yuk-Brok's next turn.

Bonus Actions

Toss. A Medium or smaller creature Yuk-Brok can see within 5 feet must succeed on a DC 16 Strength saving throw or be tossed up to 20 feet horizontally in a direction of Yuk-Brok's choice, landing Prone and taking 3 (1d6) Bludgeoning damage for each 10 feet it was thrown. If it hits another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage.

Reactions

Shrug it Off. When a creature Yuk-Brok can see hits him with an attack, the damage he takes is halved and he can immediately make a melee weapon attack against that creature, if it is within his reach.

Shop Security

Everything the Dispensary has for sale is locked safely within a magical strongbox along with any gold that hasn't been poured into the portal (Yuk-Brok typically throws in all the gold they've made at the end of the day or whenever they've gathered 1,000 gp or more). If anyone tries to rob **Yuk-Brok** and Whitefeather (**owl** with an Intelligence score of 18 and 30 hit points) despite all this, the bugbear berserker is quick to throw aggressors into the Astral Pit.

Quest Hooks

Yuk-Brok's primary goal is to get his friend Laryn back from the Astral Plane, if it's even possible. To that end, he has a few things the party can help him with.

Astral Echoes

Whitefeather, who spends most of her time researching ways that Laryn may be brought back from the Astral Plane, has heard of an item known as *Astral Echo Earrings* (see page 148). Ostensibly, these earrings would allow whoever wears them to establish a connection that could penetrate even the veil between the Material Plane and the Astral Plane, and thus, could be used to figure out where Laryn is! Whitefeather believes that a merchant known as Celestir may have a pair for sale and the owl will reward the characters with a 1,000 gp discount plus the cost of the earrings, if they can retrieve them.

The characters can locate Celestir (see The Starry Attic on page 131) through magic easily enough, and he happily sells them the earrings. If the characters or Yuk-Brok use them, they learn that Laryn is alive, held in some sort of paralysis, and that she seems to be in the hold of a ship or vessel of some kind (see Journey to the Astral Plane below for more information).

Journey to the Astral Plane

If the characters seem particularly capable, Yuk-Brok and Whitefeather may explain how Laryn Lilyfield was dragged into the astral portal when she accidentally put a *Bag of Holding* into a *Portable Hole*. They promise a reward of any item in their collection, if the characters jump into the portal, locate Laryn Lilyfield, and bring her back.

If the characters agree to jump into the portal, they appear in a random spot in the Astral Plane. They will have to traverse the vast, otherworldly plane, encountering weird and dangerous beings to eventually learn that Laryn is held in stasis in the cargo hold of a warship that belongs to an eerie race of yellow-skinned humanoids native to the Astral Plane. To free her, they must infiltrate the ship or broker with the cruel humanoids – both of which are dangerous endeavors!

Inventory & Services

The Dispensary sells a small assortment of magic items that have been ejected from the portal after attempts to bring back Laryn. The main attraction for customers, however, is the opportunity to throw gold into the portal for a chance to receive a random magic item.

The Magic Portal

When customers first arrive, Yuk-Brok eagerly explains how the portal functions ("'Tis simple, really. Throw in your loot, wait a second, and it'll spit out a magical thingamajig. The more better the stuff youse throw in, the more better the chance of gettin' somethin' good!")

The more detailed explanation – which Whitefeather can provide – is that between 100 and 5,000 gp worth of coins, rare metals, or valuable gemstones must be poured into the portal at a time. Any less than that, and the portal swallows it without ejecting anything.

When a stake is thrown in, use the Astral Pit Stake table (rounding the value of what's thrown in down) to determine the modifier to the character's d20 roll on the Astral Pit Magic Items table. No other bonuses can be added to the roll and the roll can't be changed or rerolled. If a penalty would cause the roll's result to be less than 1, it counts as 1.

When a character gets a 20 on the d20 when rolling on the Astral Pit Magic Items table, the GM can choose to roll a d100. If the result is lower than or equal to the character's final roll (including any modifiers from their stake), Laryn Lilyfield is ejected from the Astral Pit alongside the character's prize, much to the delight of Yuk-Brok and Whitefeather!

Astral Pit Stake

Stake	d20 Modifier
100 gp	–10
250 gp	–5
500 gp	–2
1,000 gp	—
2,000 gp	+2
2,500 gp	+5
5,000 gp	+10

Astral Pit Magic Items

d20	Item Name	Value
1	Potion of... (roll a d4)	
	1 Animal Friendship	50 gp
	2 Empowerment (W)	50 gp
	3 Healing	50 gp
	4 Renewal (W)	50 gp
2	Grifter's Gold (A)(E)	50 gp
3	Conman's Coat (E)	100 gp
4	Dust of Sneezing and Choking	100 gp
5	Potion of... (roll a d4)	
	1 Expertise (W)	200 gp
	2 Flying	200 gp
	3 Gaseous Form	200 gp
	4 Invisibility	200 gp
6	Eyes of the Eagle (A)	300 gp
7	Ring of Alarm (A)(W)	400 gp
8	Candle of the Delver (E)	500 gp
9	Hat of Disguise (A)	500 gp
10	Goggles of Night	800 gp
11	Bag of Holding	1,000 gp
12	Spellgaze Amulet (A)(E)	1,500 gp
13	Wand of the War Mage +2 (A)	2,000 gp
14	Ioun Stone of Absorption (A)	2,000 gp
15	Immovable Rod	2,500 gp
16	Ring of Free Action (A)	2,500 gp
17	Boots of Speed (A)	3,000 gp
18	Psion's Skull (A)(E)	4,000 gp
19	Voltspire (A)(E)	4,000 gp
20	Mantle of Spell Resistance (A)	5,000 gp
21	Oathbow (A)	5,000 gp
22	Ring of Shooting Stars (A)	5,000 gp
23	Staff of Healing (A)	5,000 gp
24	Hand of the Spellbinder (A)(E)	6,000 gp
25	Ring of Telekinesis (A)	6,000 gp
26	Spellguard Shield (A)	8,000 gp
27	Staff of Frost (A)	10,000 gp
28	Spellwarper's Mantle (A)(E)	15,000 gp
29	Robe of Stars (A)	25,000 gp
30	Staff of Power (A)	50,000 gp

THE DISPENSARY INVENTORY

Item Name	Type	Rarity	Description	Value
Candle of the Delver (E)	Wondrous Item	Uncommon	A wax candle bound with a tiny rope	500 gp
Handy Haversack	Wondrous Item	Rare	A backpack with two side pouches	500 gp
Ring of Mind Shielding (A)	Ring	Uncommon	A ring set with a brain-shaped stone	500 gp
Shield of Missile Attraction (A)	Armor (Shield)	Rare	A web-patterned steel shield	800 gp
Robe of Useful Items	Wondrous Item	Uncommon	A robe covered in various patches	1,500 gp
Wand of Lightning Bolts (A)	Wand	Rare	A curved wand inlaid with silver	4,000 gp

The Dream Catcher

with inspiration from Loroth

You stand in a vast chamber with shelves all around you that reach from the floor to the ceiling far above, each stacked with everything from potions and scrolls to blades and whole suits of armor. There's an otherworldly quality to the whole place, as if it's not quite real... wait, how did you get here? "My apologies for the rude awakening," says a distinguished voice behind you. Turning, you see a red-skinned, horned fiend with dark eyes and a slightly bored expression, whom you would have sworn wasn't there a moment before. "Welcome to the Dream Catcher, where dreams become reality," the fiend continues, sounding almost bored as he speaks the grandiose words in a monotone voice. "So, is there anything in particular you're dreaming of today?"

The Dream Catcher is a phantasmal emporium that invites the minds of sleeping travelers. It exists in an extraplanar space where only sleeping minds can enter. The shop is run by the incubus Nal'Szomn, who is working off an eternal debt to the shop's archfiend owner. Reluctantly, Nal'Szomn finds sleeping adventurers and drags their consciousness to the Dream Catcher to tempt them with magical loot.

As the Dream Catcher exists outside of time and space, the characters may find themselves perusing its wares at any point in time. They may go to sleep in a dungeon, dreaming of a *Spell Scroll of Greater Restoration* to save their petrified friend, only to find themselves in the Dream Catcher, being offered exactly that. The Dream Catcher may also have physical fronts, where characters can be guided by to lie down in a special meditation room so they can fall asleep and enter the Dream Catcher.

The Dream Catcher Overview

Merchant	Nal'Szomn, an incubus who's been eternally indebted to an archfiend
Inventory & Services	Virtually any item in existence, including potions and scrolls for any situation
Security	The shop exists in a demiplane that is only accessible to sleeping minds
Bargaining	Nal'Szomn bargains well and always knows what buyers desire most
Biases	+ Tieflings – Dragonborn, Lizardfolk

Sell Prices	Bargaining DC	Buy Prices
120%	**17**	20%

Background

Like most incubi, Nal'Szomn's specialty was always seduction. Working on behest of the archfiend Mephistopheles, he plied his trade in the Material Plane, corrupting mortals and sending their darkened souls to his lord in the Nine Layers of Hell.

Nal'Szomn's appetites went beyond the Material Plane, however. Whenever he returned to his lord's dominion in the Nine Hells, he'd indulge in debauchery with the creatures of Mephistopheles' court. The more forbidden or outrageous the dalliance, the more satisfying. Eventually, he ended up courting the archfiend's tiefling daughter, Meliziel, and against all odds, the seasoned seductor fell in love.

The lovers concocted a daring – but ultimately foolish – plan to escape the Nine Hells and Meliziel's overbearing father. They failed, of course, for nothing escapes the great archfiend's attention – or his cold wrath. For his transgressions, Nal'Szomn was condemned to serve as the archfiend's shopkeeper until he'd made 9,999,999 gold pieces in profit.

Roleplaying Nal'Szomn

Nal'Szomn's inherent devilish charm has been somewhat tempered by his circumstances ("Would you be all smiles and giggles if you were locked in an eternal, inescapable prison?") His sales pitches often seem studied, which isn't that odd, considering he's forced to repeat them over and over ("My Lord, in his infinite wisdom, has decreed that I greet every customer in the same manner. Every. Single. Time.")

If presented with an especially attractive or interesting customer, Nal'Szomn might be able to muster some of his old vigor and showcase why he was once one of Mephistopheles' most accomplished agents. When inspired to be his best self, the incubus will kiss rings, offer compliments, and lace every word with innuendo ("A *Staff of Fire*? An excellent choice, though I'd say you're plenty hot without it") – not as a sales tactic, but simply because he can't help himself.

Bargaining

Nal'Szomn is an expert merchant and uses every tactic to secure the best bargains. The fiend has an uncanny knack of knowing exactly what his customers need and will use that information to demand a premium ("Since you're going into the dragon's lair tomorrow, *Potions of Fire Resistance* might come in handy – unfortunately, these are the very last I have in stock, so I can't just give them away, you understand...") Nal'Szomn isn't eager to purchase or barter, but may do so if he believes he's getting the better of the trade and can turn a purchased item into sizable profits in the future.

Although the items in the Dream Catcher's vast inventory feel real to customers as they peruse the shop's endless shelves, the items aren't truly real before they have been bought and paid for. Inexplicably, any barter made in the dreamlike shop will come to fruition as the customer awakens – whatever item they acquired lies beside their waking form and any payment they gave is gone from wherever they kept it.

Biases

Nal'Szomn has always had a soft spot for tieflings, as he finds the blend of fiend and mortal irresistible. Plus, there's always a chance that they might prove to be an offspring of Mephistopheles (Nal'Szomn has a faint hope that his Lord might pardon him for his crimes, if he can bring the archfiend a new child).

Conversely, due to an old love tryst gone wrong, Nal'Szomn has a distaste for dragonborn, lizardfolk, and other reptilian humanoids ("If you don't know how these scaly creatures procreate, I won't ruin it for you – let's just say that it's not my cup of tea!")

Shop Security

As the Dream Catcher exists in an extraplanar space, nothing within it is wholly real – until the fiendish energies of the Nine Hells make it so, upon the completion of a bargain. A customer who attempts to steal from the shop or tries to harm Nal'Szomn immediately wakes up back where they fell asleep, as if it was all just a dream. Thus, it is truly impossible for any mortal to steal anything from the shop, making additional security measures superfluous.

Quest Hooks

Nal'Szomn has few desires beyond securing his release – or, at the very least, respite – from his eternal imprisonment. While the prospects are bleak, there are a few ways a daring group of adventurers may be able to help him out.

Child of the Archfiend

Nal'Szomn clings to the idea that if he can, in some roundabout way, offer up another of Mephistopheles' mortal offspring to the archfiend, he may be granted a small portion of mercy. To that end, he may ask adventurers looking for a discount to seek out tieflings that are descended from the powerful archfiend. If they can provide that individual's name and location to Nal'Szomn, he'll grant them a 500 gp discount – and if they can trap the individual and package them up, ready to be delivered to Mephistopheles, they may earn a discount of up to 5,000 gp – once the archfiend's agents have secured the prize, of course.

Finding a descendant of Mephistopheles can prove difficult, but a handful of them do exist. Likely, tieflings with that kind of ancestry are powerful in their own right and wary of strangers, so the characters may have to brave great dangers to find – and, potentially, capture – them.

> What an archfiend needs gold for, I can't rightly say, but by all accounts, the Dream Catcher's business is booming. Not too surprising, considering the huge selection of wares they have on offer. Too bad I'm not on friendly terms with ol' Mephis at present or there'd be some good deals to be made!
>
> – *the Wanderer*

My Dear Meliziel

During Nal'Szomn's decades of imprisonment in the Dream Catcher, he's not had word about the fate of his beloved, Meliziel. He dares not ask Mephistopheles about her, as that would be a surefire way to raise the archfiend's ire, but he desperately wishes to know. If the characters can find Meliziel and bring back proof of her condition, Nal'Szomn is willing to reward them with a 2,000 gp discount on any of his wares.

Finding Meliziel isn't an easy task, but through divination magic or visits to various sages, the characters can learn that a warlord by the name of Meliziel the Malicious leads a division of devils in the war against demon forces in the first layer of Hell. If the characters can travel there, they will have to prove their prowess against the demonic forces to earn an audience with the tiefling Meliziel, who is as cunning and ruthless as she is beautiful. Offering a sigh of nostalgia and regret as she hears Nal'Szomn's name, she writes a note on a piece of mane's hide – using her own blood as ink – and gives it to the characters. The note (which, if the characters read it, reads only "Forget me, my dear, it was always just a dream") is proof enough for Nal'Szomn, who, despite the pain the note elicits, upholds his part of the bargain.

Inventory & Services

The Dream Catcher sells virtually "any item you can dream of – pun fully intended!" Due to the nature of the shop, and Nal'Szomn's uncanny ability to know his customers' deepest desires, anyone who visits the Dream Catcher is likely to be met with the types of items they are most interested in immediately upon entry; an impressive greataxe for the barbarian, a selection of wands and staves for the wizard, or a sacred shield for the paladin.

The inventory table below has an example of wares the Dream Catcher might carry, but because of its supernatural nature, the shop may carry any item the characters desire – all they need to do is ask.

Scrolls & Potions

The Dream Catcher has an inexhaustible supply of potions, scrolls, and similar objects that can prove especially useful in very specific situations, such as a *Spell Scroll of Water Breathing*, *Potions of Resistance*, or a bottle of *Universal Solvent*. This includes all potions in the fifth edition *Dungeon Master's Guide* as well as *Spell Scrolls* holding any spells of 8th level or lower.

THE DREAM CATCHER INVENTORY

Item Name	Type	Rarity	Description	Value
Berserker Greataxe (A)	Weapon (Greataxe)	Rare	A large, double-edged battleaxe	400 gp
Circlet of Blasting	Wondrous Item	Rare	A silver circlet with a garnet at its center	500 gp
Devil's Luck (A)(M)	Wondrous Item	Uncommon	A macabre finger on a leather cord	500 gp
Deathlord's Guard (A)(E)	Armor (Shield)	Uncommon	A wooden shield embossed with a skull	1,000 gp
Ioun Stone of Sustenance (A)	Wondrous Item	Rare	A small, clear spindle-shaped gem	1,000 gp
Bottled Fiend (E)	Wondrous Item	Rare	A crystal bottle holding a tiny fiend	1,500 gp
Wand of Fear (A)	Wand	Rare	A wand with a tiny skull at its tip	2,000 gp
Ring of Evasion (A)	Ring	Rare	A ring with a tiny hummingbird figurine	2,500 gp
Abyssal Heart (A)(E)	Wondrous Item	Rare	A pulsating heart pierced with needles	3,000 gp
Blood Shard (A)(E)	Wondrous Item	Rare	A ruby with blood swirling inside	3,000 gp
Cape of the Mountebank	Wondrous Item	Rare	Red cape with beautiful golden symbols	3,000 gp
Lich's Die (E)	Wondrous Item	Very Rare	An bone die etched with glyphs	3,000 gp
Scavenger's Might (A)	Weapon (Flail)	Rare	A flail with a rune-inscribed head	4,000 gp
Mantle of Spell Resistance (A)	Wondrous Item	Rare	A short blue cape with sharp cuts	5,000 gp
Rod of Rulership (A)	Rod	Rare	A scepter with a crown-shaped tip	5,000 gp
Cloak of Displacement (A)	Wondrous Item	Rare	A black cloak that blurs the air around it	6,000 gp
Ring of Spell Storing (A)	Ring	Rare	A wide ring with glyphs etched into it	8,000 gp
Circlet of the Cosmos (A)(E)	Wondrous Item	Very Rare	A circlet inset with shimmering crystals	12,000 gp
Helm of Brilliance (A)	Wondrous Item	Very Rare	A platinum helmet inset with gems	20,000 gp
Amulet of the Planes (A)	Wondrous Item	Very Rare	An obsidian amulet carved with glyphs	30,000 gp
Ring of Djinni Summoning (A)	Ring	Legendary	A plaitnum ring with a blue sapphire	50,000 gp
Vorpal Greatsword (A)	Weapon (Greatsword)	Legendary	A huge, serrated sword decorated with grinning fiends' visages	50,000 gp

The Gilded Emporium

Tall, gold-streaked marble columns flank the building's wide entrance. As you enter, you find that the interior is even more ostentatious; the spacious emporium's high ceiling is held up by gilded columns and gold-studded oak display cases line the room's perimeter, each with exquisite-looking objects presented beneath thick-paned glass. Hulking, iron constructs stand in the corners, their faintly glowing eyes following your every move. A short, stocky man clad in silk robes smiles at you, revealing a full set of gold teeth. "Salutations. I am Sadim, proprietor of this humble shop," he says, his words thickly accented and without any trace of humility in them. "What you see before you is the greatest collection of magical treasures ever gathered – just have a look around, see for yourself!"

The Gilded Emporium is a luxurious shop that sells magical objects and caters to a wealthy clientele. The emporium is run by the eccentric Sadim, a human merchant who loves gold more than anything else in the world. The shop carries some of the most powerful items in existence but its prices are prohibitively steep.

The Gilded Emporium is likely located in a larger city where it can attract wealthy customers. Finding the emporium shouldn't be difficult, but gaining entrance might be – unless the characters can prove that they have enough gold to be worth Sadim's time.

THE GILDED EMPORIUM OVERVIEW

Merchant	Sadim, a greedy and arrogant human man who grew up as an urchin
Inventory & Services	A large assortment of magic items, most of which are very expensive
Security	Spells as well as four iron golems protect the emporium
Bargaining	Sadim is a master haggler who lies and embellishes and rarely gives discounts
Biases	+ None – Clerics

Sell Prices	Bargaining DC	Buy Prices
140%	**17**	20%

Background

The Gilded Emporium's owner and proprietor, Sadim, was born into severe poverty, and after his parents succumbed to a plague, spent his childhood as an urchin in the dirty streets of a bustling city. Eventually, Sadim found work – poorly paid – as a worker in the gold mines. Over two decades of blood, sweat, and unscrupulous maneuvering, Sadim rose through the ranks to become first a crew foreman, then an overseer, and finally the mine's operator. Though he knew well the hardship of working in the mines, he was a ruthless taskmaster, driving the miners to toil ever harder in his pursuit of profits ("Breaks? Food? They get plenty. Dreams of the gold they sift through their fingers shall sustain them, just like it sustained me!")

Eventually, however, the gold mine dried out, and Sadim – by this time, a wealthy man – had to find new work. Realizing that there was an immense profit to be made trading magical objects, Sadim decided to open the Gilded Emporium, a shop that would cater specifically to the most wealthy customers.

Roleplaying Sadim

With pallid skin, a squat frame, and small, beady eyes, few would consider Sadim handsome, just as few would find his arrogant and overbearing demeanor pleasant. Luckily for him, Sadim never cared much what others thought about him ("Why should I care? Pretty and nice gets you nowhere – only a fool puts any stock in such things").

Sadim's impressive rise from extreme poverty to unfathomable wealth has given him an unwavering sense of self-assurance and self-importance. He has no sympathy for the poor or mistreated ("If you don't like the hand you've been dealt, deal yourself a new one – if I could, so can they"), and rather than finding satisfaction in the success he's already achieved, his greed drives him only to strive for more.

Sadim sees every interaction as transactional and his most oft-repeated mantra is "What's in it for me?" He does nothing out of the goodness of his heart and has no time for anyone or anything, unless he believes it will benefit him. Sadim's ultimate goal is gold, and while he is not opposed to lavishing himself with luxury, he can be downright miserly when it comes to parting with even the smallest fraction of his fortune.

Bargaining

Sadim is a master haggler. If he believes he can squeeze even a single gold piece out of a customer he will give it his best try, not relenting until he's certain there's no more value to be had. Smiling his golden smile, Sadim will utilize any tactic available, from embellishing the history or utility of an item to outright lying about its worth or fabricating competing offers ("The elf queen's ambassador was here yesterday, looking at the very same object and promising to return today with an offer far exceeding what you're suggesting").

Biases

Sadim does not extend discounts to anyone based on who they are or what they do – it is simply not in his nature. He does, however, hold a special animosity toward clerics and other priestly folk, as he considers them self-serving charlatans. This sentiment stems from his childhood, where the priests refused to treat his parents for their deadly malady because the poor family couldn't pay for their services.

Shop Security

The combined value of the Gilded Emporium's wares makes it an alluring target for thieves and robbers, which is why security is one of the few things Sadim never skimps on.

Well-Protected Merchant

Though he is an ordinary, middle-aged man (Sadim has the statistics of a lawful evil **noble** with 50 hit points, an Intelligence Score of 18, and proficiency with the Arcana skill), his wealth has bought him extensive personal protections. His *Merchant's Headwear* (see page 162) grants him protection against being Charmed or Frightened and allows him to see through illusions. Moreover, a *Contingency* spell holding a *Dimension Door* spell whisks him away to a safe location as soon as an attack is made against him or he is affected by a harmful spell or magical effect.

Magical Protections

Sadim has had the Gilded Emporium imbued with enchantments that prevent most forms of extraplanar travel, teleportation, and scrying spells from working within the shop.

Furthermore, the display cases that hold the Gilded Emporium's inventory appear as simple – albeit luxurious – constructions of wood and glass. In truth, the cases are magically reinforced to be indestructible and impossible to move, and each is surrounded by a small field of anti-magic. The field doesn't affect the case or its contents but prevents spells and other magical effect from even coming to close to it. Each case can only be opened by uttering a command word and performing a complex series of hand gestures, both of which only Sadim knows (and changes regularly).

Iron Golem Guardians

Four **iron golems** stand watch within the Gilded Emporium at all hours, carefully scrutinizing customers and would-be-thieves with unerring vigilance. Their instructions are simple: anyone other than Sadim who tries to take an item from a case or enters the shop while Sadim isn't present, as well as anyone who acts with hostility towards Sadim, is to be "neutralized." Once activated, the guardians won't stop until the threat is over or any stolen object is returned. Sadim may also take more precise control of the guardians, if a situation warrants it.

Quest Hooks

As an enterprising individual, Sadim has no shortage of tasks he can send adventurers on, though his rewards are often meager relative to the dangers involved.

The Silent Auction

The famed merchant noble, Baroness Delilah Dalespur, has long been rumored to possess a map that leads to the Forgotten Vaults of the Lich King. Now, it seems the rumors are true; the baroness intends to auction the map off at an auction, and Sadim dearly covets it. He'll pay up to 1,000 gp for the map and 100 gp to the characters if they go to the auction and secure it for him. It won't be easy, however, as other factions are willing to go to great lengths to secure the map first.

You can use the Auction House in *Wanderer's Guide to Merchants & Magic* when running this quest or make up an auction scenario of your own.

> Sadim's story is either inspiring or tragic, depending on your viewpoint. Though he has wealth beyond belief, he has none to share it with. You shouldn't pity him, however, because I think he prefers it that way – there's nothing Sadim hates more than sharing!
>
> – the Wanderer

Rust Fund

Sadim is member of an exclusive club called the Diamond Enclave. Here, the most wealthy business-owners and entrepreneurs meet to lounge in luxury and compare themselves to their peers. For years, Sadim has been proud to be the wealthiest member of the club but a few weeks ago, a halfling named Soren Silkenfeet, claimed the title after inheriting his family's iron mines and lucrative arms and armor business.

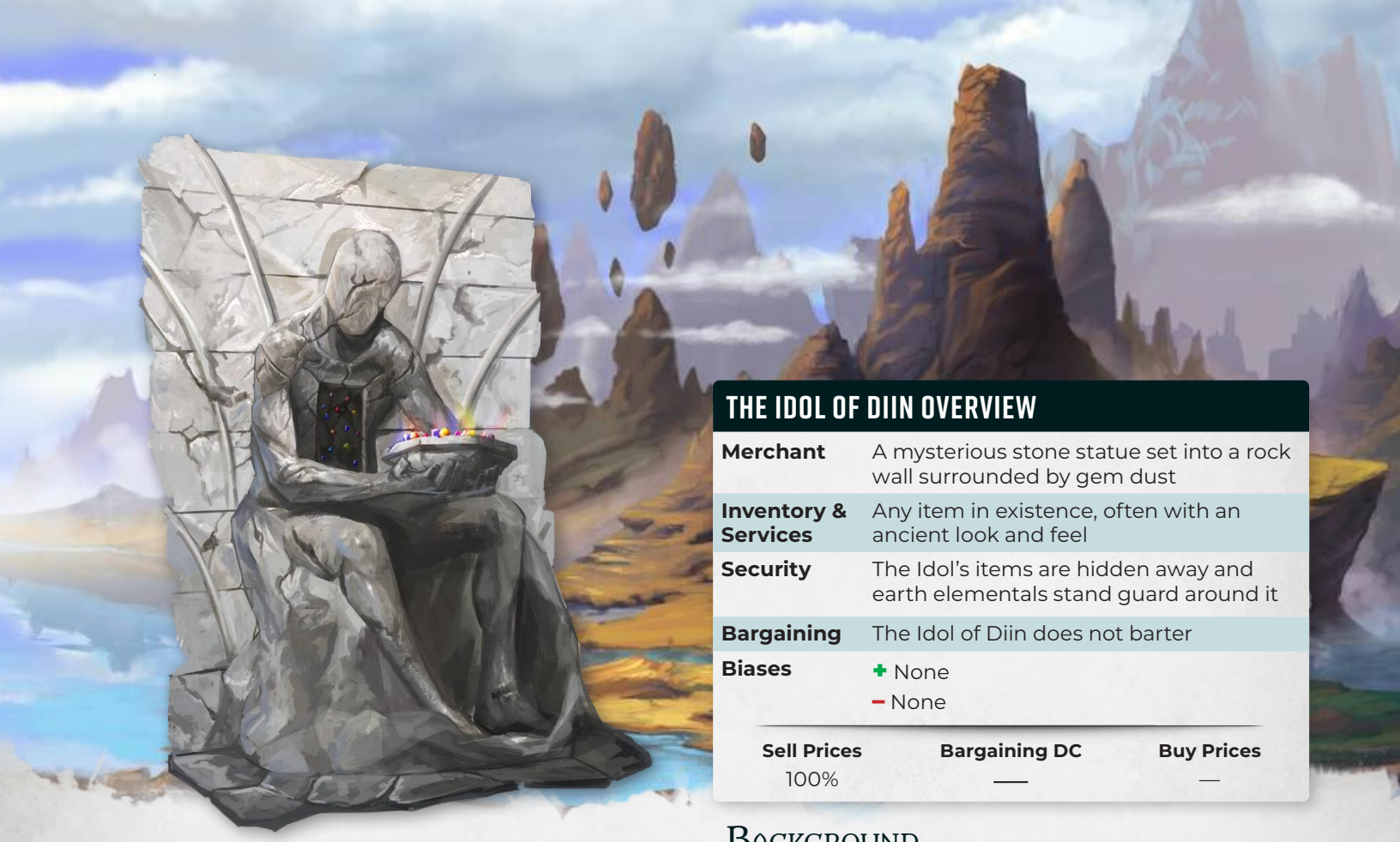
Envious, Sadim may tell the characters that it'd be a "terrible shame" if someone "accidentally" released a rust monster into Soren's warehouse ("It would destroy a year's worth of his wares and cost him a fortune, oh, what a terrible thought!") If the characters seem interested, Sadim offers to pay them 200 gp to first catch a rust monster in the Dark Below and transport it into the well-guarded warehouse. If the characters realize how pitiful a payment that constitutes, they may be able to secure a fee of up to 1,000 gp.

Inventory & Services

Sadim isn't as interested in exactly what he is selling as he is interested in how much it can be sold for. Thus, he sells all manner of magic items that have one thing in common: they're usually very valuable.

THE GILDED EMPORIUM INVENTORY

Item Name	Type	Rarity	Description	Value
Hive's Sting (A)(E)	Weapon (Light Crossbow)	Rare	A mahogany crossbow plated with gold	1,500 gp
Spellgaze Amulet (A)(E)	Wondrous Item	Rare	An amulet set with colorful gemstones	1,500 gp
Rings of Fire (A)(E)	Ring	Rare	Four gold rings etched with runes	3,000 gp
Ring of Protection (A)	Ring	Rare	A silver ring with a shield-shaped head	3,000 gp
Luck Blade (0 wishes) (A)	Weapon (Shortsword)	Legendary	A beautiful shortsword with three cracked diamonds on its hilt	5,000 gp
Potion of the Phoenix (W)	Potion	Legendary	A glass vial decorated with a golden bird	5,000 gp
Merchant's Headwear (A)(E)	Wondrous Item	Very Rare	A silk hat decorated with gilded studs	6,000 gp
Ring of Spell Turning (A)	Ring	Legendary	A gold ring with a mirrored surface	6,000 gp
Ring of Spell Storing (A)	Ring	Rare	A gold ring with glyphs etched into it	8,000 gp
Ring of Invisibility (A)	Ring	Legendary	A plain silver ring	8,000 gp
Spellguard Shield (A)	Armor (Shield)	Very Rare	An oval bronze shield set with gems	8,000 gp
Solar's Crest (A)	Armor (Half Plate)	Very Rare	A half plate embossed with a sun symbol	8,750 gp
Devil's Aegis (A)(E)	Armor (Shield)	Very Rare	A gilded shield bearing a devil's visage	10,000 gp
Rod of Alertness (A)	Rod	Very Rare	A gilded rod with a flanged head	10,000 gp
Circlet of the Cosmos (A)(E)	Wondrous Item	Very Rare	A circlet inset with shimmering crystals	12,000 gp
Spellwarper's Mantle (A)(E)	Wondrous Item	Very Rare	A cloak with arcane symbols on its collar	15,000 gp
Rod of Security	Rod	Very Rare	A silver rod with a crown-shaped handle	20,000 gp
Ring of Elemental Command (Fire) (A)(E)	Ring	Legendary	A gold ring with a glowing ruby	20,000 gp



THE IDOL OF DIIN OVERVIEW	
Merchant	A mysterious stone statue set into a rock wall surrounded by gem dust
Inventory & Services	Any item in existence, often with an ancient look and feel
Security	The Idol's items are hidden away and earth elementals stand guard around it
Bargaining	The Idol of Diin does not barter
Biases	✚ None – None

Sell Prices	Bargaining DC	Buy Prices
100%	—	—

The Idol of Diin

by Mike "Sly Flourish" Shea

A vaguely humanoid figure sits carved into an ancient rock wall, far away from any known civilization. A narrow, winding path leads to the statue's base. Its hands cup a stone bowl and scintillating gemstones are embedded in a carved rectangle upon its chest. A light, sparkling mist seems to hover in the air around it.

The Idol of Diin, a statue carved into the side of a solid rock wall, can conjure forth magic items in return for the only thing it desires: gemstones of every shape, color, and facet. Imbued with ancient and mysterious magic, the Idol of Diin communicates through the mist of gemstone dust that hangs permanently in the air around it.

The Idol of Diin fits especially well in a remote place high up in the mountains, its featureless face staring out over a thousand-foot-high drop, watching the sun rise (or set) each day. If not found high up in the mountains, it could also be upon icy, nearly inaccessible glaciers. Or, it might be found deep in an uninhabited swamp or in the depths of long-forgotten caverns. The Idol of Diin is an opportunity to put a strange shop in the furthest reaches of typical adventure locations – a place where the most optimistic adventurer would have no hope of finding a place to buy a couple of healing potions – yet here they can.

Background

For twenty thousand years, the Idol of Diin has gazed over the mountains, trading gemstones for items of power. No one can say how the idol came to be – who carved it into the rock and gave it the ability to transform gemstones into magic items. Some believe it to be the idol of a dead god, carved and worshiped by primeval humanoids who just learned of the magical powers of the world around them. Others say it is a trapped titan, doomed to eternal servitude as a vessel between this world and worlds beyond. It stands as a conduit where the inert nature of the gemstones traded to it transforms into celestial dust to forge stars in worlds beyond.

Roleplaying the Idol of Diin

The Idol of Diin does not speak. It does not converse, but communicates via the mist of magical gemstone dust that flows from it, imparting mental images to those who inhale it. When sentient creatures come to the idol, they inhale the dust and simply understand what it offers and what it can do.

Though it typically keeps to the point – bargaining magical treasures for valuable gemstones – the Idol of Diin can make its emotions known, if it chooses to. If a creature affronts it, such as by engaging in petty haggling or treating the statue irreverently, it may fill them with a deep and lingering sense of dismissal and disappointment.

Bargaining

The Idol of Diin accepts gemstones in exchange for magical items. When gemstones are placed in the bowl held in the idol's hands and the mortal customer mentally confirms their desires, the gemstones in the bowl shatter and become a cloud of dust that flows into the sky above in a spiraling tendril. Then, in a flash of violet light, the desired object forms in the bowl.

When a sentient creature envisions the item or type of item they seek while within the idol's cloud of gemstone dust, they immediately sense if the idol can provide this item and how many gemstones are required of them. The idol does not barter or bargain – its prices are fair and as firm as if carved in stone.

Shop Security

There is little reason to attempt harm to the Idol of Diin. Still, some try to pry the gemstones free from the stone slab on its chest. Doing so is impossible but those who persist find themselves on the business end of a *Glyph of Warding* spell (save DC 20) with a randomly determined effect. If further harm is attempted, 1d6 **earth elementals** form from the rock walls nearby and attack the offenders. The idol itself has the protections of a magical artifact – nothing short of a *Sphere of Annihilation* can destroy it.

Quest Hooks

Characters may receive one of the following quests from the idol, either directly or in legends they recover in their travels.

Stone of Bound Souls

Though immobile for thousands of years, the spirit of the idol was once in love with another. This second being, a stone giant of vast age known as Grulon, lives in troll-infested mountains far from the idol. The idol gives a ring to the characters in the hopes they will return this ring to its former lover. On receiving the ring, Grulon weeps for his lost love and gifts a spherical green stone to return to the idol. Upon receiving this stone, the idol rewards the characters three *Ioun Stones* of your choice.

Heart of the Mountain

The idol imparts the vision of a gemstone of fiery black and red known as the Heart of the Mountain. For centuries it rested in a vault protected by a powerful red dragon named Embercore but adventurers slew the dragon and displaced the gemstone. Now the stone rests in the corrupted heart of Spireshade, a devil-infested castle. The characters must travel to Spireshade, slay the devils holding the Heart of the Mountain and return it to the Idol of Diin. In return, the idol rewards the characters with a powerful rare magic item suitable for one of the characters.

Fragments of the Black Star

An old enemy of the Idol of Diin still remains in the deepest crypts of the world. This undead knight, known as Krysus Doomstar, holds a blade of shadow. The color of this blade forged from a dead star is so deep it is said to absorb light itself. The core of this blade rests in its hilt, a pure black gemstone with the powers of a *Sphere of Annihilation*. The idol wishes the characters to hunt down Doomstar, find the sword, remove the stone, and return it to the idol. In exchange, it offers a holy blade, such as a *Sun Blade* or even a *Holy Avenger,* forged from the same star before its ultimate demise. After awarding this item, the sphere destroys the Idol of Diin as a sense of relief falls over the characters.

Inventory & Services

Items conjured by the Idol of Diin often appear very old. Potions are contained in opaque ancient glass vessels seeming to have formed naturally. Weapons or armor appear alien in decoration, with glyphs written in languages beyond any in the Material Plane. The items forged by the idol are like none found anywhere else in the world. On some occasions, alien beings come to this world, seeking to return these powerful items back to their own world.

The inventory list provided below is just an example; as a truly otherworldly vendor, the Idol of Diin's inventory can hold any magical items, from common potions to invaluable artifacts, you wish it to have.

THE IDOL OF DIIN INVENTORY

Item Name	Type	Rarity	Description	Value
Starforged Trinket (A)(E)	Wondrous Item	Common	A metal trinket set with a jagged crystal	100 gp
Spellgaze Amulet (A)(E)	Wondrous Item	Rare	An amulet set with numerous gemstones	1,500 gp
Dimensional Shackles (A)	Wondrous Item	Rare	Golden shackles with glowing symbols	3,000 gp
Psion's Skull (A)(E)	Wondrous Item	Rare	An elongated skull adorned with gold	4,000 gp
Robe of Stars (A)	Wondrous Item	Very Rare	A dark robe embroidered with small stars	5,000 gp
Requiem (A)(E)	Weapon (Glaive)	Very Rare	A glaive that seems to absorb light	7,000 gp

The Nocturnal Nook

The soft chime of an unseen bell heralds your arrival as you step into a shop dimly lit by flickering candlelight. Shadows dance over the shelves that line each wall from floor to ceiling, each crowded with a hodgepodge of jewelry, strange trinkets, worn-out instruments, and dust-covered scrolls. A slender, middle-aged man with slicked-back red hair and a fancy coat looks up at you from behind the counter. "Welcome to the Nook. Do tell me, to what do I owe the pleasure?" the pale-skinned man asks in a calm, slightly mocking tone while measuring you with a set of crimson-colored eyes. "Purchase?" he asks, waving a hand toward a row of shelves. Tilting his head slightly, the man raises a brow, his lips curling into a sly smile. "If you're light on coin, do not fret, we can always figure something out."

Lahanad the Blood Broker is a pawnbroker and money lender with deep ties to the criminal underworld. His shop, the Nocturnal Nook, presents itself as a humble pawnshop, but Lahanad's enterprise covers all sorts of ill-gotten wares, secrets, and illicit services – many of which are obtained from the poor souls he has trapped in inescapable debt.

The Nocturnal Nook, which is usually open from dusk to dawn, can be found in any large or smaller city, nestled amidst an array of unremarkable buildings on an unassuming city street. The entrance to his shop is marked only by a worn-out sign depicting a bat with its claws clasped around a dimly lit orb.

The Nocturnal Nook Overview

Merchant	Lahanad the Blood Broker, a noble vampire who preys on the desperate
Inventory & Services	A varied assortment of all types of items including cursed objects
Security	Lahanad is a powerful vampire and can conjure forth demons to aid him
Bargaining	Lahanad likes to offer credit and make trades that put others in his debt
Biases	+ Bards, other musicians – Clerics, Wizards, Undead

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	30%

Background

The youngest son of a wealthy noble house, Lahanad Brythe was never destined for greatness – and never had the inclination to seek it out either. He did, however, have a luxurious life filled with extravagant self-indulgence as he used his family's coffers to satisfy his carnal desires, of which he had plenty. Lahanad's true passion was music, and as fate would have it, it was his only talent that led him into the arms of the ancient vampire, Baron Imschwick.

Impressed by the young nobleman, the baron claimed that Lahanad had stolen his heart – and asked permission to steal his in return. Young and naive, Lahanad accepted, not realizing that the baron's request wasn't metaphorical, but quite literal. With Lahanad's permission, the ancient vampire ripped out the young noble's heart and claimed it for himself, before biting Lahanad and turning him into a vampire.

Angered by the betrayal, Lahanad fled the baron's domain. Banished to a nocturnal life bereft of sunlight and the passion that had once driven him, Lahanad decided that he would try to do good in the world – and what better way to do that than by helping the less fortunate by lending them enough gold to buy the second chance he'd never get? With that in mind, Lahanad opened up The Nocturnal Nook.

Few who know Lahanad today would believe that the vampire once held noble intentions for starting his business. For as Lahanad's pawn shop flourished, he came to realize that he could still find joy in life – or undeath, as it were – only now it resided in the power he wielded over the desperate souls who sought his help only to become locked in eternal debt. With that realization, the Blood Broker was born.

Roleplaying Lahanad

Lahanad appears as a middle-aged human with pale, sunken features and red hair. Barely a century old – arguably a negligible age for a vampire – Lahanad speaks with an eloquent, haunting lilt, often punctuating his words with poetic references.

When dealing with customers not yet indebted to him, Lahanad affects courteous kindness, though his piercing red eyes hint at the cold and calculating mind behind the charade. In the end, Lahanad does only what's best for himself, and, as a pawn broker and money lender, that's usually synonymous with tricking desperate souls into acquiring what they can't afford ("One person's desperation is another's opportunity!")

Lahanad has no worries about lending gold to the needy or valuable magic items to adventurers with poor credit ratings, as the vampire knows he will get paid, one way or the other ("Don't burden yourself with numbers, just follow your heart's desire. With your talents, I'm sure we'll be square in no time – and, if not, what's a bit of gold between friends?")

> Though it seems pretty obvious – don't borrow money from a bloodsucking merchant and don't let a vampire have a taste of your blood – you'd be surprised how many people Lahanad has sunk his proverbial fangs into.
>
> – *the Wanderer*

Bargaining

Lahanad is inclined to offer favorable prices to customers whom he believes may be valuable assets in the future. Lahanad is also happy to combine a customer's purchase with a loan or pawn offer to ensure they get what they desire, as long as the customer is willing to leave him with a drop of their blood to "seal the deal in good favor." The vampire conveniently omits the fact that he can use the blood to locate the customer, should the need arise.

Lahanad rarely offers a decent deal when buying items, unless the item is sold to finance something from his shop – or the item is of particular interest to him, such as a relic that may be able to reverse his transformation and return him to humanity.

Biases

Lahanad has a soft spot for musicians, and a skilled bard might strike a note in Lahanad's heart, prompting him to offer a much better deal.

Paradoxically, Lahanad harbors a deep distaste for other undead and those capable of creating them, such as dark clerics and wizards who dabble in necromancy.

Shop Security

As a **vampire**, Lahanad believes that he is capable of protecting himself and his wares against most adversaries. In the rare cases where he can't handle an issue on his own, his store also contains a *Mirror of Life Trapping* that he can use to either trap troublemakers, or, if the situation is dire enough, release the fearsome **nalfeshnee** and **glabrezu** demons trapped within it.

Quest Hooks

Lahanad has the following quests for adventurers looking to pay with services rather than coin.

Stolen Heart

Lahanad believes that reclaiming his mortal heart from the ancient vampire who stole it – and turned Lahanad into a vampire – may hold the key to reverse his transformation, or, at the very least, restore a sliver of his humanity. Afraid to confront the powerful Baron Imschwick himself, the Blood Broker is willing to offer the characters 5,000 gp for retrieving his heart from the baron's castle – and twice that amount if they impale Baron Imschwick in the process.

To retrieve the vampire's still-beating heart from the castle's vault, the adventurers must brave Baron Imschwick's many devious traps and devoted minions. In the end, claiming the heart without being detected is nigh impossible and the adventurers are likely to have to fight the Baron himself in the dark catacombs beneath the castle.

Bloody Secrets

Rumors of an elven blood mage known as Nahai'eth who uses the power of blood to fuel her enchantments have piqued Lahanad's interest. Unfortunately for Lahanad, the elf has refused his requests to enter Nahai'eth's home, a great willow tree with crimson leaves. Apparently, drinking and using blood to fuel magic isn't "a shared passion", as Lahanad tried to argue – and, being a vampire, Lahanad is unable to enter without an invitation.

The vampire hasn't given up, though. Eager to uncover Nahai'eth's secrets, he offers to pay the characters 100 gp if they will travel to Nahai'eth's home and learn whatever they can about her blood magic. If a character convinces the mage to craft a magic item using their own blood, Lahanad promises to offer a fair price for the item – plus another 500 gp for the "pain and trouble". Lahanad truly wants to study the item, but leaves out that possessing blood from one of the characters might prove handy, too.

Inventory & Services

Lahanad has an impressive collection of wondrous magic items that he's willing to sell for the right price – or lend to customers he'd like to see indebted to him.

Information Broker

Pulling on his network of spies – people indebted to him – Lahanad is capable of acquiring all sorts of information, whether the whereabouts of or well-guarded secrets about a specific individual, the location of a rare magic item, or how to learn more about a forgotten or controversial piece of lore. Such information, of course, comes at a steep cost to whoever is buying it – typically between 100 gp and 500 gp, depending on the information.

Money Lending

Lahanad is always good for a loan. His interest rate is usually proportional with the loan taker's desperation but as a rule of thumb, he demands 10% accumulating interest per month. If an adventurer is borrowing to stack up *Potions of Resistance* before taking off to slay a dragon in its lair, the interest may be twice as much, as Lahanad's chances of being repaid diminishes.

THE NOCTURNAL NOOK INVENTORY

Item Name	Type	Rarity	Description	Value
Bloodbone Kris (A)(E)	Weapon (Dagger)	Common	A bone dagger engraved with glyphs	100 gp
Mage's Blood (W)	Potion	Uncommon	A thin vial of greenish liquid	200 gp
Assassin's Glove (E)	Wondrous Item	Uncommon	A black glove set with tiny emeralds	500 gp
Scimitar of Life Stealing (E)	Weapon (Scimitar)	Rare	A slender scimitar with a black blade	500 gp
Vial of Dread Poison (E)	Potion	Uncommon	A glass vial filled with black liquid	500 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Blood Wand (A)(E)	Wand	Uncommon	A crimson streaked wooden wand	1,000 gp
Periapt of Wound Closure	Wondrous Item	Uncommon	A large ruby on a bronze chain	1,000 gp
Reaper's Claw (A)(E)	Wondrous Item	Rare	A glove fitted with adamantine claws	1,500 gp
Deathgrasp Glove (A)(W)	Wondrous Item	Uncommon	A glove fashioned from pieces of fabric	1,500 gp
Blood Helmet (A)(E)	Wondrous Item	Very Rare	A bone helmet with flesh-like tendrils	3,000 gp
Blood Shard (A)(E)	Wondrous Item	Rare	A sharp-edged, pulsating ruby shard	3,000 gp
Cape of the Mountebank	Wondrous Item	Rare	Red cape with beautiful golden symbols	3,000 gp
Cloak of the Bat (A)	Wondrous Item	Rare	A black glove with bat symbols	3,000 gp
Lich's Die (E)	Wondrous Item	Very Rare	An eight-sided die etched with glyphs	3,000 gp
Soulgrip Whip (A)(M)	Weapon (Whip)	Rare	A whip with dotted with spikes	3,000 gp
Blood Half Plate (A)(E)	Armor (Half Plate)	Very Rare	A bone half plate with vein-like strands	4,750 gp
Ring of Regeneration (A)	Ring	Very Rare	A gold ring set with a ruby	5,000 gp
Amulet of Health (A)	Wondrous Item	Rare	A pattern-welded blade with a single edge	6,000 gp
Scarab of Protection (A)	Wondrous Item	Legendary	A beetle-shaped gold medallion	6,000 gp
Mirror of Life Trapping	Wondrous Item	Very Rare	A 4-foot-tall mirror in a silver frame	10,000 gp
Staff of Thunder and Lightning (A)	Staff	Very Rare	An adamantine staff engraved with images of clouds and lightning	12,000 gp

The Pit of Wonder

A rumbling sound fills the shop as you enter, drawing your attention from the shelves of wondrous objects to the hulking figure standing behind the counter. The creature's batlike wings, sharp teeth, and red scales stand in sharp contrast to its fine garments and gilded monocle as it stands over a small object, tapping its chin with a clawed finger. "This simply won't do. They have completely botched the engravings! Oh, what an embarrassment, I can't in good conscie–" the figure growls but stops as it notices you come in. Its face swiftly folding into a warm – although toothy – smile, the fiend straightens and smooths its tunic. "Welcome, dear customers, to the Pit of Wonder. I am Brûkna, owner and chief enchanter. How may I be of assistance today?"

The Pit of Wonder is a large emporium of magic items run by the well-mannered pit fiend Brûkna the Baleful. A beautiful stone structure decorated with stylish gargoyles and flourishing banners, the two-story building has a shop on the ground floor and an enchanting workshop on the upper floor, where an array of lesser fiends toil to enchant magic items.

The Pit of Wonder could be found in any larger town or city, either on the Material Plane or beyond it.

THE PIT OF WONDER OVERVIEW

Merchant	Brûkna the Baleful is a greedy pit fiend with a noble's bearing
Inventory & Services	A wide variety of magic items and enchantments made to order
Security	Brûkna is a pit fiend and items are teleported back to the shop if taken
Bargaining	Brûkna drives a hard bargain and uses theatrical exaggerations
Biases	+ Bards, nobles, artists – Sorcerers, Warlocks, Wizards

Sell Prices	Bargaining DC	Buy Prices
140%	**17**	30%

Background

His origin long forgotten, even by himself, Brûkna remembers only the battlefields of the Nine Hells, where he served the Lord of the Nine Hells as a general for untold millennia. This existence, one of war and brutality, suited Brûkna fine, as he was, like all pit fiends, created specifically for that purpose.

Then, one day, as Brûkna towered over a Solar who lay beaten at his feet, he – for whatever reason – couldn't bring himself to deliver the killing blow. Allowing the angel to escape, Brûkna had little time to contemplate what had happened, as he was immediately summoned to his lord's court to account for his merciful behavior.

Realizing that he'd likely be turned into a lowly fiend or outright destroyed, Brûkna chose to flee instead. It was a long and dangerous endeavor, for escaping the pits of hell is all but impossible, but eventually Brûkna made his way to the Material Plane.

Deciding to fully embrace his new circumstances, the decades Brûkna has spent among humans and other mortals have transformed the terrifying pit fiend into a cordial and civil creature. Brûkna is now as dedicated to obeying the laws and customs of the Material Plane, as he once was to destroying his foes in the Nine Hells.

Eventually, Brûkna opened up the Pit of Wonder where he buys, sells, and creates magic items. Over the years, he has assembled a small workforce of renegade fiends to aid him, employing them to craft magic items, restock shelves, and cater to customers.

Roleplaying Brûkna

Were it not for the tenor of his voice and his fearsome appearance, one could easily mistake Brûkna for a distinguished – even somewhat dandyish – nobleman. He dresses in only the finest garments, wears valuable jewelry, and is polite to a fault. Brûkna has an extensive vocabulary ("Understanding – and utilizing – a multitude of words is a necessity if one is to appreciate the deeper nuances of our shared language, wouldn't you concur?") and is exceptionally well-read.

Though he has eschewed the brutality and murderous tendencies that once defined his existence, Brûkna still has some of the traits one would expect in a pit fiend. Aside from being a bit of a bully – though less overtly so, as he now prefers snide remarks ("Ah, of course it is difficult for the untrained eye to appreciate this item's full value, so I forgive your ignorance") to outright violence – Brûkna is also deeply avaricious. Just as he used to count every soul in his possession, the pit fiend now keeps a close tally of every coin in his coffers. He is loath to part with even a single gold piece, much to the detriment of his fiendish employees ("If you are going to loiter about without working, your pay will reflect that. Time is gold, as you well know!")

Endowed with eternal existence, Brûkna also has plenty of time to pursue a plethora of different hobbies, which include tea-brewing, stitching, poetry, and advanced gardening.

> Ah, Brûkna! Once, demons and devils alike cowered when his name rang out across the battlefields of the Nine Hells – now he stands behind the counter in a shop, right here in the Material Plane. Though his prices may be predatory and his stance on workers' rights is appalling, there is no denying how far he's come – and he brews a damnably good tea too!
>
> – *the Wanderer*

Bargaining

Any devil worth their salt knows how to drive a bargain, and Brûkna is no exception. Using honeyed words and expert arguments, Brûkna fiercely fights any attempt to drive down his steep fees. He has a habit of making exaggerated claims such as "accepting that offer would ruin me – I'd be on the streets in a fortnight" or "I swear on my eternal soul, this item is worth twice what you're offering!"

Biases

Brûkna appreciates those who can produce beauty, whether they be bards or artificers, as well as nobles and others who appreciate the finer things in life.

Having been summoned to do the bidding of arrogant mages one time too many, Brûkna has a particular distaste for sorcerers, warlocks, and wizards, finding them to be insufferable and untrustworthy.

Shop Security

The Pit of Wonder is filled floor-to-ceiling with awesome treasure and wondrous items that would rival any dragon's hoard – and make any thief salivate. Acutely aware of the temptation his wares present, the pit fiend is obsessed with his shop's security and employs both enchantments and powerful guardians to protect his merchandise.

Powerful Fiends

Most formidable of the Pit of Wonders' defenses is Brûkna himself (Brûkna has the statistics of a **pit fiend**, except he is Lawful Neutral and has proficiency in Arcana, History, and Religion). If that wasn't enough, Brûkna's motley crew of employees number several powerful fiends, including **chain devils** and **ice devils** that can be summoned with a mere word from Brûkna.

Enchantments & Dweomers

Powerful spells protect the Pit of Wonder from teleportation magic, as well as any attempts to break through its walls or tunnel through its floors. Moreover, each item in the Pit of Wonder has been enchanted to teleport back to its proper place if taken from the shop before first being "released" by Brûkna personally.

Quest Hooks

As an enterprising fiend, Brûkna always has a task or two he can present to intrepid adventurers in return for a modest discount.

Abyssal Incursions

Though he no longer holds any allegiance to the Nine Hells, Brûkna is still not fond of demons and their ilk. Thus, when he heard rumors of a demon-summoning cult in a nearby town, Brûkna became concerned. For purely selfish reasons – Brûkna just can't rest well while the taint of the Abyss lingers in the air – he is willing to offer the characters a 2,000 gp discount if they will put an end to the cult's activities.

It doesn't take much investigation to conclude that the rumors are correct; followers of Orcus have infiltrated the small town of Cairn's Rest. Led by an evil priest, the cultists are summoning demons to cause chaos and destroy the year's harvest. It's their hope that by causing death and famine, they may drive the townsfolk to take up worship of Orcus. To stop them, the characters must infiltrate the cult and kill their evil leader and her inner circle.

A Devilish Dalliance

Brûkna's long-time partner, the pit fiend Morgûl the Bloodletter, remains in the Nine Hells. If Brûkna feels he can trust the characters just a bit, he may offer them an item worth up to 10,000 gp if they will travel to the Nine Hells and convince Morgûl to accompany them back and join Brûkna in the Material Plane.

For his part, Morgûl dearly misses his old partner and has, at least in part, tired of the eternal wars. The pit fiend is honor-bound, however, to serve the Lord of the Nine Hells at least until "the blood of a demon lord stains his blade." Just coming close, let alone wounding, a demon lord of the Abyss is a tall order – but with the characters' aid it may just be possible to lure one of the great lords into an ambush in the Nine Hells!

Inventory & Services

One of the largest magic shops in existence, the Pit of Wonders has a huge inventory of magic items of all types and rarities, from innocuous baubles to legendary artifacts. In addition, Brûkna and his crew of fiends can also enchant magic items up to a Magic Level of 25, using the rules from Chapter 2.

THE PIT OF WONDER INVENTORY

Item Name	Type	Rarity	Description	Value
Hellrider's Sling E	Weapon (Sling)	Common	A sling with a glyph carved on its pouch	50 gp
Candle of the Delver E	Wondrous Item	Uncommon	A wax candle bound with medallions	500 gp
Devil's Luck A	Wondrous Item	Uncommon	A petrified finger set on a silver chain	500 gp
Elemental Potion of Fire E	Potion	Very Rare	A glass vial containing raging flames	500 gp
Steelsting Pauldron AE	Wondrous Item	Uncommon	A pauldron with adamantine spikes	500 gp
Bag of Holding	Wondrous Item	Uncommon	A leather bag with an embroidered face	1,000 gp
Ring of Truth AE	Ring	Uncommon	An unremarkable iron ring	1,000 gp
Bottled Fiend E	Wondrous Item	Rare	A crystal bottle holding a tiny fiend	1,500 gp
Jawcrusher's Pauldron AE	Wondrous Item	Rare	A pauldron crowned with a jawbone	1,500 gp
Arc of Ignis AE	Weapon (Handaxe)	Rare	A leather-bound amber handaxe	2,000 gp
Forger's Fury AE	Weapon (Warhammer)	Rare	A warhammer with steam rising from it	3,000 gp
Rings of Fire AE	Ring	Rare	Four gold rings with glowing runes	3,000 gp
Abyssal Heart AE	Wondrous Item	Rare	A pulsating heart with golden needles	3,000 gp
Crystal Ball A	Wondrous Item	Very Rare	A crystal ball with fog swirling inside	6,000 gp
Demon's Metamorphosis AM	Armor (Plate)	Very Rare	A dark steel plate with crimson glyphs	6,500 gp
Requiem AE	Weapon (Glaive)	Very Rare	A glaive that seems to absorb light	7,000 gp
Emberlord's Gauntlet AE	Wondrous Item	Very Rare	A metal gauntlet with glowing rubies	8,000 gp
Solar's Crest AE	Armor (Half Plate)	Very Rare	An armor embossed with a sun symbol	8,750 gp
Devil's Aegis AE	Armor (Shield)	Very Rare	A steel shield bearing a devil's visage	10,000 gp
Belt of Fire Giant Strength A	Wondrous Item	Very Rare	A leather belt with a large bronze girdle	15,000 gp
Efreeti Bottle	Wondrous Item	Very Rare	A painted brass bottle	25,000 gp
Staff of Power A	Staff	Very Rare	A sleek adamantine staff	50,000 gp

The Serpent

The dark elf lets the hood of her cloak fall back, revealing a face that is half youthful, smooth skin, and half garish scar-tissue. Though the contrast is stark, the elf's beauty is still readily apparent – and she seems unbothered by your stare, as her full lips twist into a crooked smile: "So, what might I be able to do for you?" she asks in a raspy, but not altogether unbecoming, whisper.

Fehenra "the Serpent" Immizil is a ruthless and cunning dark elf who crafts and sells – and when circumstances demand it, applies – poisons, toxins, and other dangerous substances. A one-woman operation, Fehenra makes all her wares in her secret laboratory and doesn't have a storefront that customers can visit. Instead, the Serpent works by referral or commission, and meets up with customers carrying a selection of her products in a magically protected case.

Characters can meet Fehenra virtually anywhere, albeit the poisoner prefers larger cities or settlements. The characters may hear about "the Serpent" from an acquaintance or, if she learns that they have need of her services, she may seek the adventurers out herself.

Background

Fehenra Immizil began her life as a nameless servant in a minor drow house. An orphan born into servitude, there was nothing remarkable about the scrawny dark elf youth who seemed destined to spend her days cleaning her mistresses' floors, chamberpots, and kitchen pans. Near-invisible as she scuttled down the house's maze of hallways from one errand to another, few took notice of young Fehenra.

It remained so, even when members of the household began mysteriously falling sick and, eventually, dying. First, the house chef, whose nimble fingers were always reaching for the young servers when they walked by.

The Serpent Overview

Merchant	Fehenra Immizil, an unassuming retired assassin and expert poisoner
Inventory & Services	Poisons and potions, as well as tools and weapons for assassins
Security	Fehenra is elusive and capable and keeps her wares hidden away
Bargaining	Fehenra dislikes bargaining and tires quickly of failed attempts at haggling
Biases	✚ Artificers, Rogues – Clerics, bullies, nobles

Sell Prices	Bargaining DC	Buy Prices
120%	**17**	40%

Then the head butler, a surly old drow crone whose greatest pleasure was doling out verbal and physical abuse, also fell ill. Only when the house's eldest daughter, a haughty and cruel priestess of the Spider Queen, became too sick for even clerical magic to aid her, did the house's matriarch finally take notice.

Through divination magic, it was discovered that innocent little Fehenra had poisoned these malignant individuals with poisons she'd brewed herself from kitchen scraps – and without leaving any traces. More impressed than angry, Matron Mother Immizil decided to adopt Fehenra. Over the following decades, the servant-turned-noble served her adopted mother well, as dozens of the noble house's rivals succumbed to mysterious, incurable "diseases".

In the end, however, Matron Mother Immizil overreached and angered a powerful drow house, which launched a full-scale assault on House Immizil, slaying most of its inhabitants. Escaping by the skin of her teeth, Fehenra fled the city and never looked back. Free at last, Fehenra worked as an assassin only until she'd secured enough funds to pursue her true passion: crafting insidious poisons and alchemical substances.

Roleplaying The Serpent

Youthful, soft-spoken, and plain-clothed, Fehenra is often overlooked in a crowd – especially when her long, white hair covers the side of her face that is marred by deep, red scars. Only when the young dark elf's eyes harden and a coldness creeps into her whispering voice does one get a hint at the true prowess – and deadliness – of the diminutive poisoner.

Though she has left dozens of unwitting victims in her wake, Fehenra is not a murderer at heart. It's not that she has any qualms about taking a life, more so just that the act itself does not bring her any satisfaction. Her passion lies with the creation of poisons and toxins, and she is content to leave others to actually use them.

When dealing with strangers, Fehenra typically wears one of two masks: either she appears demure, unsure, and subservient – as if she is no threat at all – or she appears supremely self-confident, nonchalant, and subtly threatening – as if nothing could possibly harm her. Which mask she chooses depends entirely on what she believes will serve her best in the situation.

Whatever her demeanor, Fehenra rarely shows any hint of emotion, be it anger, despair, or joy, and seems almost incapable of laughter. Occasionally, a hint of dark humor may bubble to the surface, contained within dry remarks such as "this vial contains enough poison kill an elephant – or a dozen feasting drow with more appetite than sense, as it were" or "when you open it, don't inhale the fumes – unless of course it's your sense of smell you're trying to kill."

Bargaining

Fehenra isn't a merchant as much as she is an artist – an artist who takes immense pride in her venomous work. That leaves very little room for haggling, an act that Fehenra actively loathes. Thus, customers will have a hard time bringing her prices down through haggling and overly persistent hagglers may even cause her prices to rise.

Biases

Fehenra naturally favors customers who share her passion for poisons or has a general appreciation of alchemy, such as artificers or rogues.

Conversely, Fehenra instantly dislikes bullies, clerics, and nobles – the types of people she's had to contend with ever since her childhood as a lowly servant.

FEHENRA IMMIZIL

Medium Humanoid (Elf), Neutral

Armor Class 17 (*Glamoured Studded Leather*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	17 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +8, Con +7, Int +6
Skills Acrobatics +8, Arcana +6, Deception +6, Nature +6, Perception +5, Sleight of Hand +12, Stealth +12
Senses Darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Fehenra fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Fehenra makes three melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Piercing damage plus 5 (2d4) Acid damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) Piercing damage plus 7 (2d6) Force damage and, if the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed back 10 feet.

Bonus Actions

Assassin's Glove. Fehenra applies one dose of poison to a piece of ammunition or a melee weapon she is holding, causing the next creature she hits within 1 minute with that ammunition or weapon to suffer the relevant effect:

Bloodboil Poison (3/Day). The target takes must succeed on a DC 15 Wisdom saving throw or be affected as by the *Dominate Monster* spell for 1 hour or until Fehenra loses her concentration, as if concentrating on a spell. The target can repeat the saving throw whenever it takes damage, ending the effect on a success.

Phase Poison (3/Day). The target takes 9 (2d8) Force damage and must succeed on a DC 13 Charisma saving throw or disappear into the Ethereal Plane until the end of its next turn.

Unraveling Poison (3/Day). The target takes 9 (2d8) Force damage and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 minute. While Poisoned in this way, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Cunning Action. Fehenra takes the Dash, Disengage, or Hide action, or drinks a *Potion of Flying,* a *Potion of Invisibility*, a *Potion of Speed*, or a *Potion of Superior Healing* (Fehenra has one of each potion).

Reactions

Uncanny Dodge. When a creature Fehenra can see hits her with an attack, the damage she takes is halved.

Shop Security

Fehenra handles her own security and doesn't rely on anyone else to keep her and her wares safe.

Skilled Assassin

Though **Fehenra Immizil** only brings small samples of her wares with her when dealing with customers, attempts to rob her have been made. Most of these end swiftly – and fatally – as the ex-assassin strikes back with ruthless brutality when threatened, before quickly escaping with the aid of one of her many potions.

Hidden & Safe

Fehenra keeps most of her wares tucked away in a *Bag of Holding* that can only be opened by her hand – and typically keeps that bag hidden away in her home, an unremarkable stalactite that hangs from the ceiling of a secluded cave. In addition, Fehenra has made a deal with the aberrational eye monster that inhabits the cave; in return for the occasional trinket, the monster keeps an eye – or several – out for would-be-thieves.

Quest Hooks

Fehenra is constantly on the lookout for new ingredients for her alchemical concoctions, and often has a few tasks that enterprising adventurers can undertake to earn a reward or a discount on her wares.

Umber Hulk Eyes

Fehenra has learned that a roving band of umber hulks is lairing in a subterranean cave a few miles away. Eager to stock up on useful umber hulk eyes, a common ingredient in several poisons and potions, Fehenra offers the characters 100 gp for each pair of eyes they can fetch.

Danger in the Dark

To Fehenra's surprise, her adoptive mother, Matron Mother Immizil, is still alive – but has been turned into a drider, a terrible spider-humanoid monstrosity. The vindictive matron blames Fehenra for her downfall and is now seeking out the poisoner to exact vengeance. The Matron Mother will see Fehenra coming from a mile away, but a band of powerful adventurers could infiltrate the drider's band of hired thugs and slay the evil creature before she catches Fehenra in her web.

If the characters slay or scare off Matron Mother Immizil, Fehenra rewards them with 2,000 gp.

Inventory & Services

Fehenra deals almost exclusively in poisons and toxins, as well as an assortment of magical potions. She also has a small selection of tools and weapons that might be useful to assassins and other poison enthusiasts.

Poisons and Toxins

Fehenra's homemade poisons and toxins are brewed from rare and exotic ingredients, and are quasi-magical in nature. In addition, she also sells all the poisons listed in the fifth edition *Dungeon Master's Guide* as well as the poisoner's kit found in the fifth edition *Player's Handbook.*

> The Serpent is as self-made as they come – from the clothes she wears to the poisons she sells, Fehenra has done it all on her own. A word of advice: getting on the bad side of someone who's that competent, stubborn, and determined is bad for your health.
>
> – *the Wanderer*

THE SERPENT INVENTORY

Item Name	Type	Rarity	Description	Value
Bloodbone Kris (A)(E)	Weapon (Dagger)	Common	A bone dagger engraved with glyphs	100 gp
Mage's Blood (W)	Potion	Uncommon	A thin vial of greenish liquid	200 gp
Vial of Phasing Poison (E)	Potion	Uncommon	A glass vial filled with yellow liquid	200 gp
Silence Serum (W)	Potion	Rare	A thin vial of blue liquid	300 gp
Assassin's Glove (E)	Wondrous Item	Uncommon	A sleek leather glove with tiny emeralds	500 gp
Chime of Opening	Wondrous Item	Rare	A 1-foot-long hollow metal tube	500 gp
Vial of Dread Poison (E)	Potion	Uncommon	A glass vial filled with black liquid	500 gp
Vial of Spell Conduit Poison (E)	Potion	Rare	A glass vial filled with turquoise liquid	1,000 gp
Vial of Unraveling Poison (E)	Potion	Rare	A glass vial filled with thick, brown liquid	1,000 gp
Reaper's Claw (A)(E)	Wondrous Item	Rare	A black glove with adamantine claws	1,500 gp
Shadecarver (A)(E)	Weapon (Shortsword)	Rare	A blade oozing wisps of shadow	2,000 gp
Vial of Bloodboil Poison (E)	Potion	Very Rare	A glass vial filled with red liquid	2,000 gp
Cloak of Arachnida (A)	Wondrous Item	Very Rare	A cloak with spider web decorations	2,500 gp
Assassin's Blade (A)(W)	Weapon (Shortsword)	Very Rare	A blade wrapped in necromantic energy	5,000 gp

The Sisters of the Veil

"Hello, you! Yes, you – over here!" a melodious voice commands. As you turn your head, you see the voice's owner: a beautiful, one-foot-tall woman with shimmering wings and emerald-green hair. Hovering in the air before you, she smiles wryly: "Took you long enough, handsome. Perhaps the weight of all that coin is slowing you down? My sisters and I would be happy to ease your burden – come along and see what we've got to offer – well, besides the obvious of course," the pixie winks slyly and beckons you to follow her. Beyond, you see more pixies fluttering about, one smiling at you, another barely noticing you, and one regarding you with suspicion. "These are my sisters – oh, I'm Bellamy, by the way, but you can call me Bella, or just 'Beautiful,' I don't mind!"

The Sisters of the Veil are four pixie sisters who've dedicated their lives to the creation – and trade – of magic items. With personalities as varied as the enchantments they can craft, a visit to the Sisters of the Veil is an interesting experience even if one doesn't buy any of their many magic treasures or make use of their enchanting services.

The Sisters of the Veil are imbued with fey magic and can conjure forth a mostly illusory shop that looks like whatever they think would draw most customers. If found in a city, their shop might be a richly decorated boutique – in truth, likely just a hovel they've spruced up with illusions – and if found outdoors, it might be a forest glade filled with bright sunlight and birdsong.

The Sisters of the Veil Overview

Merchant	Four pixie sisters with varied personalities and a troubled past
Inventory & Services	All manner of magic items and the sisters can craft and enchant magic items
Security	The wares are illusory and the sisters' magic allows them to elude thieves
Bargaining	The prices are fair and the youngest sister, Bellamy, enjoys haggling
Biases	+ Elves, Gnomes, unfortunate folk – Wizards, Humans

Sell Prices	Bargaining DC	Buy Prices
120%	**15**	20%

Background

Once, the Sisters of the Veil were like most pixies; carefree and gleeful, living a life of peaceful enjoyment in their Fey Realm. One fateful day, however, disaster struck: without warning, powerful magic immobilized the four sisters and a sinister, robed figure wandered between them, plucking them effortlessly from the air and stuffing them into a dark sack.

When they recovered their senses, the sisters found themselves locked in a gilded cage in a luxurious throne room. Under the strict supervision of Barlan the Black, a powerful archmage, the pixie sisters were forced to spend most their days singing and dancing before the young princess Ellura, while Barlan governed the realm in the princess' stead. Only ten years of age, Ellura had taken the throne after her parents died of a mysterious illness (of Barlan's make, as it would later be discovered). At night, the sisters were forced to toil in Barlan's workshop, as the wizard exploited their innate magic to enchant wondrous magical artifacts.

Several years passed in this way; the realm suffering under Barlan's tyrannical rule while the princess was kept blissfully distracted by her pixie "friends." Eventually, however, the sisters grew to become the young princess' confidantes and when they told her of their plight and the scope of Barlan's evil, the princess was aghast. Together, the sisters and Ellura concocted a plan to rid the realm of the dangerous wizard – a plan that involved the creation and use of several magic artifacts. Though it was not easy, the plan succeeded and Barlan was forced into exile.

Grateful and ashamed of how she'd been misled, the princess immediately freed the sisters from their bondage and bequeathed them all the wonders they had created while in Barlan's employ. Armed with their freedom and a hoard of magical treasures – and bereft of the careless innocence they had once possessed – the sisters remained in the Material Plane and dedicated themselves to the creation and sale of magical items.

Roleplaying the Sisters

The four pixie sisters are curious and compassionate. They are always interested in the exotic and mysterious, and they always show kindness to the distraught and downtrodden. Beyond that, their temperaments vary greatly.

Bellamy is the youngest of the sisters, and the most outgoing and open. She lives in the moment, and is quick to forget the past, especially if it's uncomfortable ("Why dwell on darkness when the sun's shining and the birds are singing?") She is a flirtatious speed-talker who loves engaging strangers with compliments and playful jabs in equal measures.

Larkspur, the second-youngest sister, is the most shy and solitary. She'll smile at strangers, but rarely speaks unless spoken to. She's immensely creative and her mind will drift, even during conversations, as she crafts new wonders in her mind.

Sylva is the second-oldest sister, and the most thoughtful and insightful. Prone to maudlin, her years in captivity still weighs heavily upon her. To cope, she likes to shut out the outside world as she spends most of her waking moments hard at work.

Faelan is the oldest sister, and the strongest and most willful. During their captivity, Faelan became responsible for her sisters, working twice as hard so she could ease their burdens, and purposefully provoking the evil Barlan to direct his anger at her instead of them. Though free, Faelan is still protective of her sisters and deeply distrustful of strangers – especially humans ("Can't truly trust anyone who measures their lives in years and their height in feet, as I see it!")

Bargaining

Bellamy enjoys haggling and uses flattery and teasing to persuade customers ("You could maybe get it cheaper elsewhere, but what would the ladies think if they saw you wearing second-rate gear?") If a customer manages to drive the prices too far down, Faelan, is quick to step in ("Don't be daft – they'll pay what it's worth or they'll take their business elsewhere!")

Biases

The sisters have a soft spot for other feylike creatures – elves and gnomes in particular – as well as unfortunates who could use a little magic in their life.

Conversely, the sisters have an understandable distrust of wizards and humans.

SISTER OF THE VEIL

Tiny Fey (Pixie), Neutral Good

Armor Class 15
Hit Points 49 (11d4 + 22)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	21 (+5)	14 (+2)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +8, Con +5, Wis +5, Cha +7
Skills Arcana +6, Perception +5, Sleight of Hand +8, Stealth +8
Condition Immunities Charmed
Senses passive Perception 15
Languages Common, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The sister has advantage on saving throws against spells and other magical effects.

Actions

Touch of the Veil. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (4d8) Psychic damage and the target must succeed on a DC 15 Charisma saving throw or until the end of its next turn, the creature must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Spellcasting. The sister casts one of the following spells, using Charisma as her spellcasting ability and requiring no material components (spell save DC 15):

At will: *druidcraft*, *minor illusion*, *plane shift* (self only)
1/day each: *confusion*, *detect thoughts*, *dispel magic*, *faerie fire*, *entangle*, *fly*, *ice storm*, *polymorph*, *slow*, *thunderwave*

Superior Invisibility. The sister magically turns Invisible until her concentration ends (as if concentrating on a spell).

Reactions

Empowering Bond (1/Day). When another Sister of the Veil within 30 feet casts a spell, the sister empowers the magic causing one of the following effects of her choice:

Heighten. The spell takes effect as if it was cast using a spell slot one level higher.
Infuse. One target that takes damage from the spell takes an additional 9 (2d8) Force damage.

Shop Security

Whether their shop is an enchanted structure or an open clearing in the woods, the sisters weave strong enchantments to protect their wares.

Creatures of Magic

Each **sister of the veil** is a powerful spellcaster and can bring their magic to bear, if need be – though they are more likely to use their powers to escape than fight head-on.

Illusory Displays

The sisters prefer to keep their items safely stored away in the Fey Realm, out of reach of their customers, but easy for them to retrieve when necessary. The items they show to customers are magic projections – illusions so real that only those who can see through such magic can tell that they're not the real thing. Once a deal has been made, one of the sisters will blink out of existence – payment in hand – and return with the item that was purchased.

Quest Hooks

The sisters may have a quest or two they could use aid with in return for a sizable discount on their wares.

Barlan the Black

Word has reached the sisters that a powerful wizard has gained the ear of the Jarl who governs a nearby realm. Though he goes by Eirich Oakstaff, they believe that this wizard – a balding, human man with a missing hand and a dark goatee – is Barlan the Black. They offer a discount of up to 1,000 gp if the characters can confirm their suspicions and ensure that Barlan isn't allowed free rein to spread his corruption.

As suspected, the wizard in question is indeed Barlan, which anyone who braves the magical traps of his chamber can discover by reading the notes on his desk. Convincing Jarl Stromboldt of his adviser's true identity is a difficult task that may require the heroes to face down the Jarl's guards, but, if accomplished, will have him exile Barlan the Black. Though his plot is uncovered, the **archmage** is likely to attempt to exact murderous vengeance on the characters for meddling!

A Helping Hand

Despite her unwitting role in the sisters' enslavement, Princess Ellura still holds a special place in their hearts. Thus, upon hearing that the princess is having issues with undead creatures attacking her citizens, the sisters feel compelled to lend a helping hand. If the characters promise to put an end to the scourge, they'll grant each of them a magic item worth 500 gp or less.

Completing the quest involves a perilous trek into the Darkmire Bog where the characters will have to face down a fearsome **night hag** overseeing a small army of zombies, skeletons, and other Undead monsters.

Inventory & Services

The pixie sisters sell a selection of magic items of their own creation, and can also enchant items up to a maximum Magic Level of 20, using the rules from Chapter 2. Working together as they enchant, they can get even custom orders finished in a matter of days or hours.

> The Sisters are both enchanting company and a company of enchanters! Ha, see what I did there?
>
> – *the Wanderer*

THE SISTERS OF THE VEIL INVENTORY

Item Name	Type	Rarity	Description	Value
Bracers of Illumination (A)(E)	Wondrous Item	Common	A pair of bracers embossed with a sun	50 gp
Grifter's Gold (A)(E)	Wondrous Item	Common	A plain and polished gold coin	50 gp
Illusionist's Flute (A)(E)	Wondrous Item	Common	A simple black flute etched with runes	100 gp
Luminous Larvae (E)	Wondrous Item	Common	A vial holding bio-luminescent larvae	100 gp
Scroll of Quickening (E)	Scroll	Common	A scroll in a container etched with runes	100 gp
Vial of Phasing Poison (E)	Potion	Uncommon	A glass vial filled with yellow liquid	200 gp
Candle of the Delver (E)	Wondrous Item	Uncommon	A wax candle bound with a tiny rope	500 gp
Deck of Illusions	Wondrous Item	Uncommon	A deck of cards with shifting backgrounds	1,000 gp
Mistweaver's Cloak (A)(E)	Wondrous Item	Uncommon	A brown cloak woven from wool and fur	1,000 gp
Spellgaze Amulet (A)(E)	Wondrous Item	Rare	An amulet set with numerous gemstones	1,500 gp
Lich's Die (E)	Wondrous Item	Rare	An eight-sided die etched with glyphs	3,000 gp
Cloak of Displacement (A)(E)	Wondrous Item	Very Rare	A blue cloak warping the air around it	6,000 gp
Ring of Invisibility (A)	Ring	Legendary	A plain silver ring	8,000 gp
Shield of the Ancient (A)(E)	Armor (Shield)	Very Rare	A battleworn shield fashioned from oak	8,000 gp

The Starry Attic

by Robert Mason (Bob World Builder)

Though the tower's doorway is dark, white light glimmers between its blue-black stones. "Aye! Welcome! Please, step inside!" a dark-skinned elf suddenly calls from a window near the tower's peak beneath a huge silvery telescope. The man's brilliant white smile and hair match his countless star-like tattoos. As you enter, runes on the floor light up, illuminating long star chart tapestries, and a magical platform delivers you up to a workshop observatory filled with celestial jewelry, strange lenses, scrolls, and more cosmic wonders.

Celestir, keeper of the Starry Attic, is a jovial drow merchant who considers himself an astronomer first. The Starry Attic serves as Celestir's observation tower, workshop, storefront, and airship, traveling between cities and remote peaks at the elf's whim, so adventurers can find the Starry Attic in virtually any environment.

Customers come for a range of goods and services: magnifying lenses, star charts, lore on the heavens and their star signs, astral-themed jewelry, and passage to other lands. Like every item in his tower, Celestir himself evokes the wonders of the cosmos, and he delights in sharing his passion with anyone who comes to visit.

The Starry Attic Overview

Merchant	Celestir, a dark elf artificer, wizard, and astronomer, who loves to laugh
Inventory & Services	Celestial objects and magic items infused with the magic of the stars
Security	The flying tower is protected from intruders and can make a hasty escape
Bargaining	Celestir doesn't bargain very well and is quick to offer discounts
Biases	+ Artificers, Wizards, astronomers – Brash folk, astrology skeptics

Sell Prices	Bargaining DC	Buy Prices
120%	11	40%

Background

Like most dark elves, Celestir was born far below ground in a realm of rocky tunnels and black lakes, dotted by ancient cities hewn from the foundations of the surface world. After first learning of the sky and the stars above, the elf devoted his whole self to learning all there is to know about the infinite blackness above the ground. He swears it was written in the stars that he so readily found the perfect teacher, an astral wizard named Celestir, from whom the drow eventually inherited his tower and his chosen name. To further honor his teacher and the heavens, Celestir adorned his own body with a network of shining, star-like tattoos which he displays proudly.

Roleplaying Celestir

While Celestir strives to exude the patience and thoughtfulness of his late teacher, the drow wizard and artificer has an innate sense of wonder that keeps his mind stirring with new ideas. In conversation, Celestir often follows whatever thread he finds the most intriguing, and somehow, his questions always lead to Celestir confidently guessing the star sign of his interlocutor. A true scientist, the elf revels in an incorrect hypothesis – when a visitor doesn't seem to match their sign – and he excitedly follows new lines of inquiry to find the correct answer. In Celestir's case, this usually means murmuring about rare celestial events that could have caused the deviation.

When he's actually invited to lecture about the stars, Celestir prefers to show rather than tell, captivating his visitors with astonishing views through his telescope or magically projecting constellations and other cosmic phenomena onto the domed ceiling of his tower. Though he's an astronomer first and foremost, Celestir joyfully follows these demonstrations with offerings of jewelry to match one's sign, books on the stars, or lenses for gazing into other realms.

Bargaining

Bargaining with Celestir is no challenge. Moreover, should the current celestial alignment match a customer's birth sign, they may owe Celestir nothing at all. In his own words: "The stars have aligned for this occasion, and who am I to refuse them?"

Biases

The elf always provides a discount to fellow wizards, artificers, and other customers who share his appreciation for the heavens and what lies beyond.

On the contrary, brash hagglers and those who do not indulge his cosmological fancies may earn a polite yet firm refusal of service, as their stars are clearly misaligned.

> Didn't use to care much for astrology and star signs and all that, well... nonsense. But since Celestir explained my star sign to me, I'm starting to think there's maybe something to it. I really am more cranky whenever there's a full moon in the sky!
>
> – *the Wanderer*

CELESTIR

Medium Humanoid (Elf), Neutral Good

Armor Class 14 (17 with *Mage Armor*)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	16 (+3)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Dex +9, Con +8, Int +10, Wis +7
Skills Arcana +10, Insight +7, Perception +7
Senses Blindsight 30 ft., Darkvision 60 ft., passive Perception 17
Languages Common, Elvish, Undercommon
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Fey Ancestry. Celestir has advantage on saving throws made to avoid or end the Charmed condition and magic can't put him to sleep.

Foresight. Celestir can't be surprised, has advantage on attack rolls, ability checks, and saving throws, and attacks against him have disadvantage.

Legendary Resistance (2/Day). If Celestir fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Celestir makes two Shooting Star attacks.

Shooting Star. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 11 (2d10) Radiant damage plus 11 (2d10) Force damage and the target suffers one of the following effects of Celestir's choice:

Banish. The target must succeed on a DC 18 Charisma saving throw or be banished to an empty, star-filled void until the end of its next turn.

Daze. The target must succeed on a DC 18 Constitution saving throw or until the end of its next turn, it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Illuminate. The target glows with bright light in a 5-foot radius and attacks against it have advantage until the start of Celestir's next turn.

Spellcasting. Celestir casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *mage armor*, *magic missile* (as a 5th-level spell)
1/day each: *chain lighting*, *dispel magic*, *feeblemind*, *fly*, *plane shift*, *prismatic wall*, *reverse gravity*, *teleport*

Bonus Actions

Celestial Step. Celestir magically teleports to an unoccupied space he can see within 30 feet. Each creature of his choice within 10 feet of his origin point or destination must succeed on a DC 18 Constitution saving throw or be Blinded until the start of Celestir's next turn.

Reactions

Cosmic Veil (7 Charges/Day). When Celestir takes non-Psychic damage, he can expend charges to reduce the damage he takes by 1d10 per charge he expends.

Counterspell (3rd-Level Spell; 3/Day). When another creature Celestir can see within 60 feet casts a spell, Celestir casts *Counterspell*.

Shop Security

Though the door is always open, the Starry Attic is well-protected from common thieves. As a master lensmaker, **Celestir** has crafted an ingenious series of discreet periscopes that allow him to monitor both the area surrounding the tower and its interior main floor. He's still planning out another pipe network for two-way communication, but shouting and waving from the upper floor works for now. To reach the 40-foot-high shop, visitors must be welcomed by Celestir, who uses a secret incantation to create and raise a magical platform.

As a last ditch effort to escape trouble, Celestir can recite an incantation to dissipate the shop's "floor," before activating the tower's flight. Using a complex sequence of runes at the observation scope's seat, he can cause the shop to fly, leaving unwanted visitors behind – unless they can also fly or hold on tightly to his shop's furniture (which is, of course, firmly secured to the walls.)

Quest Hooks

Celestir can offer the following quests to adventurers who are looking for a discount:

Fallen Light

Celestir wants the party to retrieve a meteorite that fell several miles from the tower. He offers 500 gp or to split the value of the rare fallen star. Celestir would go himself, but he's waiting to document the meteor shower at its peak sometime in the next couple days. Celestir does not know the first meteorite was actually a crash-landed creature from a celestial plane of existence, and the coming "meteor shower" is a fleet of its brethren passing close to the planet.

Hanta's Comet

Once every 73 years, a crimson comet passes through the night sky. For unknown reasons, it enhances the power of all lycanthropes under its light and sends them into an uncontrollable rage for several hours. Celestir has plotted its course and warns the party of two small towns that will face the wrath of Hanta's Comet when it passes in ten days. One of the towns offers 1,000 gp for their protection, but the other can only muster 250 gp.

The Ticking Tomb

Celestir tells the party that centuries ago, the tomb of a dwarven warlord was built to serve as a deadly timed test for bold grave robbers. Its gate appears under a specific celestial alignment, once every sixty years, and it remains open for only six hours (or another duration, at the GM's discretion). When it opens next month, at least one other party of adventurers is preparing to enter the ticking tomb, retrieve whatever treasures they can, and escape before being trapped inside. The tomb's treasures have a total value of 5,000 gp, though most explorers never delve deep enough to collect it all.

Inventory & Services

The Starry Attic's inventory is an impressive collection of astral paraphernalia. Celestir makes and trades jewelry themed to every star sign, often infused with simple tricks of cosmic magic. He crafts telescopes that reveal distant constellations, and handheld lenses that allow glimpses into realms invisible to the naked eye. Celestir's small library of star charts is highly coveted by sea captains and cartographers, and his tomes of celestial lore represent the accumulated knowledge of many cultures.

THE STARRY ATTIC INVENTORY

Item Name	Type	Rarity	Description	Value
Bracers of Illumination (A)(E)	Wondrous Item	Common	Leather bracers with a sun symbol	50 gp
Starforged Trinket (A)(E)	Wondrous Item	Common	A metal trinket set with an azure crystal	100 gp
Astral Echo Earrings (A)(E)	Wondrous Item	Uncommon	A twin earring set with white gemstones	500 gp
Sphere of Foresight (A)(E)	Wondrous Item	Uncommon	An orb floating within a metal sphere	1,000 gp
Spellgaze Amulet (A)(E)	Wondrous Item	Rare	An amulet set with colorful gemstones	1,500 gp
Seraphim's Crossbow (E)	Weapon (Light Crossbow)	Rare	A crossbow embellished with golden symbols	2,000 gp
Arcanist's Conduit (A)(E)	Staff	Rare	An staff with a crescent-shaped crown	3,000 gp
Stargazer's Spyglass (E)	Wondrous Item	Rare	A spyglass inlaid with silver and pearls	3,000 gp
Ring of Shooting Stars (A)	Ring	Very Rare	A silver ring set with sapphires	5,000 gp
Circlet of the Cosmos (A)(E)	Wondrous Item	Very Rare	A circlet inset with shimmering crystals	12,000 gp
Robe of Stars (A)	Wondrous Item	Very rare	A dark robe embroidered with silver stars	20,000 gp
Amulet of the Planes (A)	Wondrous Item	Very Rare	An obsidian amulet with a pale crystal	30,000 gp

Twinhelm's Emporium

The oversized, two-story house is adorned with vibrant mosaic tiles and swirling arcane symbols that seem to beckon you inside. The huge door creaks open by its own accord as you approach, revealing shelves that overflow with dusty tomes, crystals, and other esoteric objects. Behind an oak counter stands a hulking, two-headed giant clad in fine vestments. One head spares you only a quick glance above the rim of the book it is reading, while the other, an oiled mustache glistening under its flat nose, smiles broadly: "Welcome to Twinhelm's Emporium, my friend! Don't be shy, look around – whatever you're looking for, you'll find it here. But, what are you looking for, if you don't mind me asking?"

Varix and Thadeus Twinhelm share not only their ettin body but also a passion for all things magical. Together – not that they ever had a choice in the matter – they run Twinhelm's Emporium, a large shop with an impressive inventory of magical wares, many of which are crafted by Varix.

Characters can find Twinhelm's Emporium in any urban setting, its brightly colored facade making it almost impossible to miss.

Background

Varix and Thadeus have no recollection of clan or kin, as they grew up in the care of an eccentric wizard, the late Belshabbara the Vexing – or "Mama Babbara," as the ettin fondly named her. Belshabbara was a kind and maternal soul, but also prone to engage in dangerous and ethically dubious experiments. In a way, Varix and Thadeus are a result of one of these experiments, as Belshabbara wanted to see if she could imbue the ettin – who are usually dim-witted and aggressive – with a keen mind and amicable demeanor.

Twinhelm's Emporium Overview

Merchant	Varix, a serious and bookish enchanter, and Thadeus, a jovial merchant
Inventory & Services	All manner of magical items and enchanting-to-order
Security	Varix and Thadeus are a formidable pair and the shop has magical wards
Bargaining	Thadeus enjoys bargaining and Varix hates it – both are bad at it
Biases	+ Wizards, Bards – None

Sell Prices	Bargaining DC	Buy Prices
130%	**11**	40%

The experiment was a partial success: while both Varix and Thadeus are more sociable than most of their kin, most of the intelligence went to Varix and Thadeus ended up with the winning personality.

Extraordinarily cunning and with an innate affinity for magic, Varix was the perfect apprentice to Belshabbara. Thadeus, on the other hand, was much more interested in brawling, drinking, and carousing – a dichotomy between the heads that has led to many frustrations and arguments.

When Belshabbara was winked out of existence during an ill-advised experiment involving a *Sphere of Annihilation*, the adolescent ettin grieved deeply for the loss of their "Mama Babbara." Having to now fend for themselves, Varix and Thadeus decided to open up Twinhelm's Emporium. Here, they sell magical objects inherited from Belshabbara, crafted by Varix, or bartered by Thadeus.

Roleplaying Varix & Thadeus

Almost the only thing Varix and Thadeus have in common is their 10-foot tall, doughy body, which is typically clad in brightly colored silk shirts and pants (Thadeus is firmly in control of the ettin's wardrobe).

Varix is calm, bookish, and surly – always reading, tinkering, or thinking. Thadeus, on the other hand, has a personality as colorful as his attire. He is boisterous, jovial, and always on his feet, moving the ettin's huge body around with uncanny agility – much to Varix' annoyance ("Would you mind? I can't read when you're prancing about like an owlbear in heat!")

Due to their differences in demeanor, the ettin's heads constantly have to compromise to accommodate each other. They have agreements about when Varix can sit down to craft and tinker (time Thadeus usually spends slowly drinking himself – and Varix – into a mindless stupor) and when Thadeus can leave their home to go shopping for fashionable clothes and bright decor (while Varix futilely attempts to read heavy tomes or ponder the intricacies of arcane magic).

When engaging with customers, Thadeus usually does the talking ("Mama always said I had a knack for talking – mostly nonsense, she'd say, but any talk is better than no talk, as I see it"). Varix chimes in from time to time, either to correct Thadeus ("No, a *Hat of Disguise* won't actually turn you into an elf, as you well know, you oaf") or to shush his rowdy twin ("By the Lady, Thadeus, would you quiet down – you shouldn't be laughing at your own jokes, anyway!")

Both heads share a love for their late mother, and often refer to her in wistful tones when they show off an item she was fond of ("Mama Babbara loved this broom – not because it could fly, but because we'd usually behave much better when she had it in hand!")

Bargaining

Thadeus loves bargaining almost as much as Varix hates it – and neither is any good at it. A salesman at heart, Thadeus is quick to suggest purchases and almost as quick to lower prices if a customer seems hesitant to make a purchase. Though Varix has no such inclinations, he will often go along with Thadeus' ridiculous discounts just to end the transaction and hopefully shut Thadeus up for a while.

Biases

Both Varix and Thadeus have a soft spot for wizards – Varix enjoys engaging in professional discourse with his fellow arcanists, while wizards simply remind Thadeus of his dear "Mama Babbara." Thadeus also has a fondness for art and music, such as bards, and appreciates anyone who can produce either.

VARIX & THADEUS

Large Giant (Ettin), Neutral & Chaotic Good

Armor Class 12 (15 with *Mage Armor*)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +8, Int +8, Wis +6
Skills Arcana +8, Insight +6, Perception +10
Senses Darkvision 60 ft., passive Perception 20
Languages Common, Draconic, Giant, Orcish
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Varix & Thadeus fail a saving throw, they can choose to succeed instead.

Two Heads. Varix & Thadeus have advantage on saving throws made to avoid or end the Blinded, Charmed, Deafened, Frightened, Stunned, and Unconscious conditions on themselves.

Actions

Multiattack. Varix & Thadeus make two melee attacks and use Spellcasting.

Scavenger's Might. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) Bludgeoning damage plus 7 (2d6) Force damage and, if the target is a creature, it suffers one of the following effects of Varix & Thadeus' choice:

Mighty Blow. The creature must succeed on a DC 15 Strength saving throw or be tossed 20 feet horizontally in a direction of Varix & Thadeus' choice, landing Prone and taking 3 (1d6) Bludgeoning damage for each 10 feet it was thrown. If it hits another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage.

Siphon Strength. The creature must succeed on a DC 15 Constitution saving throw or until the end of Varix & Thadeus' next turn, the creature has disadvantage on ability checks, saving throws, and attack rolls using Strength, and Varix & Thadeus have advantage on ability checks, saving throws, and attack rolls using Strength.

Spellcasting. Varix & Thadeus cast one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *fire bolt, mage armor, mage hand, shocking grasp*
1/day each: *cone of cold, dispel magic, dominate person, fly, hold person, lightning bolt, wall of fire, web*

Bonus Actions

Misty Step (2nd-Level Spell; 2/Day). Varix & Thadeus magically teleport to an unoccupied space they can see within 30 feet.

Rush. Varix & Thadeus move up to their speed in a straight line. If they move at least 10 feet and end the move within reach of another creature, they have advantage on the next melee attack roll they make against that creature this turn.

Reactions

Counterspell (3rd-Level Spell; 2/Day). When another creature Varix & Thadeus can see within 60 feet casts a spell, Varix & Thadeus cast *Counterspell*.

Shop Security

Varix and Thadeus employ their unique combination of brains and brawn to keep their wares secure.

The Quiet Observer

Aside from being a powerful and well-prepared spellcaster, Varix is also much more perceptive than he appears. Always watching for deceit and threats, almost nothing escapes Varix's attention.

The Boisterous Brawler

Though he is jovial and good-natured, Thadeus is a capable fighter. With impressive strength and agility, Thadeus is quick to deal with would-be robbers, either crushing them with his magical flail or throwing them headfirst through the shop's doors.

Alarms & Wards

Varix has crafted various magical protections to keep the shop's wares safe. *Alarm* spells will alert the ettin if anyone touches a magic item while they aren't within 30 feet of it, and *Glyphs of Warding* holding *Confusion* spells (DC 17) have been inscribed into the most valuable items (Varix carefully removes the ward before the item is sold). The shop is enchanted to be impervious to damage and spells such as *Passwall*, and is protected with a permanent *Private Sanctum* spell.

Quest Hooks

Because they can only rarely agree what to do, Thadeus and Varix have a lot of errands and tasks that go undone. Characters willing to pick up the slack may earn a sizable discount or a cash reward from the ettin.

A Nice Surprise

Thadeus may try to acquire the characters' aid in a minor, but important task: hosting a surprise birthday party for Varix! Thadeus believes Varix would appreciate a surprise party (he is woefully wrong about that), but it's hard to orchestrate when Varix is always – literally – looking over his shoulder. Using sign language, thieves' cant, or through notes scribbled in secret, Thadeus informs the characters that he'll give them up to 25% off any item in the shop if they'll buy decorations, a cake, and a gift (Thadeus has picked out a gold stylus that he knows Varix will love) while he distracts Varix with a visit to the local bookstore.

A Study of Annihilation

A copy of the famed wizard Albrexen's book *A Study of Annihilation* has come up for sale at an auction. Hoping it holds information that could lead to the restoration of the ettin's mother, Belshabbara, Varix simply has to own this book but has so far been unable to get his hands on a copy. If the party can retrieve it, he'll pay their expenses plus 500 gp, to a maximum of 1,000 gp.

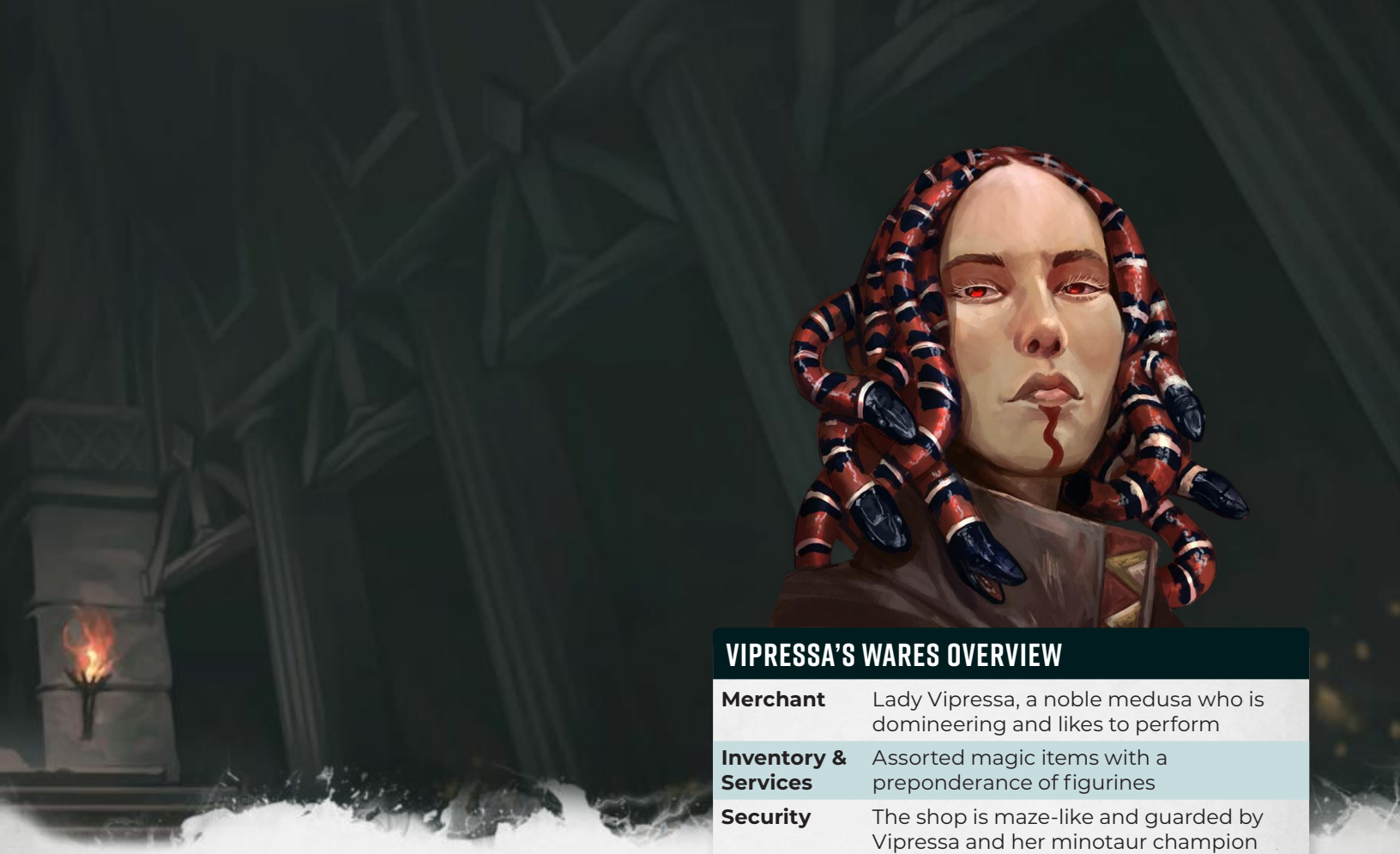
To run this quest, you can use the auction house on page 88 of *Wanderer's Guide to Merchants & Magic*, or you can create an auction experience of your own.

Inventory & Services

Twinhelm's Emporium sells magic items, primarily for spellcasters, including scrolls, potions, and spell components. In addition, Varix can enchant magic items up to a maximum Magic Level of 15, using the rules from Chapter 2.

TWINHELM'S EMPORIUM INVENTORY

Item Name	Type	Rarity	Description	Value
Potion of Expertise (W)	Potion	Rare	A square vial of pink liquid	200 gp
Ring of Jumping (A)	Ring	Uncommon	A heavy but unadorned steel ring	300 gp
Wand of Secrets (A)	Wand	Uncommon	A wooden wand lined with silver	300 gp
Eyepeeler's Bola (E)	Weapon (Bola)	Uncommon	A bola, each of its ropes affixed to an eye	500 gp
Candle of the Delver (E)	Wondrous Item	Uncommon	A candle adorned with small talismans	500 gp
Elemental Potion of Fire (E)	Potion	Very Rare	A glass vial containing raging flames	500 gp
Scroll of Convenience (E)	Scroll	Uncommon	A parchment scroll with a rough texture	500 gp
Bottle of Indecision (E)	Wondrous Item	Uncommon	A bottle depicting a perplexed face	500 gp
Wand of Wonder (A)	Wand	Rare	A bronze wand set with gemstones	1,000 gp
Flask of the Fallen (E)	Wondrous Item	Rare	A flask decorated with a crying figurine	1,500 gp
Arcanist's Conduit (A)(E)	Staff	Rare	A staff with a crescent-shaped crown	3,000 gp
Rings of Fire (A)(E)	Ring	Rare	Four gold rings with glowing runes	3,000 gp
Scavenger's Might (A)(E)	Weapon (Flail)	Rare	A flail with a runecarved stone head	4,000 gp
Wand of Binding (A)	Wand	Rare	A long ebony wand wrapped in chains	5,000 gp
Ring of Telekinesis (A)	Ring	Very Rare	A silver ring with a yellow gemstone	6,000 gp
Staff of Frost (A)	Staff	Very Rare	A staff of pale-bluish wood	10,000 gp



Vipressa's Wares

Though the sign above the stone door tells you that you're entering a shop, what awaits you inside more resembles a dungeon. Wide alcoves are set into the rough stone walls, artfully displaying wondrous objects, while wall-like shelving units create narrow aisles and twisting turns that give the space a labyrinthine feel. At intervals, stone statues in various poses are arranged like mannequins to display objects; one wearing an odd-looking hat, another bedecked in glowing jewelry. "Welcome," rumbles a towering minotaur as it appears around a corner. "Follow – stay close," it says curtly and starts walking. A few disorienting turns later, you stand before a stone counter, facing a young woman with gleaming red eyes and a tangle of brightly colored snakes where her hair would be. "Looking for anything in particular or just here to let your gaze wander?" she says, her voice a husky whisper.

Vipressa's Wares is a large, labyrinthine shop run by Lady Vipressa, a young medusa. Prideful and born into a merchant family, Lady Vipressa is as proficient at turning magic items into gold as she is at turning those who transgress against her into statues of stone.

Vipressa's Wares can be situated in any environment, though it fits especially well into subterranean or mountainous environments where a stone-hewn shop wouldn't be out of place.

Vipressa's Wares Overview

Merchant	Lady Vipressa, a noble medusa who is domineering and likes to perform
Inventory & Services	Assorted magic items with a preponderance of figurines
Security	The shop is maze-like and guarded by Vipressa and her minotaur champion
Bargaining	Vipressa drives a hard bargain but is susceptible to flattery
Biases	+ Bards, other performers – Dwarves

Sell Prices	Bargaining DC	Buy Prices
130%	**17**	40%

Background

Vipressa Veilshade was born into wealth and power. As the oldest of six sisters, Vipressa has commanded others as long as she's been able to speak. Since her mother died – the medusa matriarch's neck severed by an overzealous adventurer's blade – Vipressa has been responsible for both her siblings and the family business: a lucrative emerald mine.

Chafing under Vipressa's domineering rule, her sisters struck out on their own one after another, until Vipressa eventually found herself alone in her subterranean mine, save for a dozen minotaur workers. Envious of the freedom her sisters enjoyed, Vipressa decided to sell the mine and become a merchant.

For a few years now, Lady Vipressa, assisted by her minotaur guard Arôn, has run Vipressa's Wares. From her maze-like shop, she sells magic items and adventuring equipment – most of which was left behind by thieves and adventurers who have trespassed into the medusa family's lair over the decades.

Roleplaying Lady Vipressa

As beautiful as she is arrogant, Vipressa is accustomed to obedience. She can be prideful and domineering and anything – or anyone – that fails to meet her exacting standards is met with derisive remarks ("This dagger is not as I was promised – clearly the work of a second-rate enchanter"). She is also quick to respond to disrespect with thinly-veiled threats ("That's what I like about statues – they don't talk back!")

Those who can see past her difficult demeanor, however, will discover that Lady Vipressa can also be delightfully charming when she chooses to. While in the company of those she likes or wants to impress – such as her sisters, her favored minotaur servant, Arôn, or handsome, wealthy strangers – Vipressa is quick to offer genuine compliments ("Your dress is absolutely stunning, dear, you must tell me where you've bought it!") and outright flattery ("I see that there's no need to make a statue out of you, warrior, for you are as if carved out of stone already!")

Aside from tending to her shop, Lady Vipressa is also an enthusiastic bard and performer. She loves playing music, acting (she attends weekly acting classes and performs in amateur theaters), and poetry recitals. Vipressa appreciates nothing more than being able to perform – and, of course, receiving due praise!

Bargaining

Lady Vipressa is an expert merchant and drives a tough bargain. She will try to squeeze every last copper out of a deal and gives nothing away for free – though those who compliment her beauty or her artistry may have an easier time getting better offers.

Biases

Vipressa has a soft spot for bards, especially if they are amateurs she can haughtily educate ("Sure, the lute is fine, but in the end, the music produced by a harp always strikes a deeper chord!")

Vipressa has a strong dislike of dwarves, finding them to be grumbling brutes who don't appreciate the fine arts and who believe that they know more about mining and stone-carving than she does.

> Ah, Vipressa; such beauty, such charm! And wise too – she was absolutely right, spending a week as an ornament in her shop did wonders for my manners.
>
> – *the Wanderer*

LADY VIPRESSA

Medium Monstrosity (Medusa), Lawful Neutral

Armor Class 16 (Natural Armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	18 (+4)	14 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +8, Con +8, Wis +5, Cha +8
Skills Insight +5, Perception +5, Performance +8
Senses Darkvision 60 ft., passive Perception 15
Languages Common, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Vipressa fails a saving throw, she can choose to succeed instead.

Petrifying Gaze. When a creature that can see Vipressa's eyes starts its turn within 30 feet of her, Vipressa can force it to make a DC 16 Constitution saving throw if she isn't Incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly Petrified. Otherwise, a creature that fails the save begins to turn to stone and is Restrained. The Restrained creature must repeat the saving throw at the end of its next turn, becoming Petrified on a failure or ending the effect on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Vipressa until the start of its next turn, when it can avert its eyes again. If the creature looks at her in the meantime, it must immediately make the saving throw.

Actions

Snake Hair. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) Piercing damage plus 28 (8d6) Poison damage and the target must succeed on a DC 16 Constitution saving throw or be Poisoned for 1 hour.

Spellcasting. Vipressa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *fly, hold person, hypnotic pattern, invisibility*
1/day each: *dominate monster, irresistible dance, maze*

Bonus Actions

Command (1st-Level Spell). Vipressa issues a one-word command, such as flee, grovel, or halt, to a creature she can see within 60 feet. The target must succeed on a DC 16 Wisdom saving throw or obey the command on its next turn.

Vicious Mockery (Cantrip). One creature within 60 feet that can hear Vipressa must succeed on a DC 16 Wisdom saving throw or take 10 (4d4) Psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Reactions

Cutting Words. When a creature Vipressa can see within 60 feet makes an attack roll, ability check, or damage roll, it must roll a d10 and subtracts the result from the attack roll, ability check, or damage roll.

Shop Security

Vipressa's Wares is protected by its confusing layout, the minotaur Arôn and Lady Vipressa herself.

Beauty and the Beast

Trained as a bard, **Lady Vipressa** is even more formidable than an ordinary medusa. With her petrifying gaze and powerful magic, most who try to rob Vipressa end up as permanent fixtures in her shop.

Her servant Arôn, a hulking figure even by minotaur standards (Arôn has the statistics of a **minotaur**, except he has 50 extra hit points and can take two Greataxe attacks on his turn), is quick to jump to his mistress' defense – and fights until Vipressa calls him off.

Dungeon Labyrinth

The many twisting aisles in Vipressa's Wares are imbued with magic and shift around whenever one looks away. Thieves especially will find the shop hard to escape from, as the exit hides itself from anyone who carries wares from within the shop. In most cases, Lady Vipressa or Arôn, who can navigate the shop effortlessly, have to guide customers out of the shop.

Quest Hooks

Lady Vipressa may offer quests to adventurers in return for a sizable discount on her wares.

Help a Sister Out

Vipressa has had word that her reckless youngest sister, Gorgonia, has petrified a young noble who was too forceful when courting her. Though the man's family has the means to revert the transformation, Gorgonia has chipped off his prominent nose and hidden it.

Now, Gorgonia sits arrested in Baron Yarndale's dungeon, staunchly refusing to divulge where she's hid the young noble's stone nose as she – rightly – believes she'll be executed as soon as they retrieve it. Vipressa promises a reward of 1,000 gp if the characters can help resolve the situation in a way that sees the noble returned to flesh (with his nose) and Gorgonia freed.

Traveling to the baron's castle, the characters can smooth-talk themselves into a visit with Gorgonia. If they guarantee her safety and explain they're sent by Vipressa, Gorgonia will tell them that she threw the nose in a troll's bog in the nearby woods. If the characters visit the bog and recover the petrified nose, they can use it to barter for Gorgonia's release.

Mirror, Mirror in the Maze

Lady Vipressa has heard rumors of a *Mirror Of Life Trapping* located in the dangerous Maze of Mirrored Despair. She is willing to reward the characters with 5,000 gp if they'll accompany her minotaur champion Arôn into the maze and retrieve the mirror.

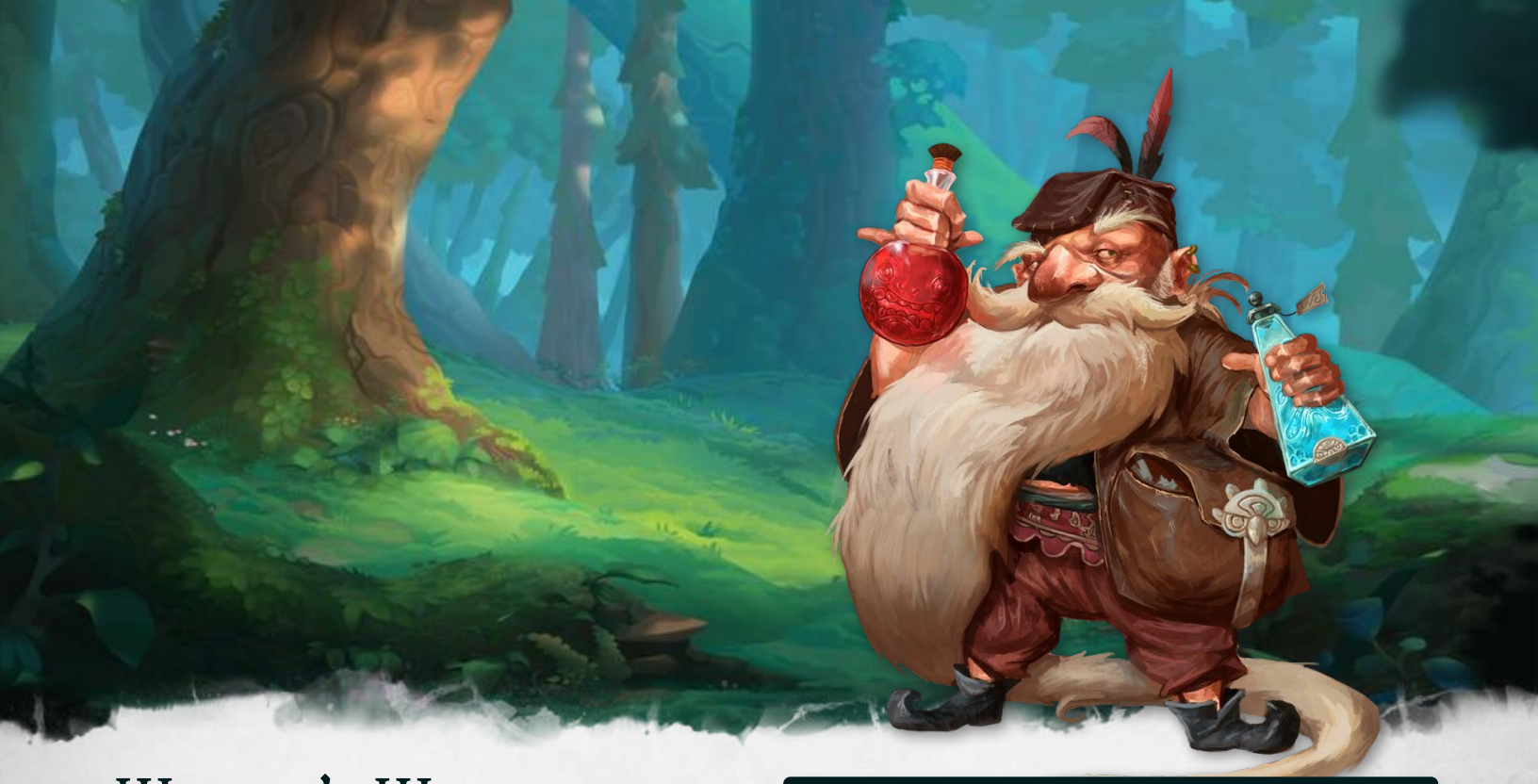
Delving into the maze, the characters must fight to keep the reckless minotaur Arôn alive, as they're likely to be lost in the dangerous maze without him. If they succeed, they can find the mirror at the maze's center, guarded by an evil **androsphinx**.

Inventory & Services

Lady Vipressa sells a variety of mundane and magical objects, with a preponderance of figurines and other items crafted from stone or minerals. She also sells any adventuring equipment found in the fifth edition *Player's Handbook*, at a slight markup.

VIPRESSA'S WARES INVENTORY

Item Name	Type	Rarity	Description	Value
Grifter's Gold A E	Wondrous Item	Common	A polished gold coin	50 gp
Liar's Stone A W	Wondrous Item	Common	A necklace with a small black stone	50 gp
Shield of Stabilization E	Armor (Shield)	Common	A dented but sturdy-looking metal shield	100 gp
Figurine of Wondrous Power (Onyx Dog)	Wondrous Item	Rare	An onyx figurine of a dog	500 gp
Runecarver's Whetstone E	Wondrous Item	Uncommon	A whetstone inscribed with arcane runes	500 gp
Rustward E	Armor (Shield)	Uncommon	A shield reinforced with rusty carapace	500 gp
Pseudodragon's Staff A E	Staff	Uncommon	A scepter with a dragon figurine at the tip	1,000 gp
Staff of the Python A	Staff	Uncommon	A staff carved like a coiling snake	1,000 gp
Figurine of Wondrous Power (Serpentine Owl)	Wondrous Item	Rare	An owl figurine made of serpentine	1,500 gp
Flask of the Fallen E	Wondrous Item	Rare	A flask adorned with a mourning figurine	1,500 gp
Basilisk's Blade A W	Weapon (Dagger)	Rare	A blade made from scales and feathers	2,000 gp
Viper's Blade A M	Weapon (Rapier)	Rare	A blade with a snake-like zigzagging form	2,500 gp
Figurine of Wondrous Power (Obsidian Steed)	Wondrous Item	Very Rare	An obsidian figurine of a steed	4,000 gp
Voltspire A E	Staff	Rare	A silver staff that sizzles with energy	4,000 gp



Waguff's Wandering Warehouse of Wonders

by Will Earl (DnD Shorts)

The sound of heavy footfalls heralds the arrival of a ramshackle shack lumbering toward you on enormous chicken legs. The wooden structure is bound in gleaming sap of every color imaginable, vibrant smoke pours from the shack's many chimneys and the rich scent of cooked vanilla fills your nostrils. The shack comes to a staggering halt, almost tipping over as it does, and causing the wooden front door to swing open with a bang. In the entrance stands a small, rotund gnome with a huge nose and a gargantuan, gray beard that spills over his plump belly and muddy brown trousers and onto the floor. "Careful, ye dolt," he exclaims in a grating, nasal voice as the walking structure squats down. "Ahem – yes," he says, gathering himself and looking at you. "Name's Waguff and this here's me Wandering Warehouse of Wonders. Ye look like the adventurin' sort – mayhaps ye'd care to peruse me wares?"

Waguff's Wandering Warehouse of Wonders is a walking shop that roams the countryside looking for potential buyers. The shop is run by the gnome Waguff, a merchant minute in stature even by gnomish standards, who sells a varied inventory of magic items but specializes in sentient, consumable items.

Characters can find the Wandering Warehouse virtually anywhere a huge, walking structure could feasibly access. It might saunter up to them as they're traveling the countryside or they may find it resting its legs on a hilltop, in a clearing, or in a small village.

Waguff's Warehouse Overview

Merchant	Waguff, a rotund gnome with a shrill voice and short attention span
Inventory & Services	A variety of quirky and sentient items, including many sentient consumables
Security	The warehouse itself is alive and defends Waguff and his wares
Bargaining	Waguff isn't a great haggler and his selling prices are very fair
Biases	+ Artificers, Elves – None

Sell Prices	Bargaining DC	Buy Prices
120%	11	20%

Background

Waguff has always spent most of his time brewing, tinkering, and creating magical concoctions and ingenious inventions in his small laboratory. For Waguff, the work itself was his reward and he never put much thought into selling his wares for a profit.

One day, through a happy, magical accident, his shack grew huge chicken legs, uprooted itself, and began walking. Though he was surprised, Waguff didn't mind much until the shack began stopping next to strangers, opening its doors, and shaking until Waguff went to the door and greeted them.

Eventually, Waguff realized that his shack wanted him to sell off his wares – perhaps because it grew tired of carrying around the weight of his inventions – so to appease it, Waguff transformed his shack into a shop, and the Wandering Warehouse of Wonders was born!

Roleplaying Waguff

Waguff is a gnome's gnome – he's odd, quirky, and all his own. His shrill, almost shrieking, voice has an oddly hypnotic quality and he is prone to interrupting others when he can't contain his excitement.

Waguff's wrinkled brain is always coming up with new, outlandish inventions. Often, something he sees or hears will, in a round-about way, spark inspiration in him and he'll set off to work almost immediately ("An elf with a harp? A harp-elf. Pointy ears, mmmh. What if – yes, an ear-shaped harp that replays the music it hears. I must write that down!")

As his train of thought is constantly interrupted, Waguff's shack overflows with half-finished creations, items he's completely forgotten he's made ("That sword? Yes, it's... Well, it's definitely magical. I think"), and conversations with him are often disjointed.

Waguff particularly enjoys crafting sentient items. He often carry conversations with his creations, even while in the presence of others – and even if they don't always answer him.

Bargaining

Waguff has no control over his warehouse, but it seems to lead him to areas of high profitability. Waguff himself has little business sense, and his success seems largely dependent on his warehouse's uncanny ability to place itself where there is profit to be had. Waguff's prices are fair and he's not difficult to bargain with.

Biases

Most of the time, Waguff barely registers other people's appearance or demeanor. He does, however, feel a certain kinship with other artificers and inventors, and has an almost child-like fascination with elves, and is likely to offer both significant discounts. He has no negative biases toward any particular group of people.

> Waguff's an odd one, to be sure, but there's something to be said for sentient potions. My talking Potion of Mind Reading has saved me a fortune in therapy fees!
>
> – *the Wanderer*

WANDERING WAREHOUSE

Gargantuan Construct, Unaligned

Armor Class 18 (Natural Armor)
Hit Points 310 (20d20 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	20 (+5)	7 (–2)	14 (+2)	6 (–2)

Saving Throws Str +14, Con +10
Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone
Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the warehouse fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The warehouse makes two Kick attacks.

Kick. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) Bludgeoning damage and the target must succeed on a DC 22 Strength check or be pushed back 10 feet and fall Prone.

Magic Steam. The warehouse releases a puff of magic steam that briefly fills its interior and a 20-foot-radius around it. Each other creature within the area suffers one of the following effects of the warehouse's choice:

Frightful. The creature must succeed on a DC 18 Intelligence saving throw or take 36 (8d8) Psychic damage and be Frightened for 1 minute.

Paralyzing. The creature must succeed on a DC 18 Constitution saving throw or be Paralyzed for 1 minute.

Toxic. The creature must make a DC 18 Constitution saving throw. On a failure, it takes 45 (10d8) Poison damage and is Poisoned for 1 minute. On a success, the creature takes half as much damage and isn't Poisoned.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Leap. The warehouse jumps up to its speed without provoking opportunity attacks. Each Large or smaller creature in the space it lands in must succeed on a DC 22 Dexterity saving throw or take 18 (4d8) Bludgeoning damage and fall Prone. On a success, the creature takes no damage, isn't knocked Prone, and is pushed 5 feet out of the warehouse's space into an unoccupied space of the creature's choice.

Shake. Each creature within the warehouse must succeed on a DC 22 Strength or Dexterity saving throw (creature's choice) or take 7 (2d6) Bludgeoning damage and suffer one of the following effects of the warehouse's choice:

Eject. The creature is ejected from the warehouse and lands Prone in an unoccupied space within 10 feet of the warehouse.

Tumble. Until the end of its next turn, the creature must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Legendary Actions

The warehouse can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

Kick. The warehouse makes a Kick attack.
Shake. The warehouse uses its Shake action.
Leap (Costs 2 Actions). The warehouse uses its Leap action.

Shop Security

Waguff is a capable **mage** with tricks up his sleeve, but Waguff's wares are protected first-and-foremost by the **Wandering Warehouse** itself.

Wandering Warehouse

Sentient and innately aware of anything that goes on within it, the wandering warehouse is nigh indestructible and responds swiftly to theft and violence. It incapacitates ruffians with its Magic Steam action and uses Shake to throw them to the curb before giving them a good Kick. If Waguff or the shop's wares are threatened, it is quick to Leap away with Waguff as soon as it's able to do so safely. Using a special mask and hidden handholds within the warehouse, Waguff is immune to the warehouse's Magic Steam and Shake actions as long as he isn't Incapacitated.

Quest Hooks

Waguff has two quests he can offer to adventurers looking for a discount on his wares.

Magical Manicure

The nails on Waguff's warehouse's legs has grown too long and are causing it pain and discomfort. Waguff has neither the tools nor the patience or skill to shave them down, but is willing to give adventurers a discount of up to 100 gp if they can aid him.

Any character with a long and sharp blade, or a relevant spell, can make a DC 13 Dexterity (Sleight of Hand) check to trim the warehouse's nails. On a success, the warehouse jumps appreciatively and they get their reward. On a failure, they earn only a hard kick from the warehouse, and if the check fails by 5 or more, the warehouse runs away with Waguff and its inventory before the characters can purchase anything (though they may be able to catch it at a later point).

Runaway Potions

Two of Waguff's sentient potions fell out of a window a few hours ago ("The stupid shack wouldn't stop to let me grab 'em!") Waguff can't stand the thought of them ending up in the wrong hands. If the characters can find them, he'll buy the potions back at a premium – or they can keep them if they prefer.

A DC 13 Investigation or Survival check allows the party to follow the warehouse's tracks until they find marks where the potions fell – but no potions. They also find kobolds' tracks leading back to a small cave. Within, the **kobolds** are having a fun time debating with the potions, a *Bottle of Indecision* (see page 151) and a sentient *Potion of Greater Healing*. Whether the characters use deception, diplomacy, or force to reclaim the potions, Waguff is happy to buy them back for 500 gp – or to see them used by appreciative adventurers!

Inventory & Services

Waguff sells a varied assortment of magical creations, with a preponderance of weird and quirky magic items. He also has a fondness for sentient magic items.

Sentient Consumables

Even if they aren't advertised as such, every consumable item in Waguff's Wandering Warehouse of Wonders has a 25% chance of being sentient. Upon purchasing, the player character rolls a d4. On a roll of 4, the item comes to life. Sentient consumables want, desperately, to be consumed, and they frequently plead to be eaten or drunk, even if the benefit they provide would be squandered. As a consequence of their enthusiasm, sentient consumables gain the following property: "This magic item desperately wishes to be consumed. You can consume it as a reaction at any time of your choosing."

WAGUFF'S WANDERING WAREHOUSE OF WONDERS INVENTORY

Item Name	Type	Rarity	Description	Value
Grifter's Gold (A)(E)	Wondrous Item	Common	A plain and polished gold coin	50 gp
Potion of Healing	Potion	Common	A flask of gold-flecked red liquid	50 gp
Death Petal Rose (A)(W)	Wondrous Item	Common	A blue rose with three golden leaves	100 gp
Luminous Larvae (E)	Wondrous Item	Common	A glass vial with bio-luminescent larvae	100 gp
Potion of Monstrosity (E)	Potion	Common	A glass bottle forming a snarling visage	100 gp
Vial of Spiders (W)	Wondrous Item	Common	A glass vial filled with small spiders	100 gp
Potion of Invisibility	Potion	Common	A seemingly empty flask	200 gp
Potion of Speed	Potion	Very Rare	A white liquid in a corked flask	300 gp
Bottle of Indecision (E)	Wondrous Item	Uncommon	A bottle depicting a perplexed face	500 gp
Elemental Potion of Earth (E)	Potion	Very Rare	A glass vial filled with a muddy liquid	500 gp
Hat of Disguise (A)	Wondrous Item	Uncommon	A brown hat with a small ruby at its front	500 gp
Immovable Rod	Wondrous Item	Uncommon	A flat iron rod with a button on one end	2,500 gp

Waveheart's Wonders

Polished armor, shiny blades, gilded ornamentations, and glittering gemstones. Behind a counter at the back end of the brightly lit room, a green-eyed halfling beckons you closer with a broad smile. "Ah, welcome, welcome to the nucleus of novelties, the sanctuary of secrets, the... who am I kidding," she says, placing the large gemstone she had been polishing on the counter. "Travelers, welcome to Waveheart's Wonders! I'm Kaela – here to assist you with your every need on this fine day!"

Waveheart's Wonders is a magic shop run by the ancient bronze dragon Kael'arizza in her guise as the halfling Kaela Waveheart, a renowned adventurer, captain, merchant, and, for some time now, co-owner of the floating Maelstrom Market (see The Maelstrom Market on page 28).

Characters are most likely to find Waveheart's Wonders at the Maelstrom Market but it may also be nestled in the bustling heart of a large city or a quaint rural village. As long as the clientele interests Kaela, she's willing to set her shop up anywhere.

Background

The first carefree centuries of Kael'arizza's life flew by quickly as the young dragon, surrounded by her cheerful kin, learned all the ordinary dragon-stuff: fly, hunt, eat, sleep, repeat – and hoard treasure!

This repetitive existence eventually grew tiresome for Kael'arizza who longed for excitement and new experiences. As soon as she entered adolescence, the impatient dragon parted from her kin and set out to become an adventurer. To better blend in with the humanoid heroes whose short and fragile existences fascinated the dragon, the dragon created an alter ego: the adventurous halfling, Kaela Waveheart!

Waveheart's Wonders Overview

Merchant	Kael'arizza, an ancient bronze dragon disguised as an adventurous halfling
Inventory & Services	Primarily arms and armor, jewelry, and unstable spell scrolls
Security	Kaela is an ancient dragon and her most valuable wares are hidden away
Bargaining	Kaela drives a tough bargain but appreciates jokes and riddles
Biases	+ Bards, Rogues – Clerics, Wizards

Sell Prices	Bargaining DC	Buy Prices
130%	**17**	50%

Years became centuries as Kaela delved into endless dungeons, discovered long lost relics, defended cities, and fought alongside devils against demons on the desolate steppes of the Nine Hells. Her adventures brought her far and near before she eventually arrived in a life at sea – and immediately felt at home. Rising through the ranks, Kaela soon became captain of a small merchant fleet. Spurred by her innate desire for shiny possessions, running a large-scale trading operation was not only exciting but also ensured the steady growth of her treasure hoard.

One day, when Kaela had a little too much rum with her friend Xorbex, an erratic and terribly knowledgeable aberration, the two came up with the brilliant idea of building a huge floating market that would constantly traverse the ocean and serve customers all over the Material Plane. A few years later – Xorbex spent months convincing a kraken to be the floating market's main propellant – the Maelstrom Market was ready for its maiden voyage!

Roleplaying Kaela

Kaela is a warm and energetic host with a happy-go-lucky demeanor. She loves running her shop and takes great relish in dealing with exciting adventurers and exotic relics, but leaves more menial tasks, such as keeping a ledger, to her loyal servant, Brysk (an **imp** with an Intelligence score of 18).

Having been on a fair share of adventures herself, Kaela repays an exciting tale of a customer's endeavors with genuine curiosity and a knowing smile. The disguised dragon readily offers her perspective and advice – even when not prompted to. She also eagerly shares her knowledge about specific lore or the finer workings of magic items, especially if she's selling.

Spurred on by her energetic nature and shifting focus, Kaela constantly takes on new hobbies. Whether it's pottery or tuna fishing, she's quick to learn and even quicker to bore. Every few months, she moves onto something new, which means she has immersed herself in several hundred distinct hobbies across her long life. Kaela is currently dabbling in performance poetry – and is eager to show off her newfound skills.

As someone who loves to laugh and joke around, Kaela expects customers to engage in playful banter. Few things annoy the dragon more than if her jokes fall flat and she becomes visibly annoyed if customers don't laugh at her quips or repay her banter in good humor ("Well, good thing the humorless are welcome here too! Right, Brysk?") Her tendency to be annoyed when people forget to laugh isn't helped by the quality of her material. Her "there's something fishy about the ocean" jokes are only trumped by her sailor puns: "Why I became a sailing merchant? Well, because I wanted to *sea* the world, of course!"

> Kaela is great company – always full of adventure and mischief. Incredibly brave, as well. I've seen her stare down monsters ten times her size without flinching. Her jokes may not always "float" but I'd advise you to laugh either way – it'll be better for everyone involved if you keep her happy.
>
> – *the Wanderer*

Bargaining

Despite her welcoming and charming nature, Kaela counts every piece of copper in her hoard (not literally, of course – that's Brysk's job). Although Kaela drives a hard bargain when selling her wares, she is generally less strict when it comes to buying items. Unable to hide her draconic nature, large gemstones and magic items that shine and glitter are weak spots for Kaela.

In a back-and-forth haggle, Kaela often turns to her gruff imp-servant Brysk for support. The imp does so eagerly, but its delivery makes it painfully obvious its responses are rehearsed ("You are as right as ever, Lady Kaela. Our margins will be hard pressed if you sell this beautiful piece at a wobbling... five percent discount. That would be way too generous.")

Biases

Kaela is fond of adventurers with a merry heart and has a special fondness for bards and rogues.

Conversely, the dry and humorless will have a hard time securing a discount from Kaela. This is especially true for arrogant wizards and holier-than-thou clerics.

Shop Security

As an ancient dragon with keen senses, Kaela is capable of protecting her wares and catch almost any would-be-thief in the act. She has the statistics of an **ancient bronze dragon**. In her guise as Kaela Waveheart, she has 20 Dexterity and wields a *Coral Cutlass* (see page 154) that she can make three attacks with as an action (+12 to hit, 2d8 + 5 Slashing damage on a hit). On the rare occasion where brute force is necessary, Kaela prefers to avoid revealing her true form – mostly because it would likely cause damage her shop!

Hidden Treasure

Despite the sizable collection of magic items on display in Waveheart's Wonders, Kaela has hidden away most of her hoard in an underwater cave complex. This lair is protected by magical traps and permanent *Alarm* spells, immediately alerting Kaela when someone approaches the hideout. The area is warded against teleportation magic, except that from a *Teleportation Circle* located in a closet in a back room of Waveheart's Wonders.

Quest Hooks

Kaela often has a job for a party of bold adventurers.

A Forgetful Friend

Kaela's friend Xorbex, an aberrant eye-monster and proprietor of the magic shop the Abyssal Gaze, with whom she built the floating Maelstrom Market, is having bouts of forgetfulness. While unwilling to confront her friend directly, she asks the characters to visit Xorbex in his shop – and offers a reward of 500 gp if the characters can figure out what's causing her friend's mind to falter (see Lost Memories on page 95 for more information).

Lost Treasure

Kaela has recently come across a map marking the location of a forgotten runestone of immense power. It's supposed to be located in an abandoned facility for creating rune-powered constructs. Too busy running her business to investigate the rumors herself, Kaela is looking for a group of capable adventures willing to visit the old runecarver study and see if they can locate the runestone. Kaela is willing to reward each character with 100 gp for the trouble. Should they be able to bring the runestone to her, she promises a reward of magic items worth up to 5,000 gp.

You can use the Arkrune Enclave adventure featured in *Milando's Guide to Magical Marvels* for this quest.

Inventory & Services

Kaela's inventory is a testament to her draconic cravings and ever-shifting hobbies. Glittering gemstones, weapons, and armor fill up most of her collection, but she also has a large assortment of boots she made during her brief stint as a cobbler as well as flying carpets she wove while practicing with the loom.

Old Scrolls

Kaela was once an avid collector of spell scrolls, but forgot all about her collection once she lost interest. Recently, she rediscovered her old, dusty scroll-trophy. She just wants to get rid of the crumbling collection – covering most spells in the fifth edition *Player's Handbook* – and sells them at half their market value due to their "odd smell and unstable nature."

Whenever a creature uses an unstable spell scroll, it must roll a d10. If the result is equal to or lower than the spell's level, the spell fails and the creature instead casts another spell of the same level determined at random or by the GM. The spell functions as normal except that it lasts for its full duration and doesn't require concentration.

WAVEHEART'S WONDERS INVENTORY

Item Name	Type	Rarity	Description	Value
Bucaneer's Ring (E)	Ring	Common	A golden ring featuring a sailor's skull	50 gp
Grifter's Gold (A)(E)	Wondrous Item	Common	A polished gold coin	50 gp
Navigator's Eye (A)(E)	Wondrous Item	Common	An eyepatch with a compass etched on it	100 gp
Turtle's Shelter (A)(E)	Armor (Shield)	Common	A shield fashioned from a large shell	100 gp
Feather Token (Anchor)	Wondrous Item	Rare	A feather attached to a miniature anchor	200 gp
Rope of Climbing	Wondrous Item	Uncommon	A 60-foot long silk rope	300 gp
Trident of Fish Command	Weapon (Trident)	Uncommon	A trident made from seashells and corals	400 gp
Kraken Hat (A)(E)	Wondrous Item	Uncommon	A captain's hat with leathery tentacles	500 gp
Necklace of Adaptation (A)	Wondrous Item	Uncommon	A brass necklace with dyed bones	500 gp
Ring of Swimming	Ring	Uncommon	A ring shaped like a fish biting its tail	500 gp
Rope of Entanglement	Wondrous Item	Rare	A 30-foot-long turquoise rope	500 gp
Scoundrel's Sidearm (E)	Weapon (Blowgun)	Uncommon	A blowgun outfitted with a steel bayonet	500 gp
Azurescale Cowl (A)(E)	Wondrous Item	Uncommon	A cowl made of shimmering blue scales	1,000 gp
Cloak of the Manta Ray	Wondrous Item	Uncommon	A sleek black and gold cloak	1,000 gp
Mistweaver's Cloak (A)(E)	Wondrous Item	Uncommon	A brown cloak woven from wool and fur	1,000 gp
Pseudodragon's Staff (A)(E)	Staff	Uncommon	A staff with a dragon figurine at its crown	1,000 gp
Wyrmheart Amulet (A)(E)	Wondrous Item	Rare	An amulet of a dragon clasping a ruby	2,000 gp
Ring of Free Action (A)	Ring	Rare	A gold ring with a red stone	2,500 gp
Dancing Scimitar (A)	Weapon (Scimitar)	Very Rare	A sleek and well-made scimitar	3,000 gp
Coral Cutlass (A)(E)	Weapon (Scimitar)	Rare	A scimitar with a red coral guard	4,000 gp
Folding Boat	Wondrous Item	Rare	A 12-by-6 inch metal box	5,000 gp
Solar's Crest (A)(E)	Armor (Plate)	Very Rare	A plate armor with a radiant sun symbol	9,500 gp

CHAPTER 5

Magic Treasures

In this chapter are magic treasures for fifth edition that player characters can enchant, find, buy, or sell, of various types and rarities. The chapter includes a selection of 100 magic items, and a menagerie of 5 magic creatures that can serve as companions or pets for the player characters.

Magic Items

Below are descriptions of magic items featured in *Wanderer's Guide to Enchanted Emporiums*.

Aboleth's Armament

Wondrous Item, Rare (Requires Attunement)

This magic mask is carved from jade and depicts an aboleth's visage.

Aberrational Mind. While wearing the mask, you can speak and understand Deep Speech and you can communicate simple ideas, emotions, and images telepathically with any creature within 60 feet that can understand a language.

Probe. As a bonus action, you probe the mind of a creature you can see within 60 feet. The creature must make a DC 15 Charisma saving throw. On a failure, you learn your choice of one of the following pieces of information about the creature:

Base Statistics. The creature's type, speeds, and current hit points

Damage. The creature's damage immunities, resistances, and vulnerabilities

Conditions & Proficiencies. The creature's condition immunities and saving throw proficiencies

Ability. One significant action or trait the creature has (GM's choice)

On a success, the creature is immune to this property for 24 hours.

Abyssal Heart

Wondrous Item, Rare (Requires Attunement)

Golden needles protrude from this faintly pulsing, grotesque organ.

Abyssal Implant. During a 10-minute ritual, you can place the heart into the empty chest cavity of a Medium or larger creature that has been dead for no longer than 24 hours. The heart becomes a functioning heart for the creature; the creature regains all its hit points and is brought back to life as an Undead creature. While Undead, the creature doesn't need to eat, drink, or sleep, and it can't regain hit points or gain the benefits of a short or long rest. As an action, you can force the creature to make a DC 15 Wisdom saving throw. On a failure, the creature is controlled by you as if affected by the *Dominate Monster* spell while in its Undead form (no concentration required). The creature can repeat the saving throw each time it takes damage, ending the domination on itself on a success. If the heart is removed or the creature is reduced to 0 hit points, the creature dies, and the heart can't be used again in this way until seven days have passed.

Abyssal Heart

Aboleth's Armament

Arc of Ignis

Weapon (Handaxe), Rare (Requires Attunement)

This magic handaxe is fashioned from hardened amber and seems to glow from within. The handaxe deals an extra 1d6 Fire damage on a hit, and when you make a ranged attack with it, it flies back to your hand immediately after the attack.

Searing Arc. As an action, you can cause the axe to circle around you to a distance of 10 feet until the start of your next turn, whereupon it returns to your hand. Each other creature that starts its turn within 10 feet of you or comes within 10 feet of you for the first time on its turn takes 4d6 Fire damage and must succeed on a DC 15 Constitution saving throw or be Blinded until the start of its next turn. Once used, this property can't be used again until the next dawn.

Arc of Ignis

Arcanist's Conduit

Staff, Rare (Requires Attunement by a Spellcaster)

This magic staff is made from adamantine and tingles with unbridled arcane force.

The staff has 7 charges for the following properties and regains all expended charges daily at dawn:

Ward. As a reaction when you are the target of a spell, you can expend charges equal to the spell's level (minimum of 1) to gain your choice of advantage on the first saving throw you make against that spell or resistance to any damage dealt by that spell this turn.

Unstable Recovery. As a bonus action, you can expend charges to regain a spell slot of a level equal to the number of charges you expend this way. When you do, you must succeed on a saving throw using your spellcasting ability with a DC of 10 plus the level of the spell slot regained or take 1d6 Psychic damage for each level of the spell slot regained.

Assassin's Glove

Wondrous Item, Uncommon

This magic glove is made from dark silk and resizes to fit its wearer. While wearing the glove, you can use a bonus action to make it invisible or visible.

Touch of Deception. As an action, you can whisper the glove's command word and cause a Tiny object you're holding with it to magically change appearance, such as making a dagger look like a flask of ale. The object retains its size, weight, and feel, regardless of the illusory appearance you choose for it. A creature studying the object can see through the illusion with a successful DC 15 Intelligence (Investigation) check.

Touch of Death. The glove has small compartments that can hold up to five doses of poison. As a bonus action, you can cause one dose of poison held by the glove to either coat a piece of ammunition or a weapon you're holding or be mixed with a liquid contained within an object you're holding, such as a flask or cup.

Arcanist's Conduit

Assassin's Glove

Astral Echo Earrings

Wondrous Item, Uncommon (Requires Attunement)

These magic earrings are forged from a fallen star and imbued with astral energy.

Astral Veil. As an action, you can create an auditory illusion of a celestial hum in a 10-foot radius around you for 1 hour or until you end it as a bonus action. The illusion masks conversations and sounds within its area, making them inaudible to creatures outside the area. Once used, this property can't be used again until the next dawn.

Eldritch Echo. As an action, you can open a sensory connection with a creature you are familiar with. If the creature is willing, you can both see, hear, smell, taste, and feel what the other is feeling for 1 minute. You can use this connection to communicate verbally with each other, though doing so has an odd, reverberating echo as you each hear yourself talking through your own and the other's ears at the same time. Once used, this property can't be used again until the next dawn.

Azurescale Cowl

Wondrous Item, Uncommon (Requires Attunement)

This cowl is made of shimmering fish scales and can be unfolded into a hood resembling a large fish. While wearing the cowl, you have a swimming speed equal to your walking speed.

Branchia. As a bonus action, you can speak the cowl's command word to surround your head in a translucent sphere of energy, or dissipate the sphere. The sphere allows you to breathe air and water through the cowl's gills. In addition, you are immune to any effect that requires you to breathe in order to be affected, such as the *Stinking Cloud* spell.

Aquatic Transformation. As an action, you can use the cowl to cast the *Polymorph* spell on yourself, except you can only transform into a Beast that has a swimming speed. Once used, this property can't be used against until the next dawn.

Birch's Beak

Weapon (Warpick), Uncommon (Requires Attunement)

A small wooden bird perches on the tip of this magic warpick.

Nature's Call. When you attack a creature with this warpick, you can use a bonus action to cause the warpick to produce a distracting bird's whistle. The target must succeed on a DC 13 Intelligence saving throw or you have advantage on your attack roll.

Bird's Eye. As an action, you can cause the warpick's wooden bird to come alive. The bird functions as the *Arcane Eye* spell, except it is visible, can move up to 60 feet when you move it, and lasts for only 10 minutes (no concentration required), after which the bird vanishes. The wooden bird regrows on the warpick each day at dawn.

Birch's Beak

Astral Echo Earrings

Azurescale Cowl

Blood Armor

Armor (Any), Very Rare (Requires Attunement)

This magic armor is fashioned from a bone-like material and red, vein-like strands flow from it. When you attune to this armor, its veins connect with yours.

Dormant. In its dormant form, the armor has the following properties:

- While you have fewer than half your hit points, you gain a +2 bonus to AC.
- Whenever you take non-Psychic damage, the armor gains 1 charge. The armor can have up to 3 charges and loses unspent charges 1 hour after gaining them.
- As a reaction to a creature missing you with a melee attack, you can deal 1d10 Necrotic damage to the creature per charge you expend.

Infused. In its infused form, the armor has the following additional properties:

- While you have fewer than half your hit points, you have advantage on ability checks and saving throws using Strength, Dexterity, and Constitution.
- At the start of your turn, you can expend charges to vitalize yourself (no action required). For each charge you expend, you gain 1d10 temporary hit points and suppress one of the following conditions on yourself until the start of your next turn: Blinded, Deafened, Paralyzed, Petrified, Poisoned, or Stunned.

Blood Helmet

Wondrous Item, Very Rare (Requires Attunement)

This magic helmet is fashioned from a bone-like material and red, vein-like strands flow from it. When you attune to the helmet, its veins flow into your skin.

Dormant. In its dormant form, the helmet has the following properties:

- While you have fewer than half your hit points, you have Blindsight out to a radius of 30 feet.
- Whenever you take non-Psychic damage, the helmet gains 1 charge. The helmet can have up to 3 charges and loses unspent charges 1 hour after gaining them.
- As a reaction to succeeding an Intelligence, Wisdom, or Charisma saving throw against another creature's spell or effect, you can deal 1d10 Psychic damage to the creature per charge you expend.

Infused. In its infused form, the helmet has the following additional properties:

- While you have fewer than half your hit points, you have advantage on ability checks and saving throws using Wisdom, Intelligence, and Charisma.
- As a bonus action, you can expend 1 charge to focus your mind on the vitals of another creature you can see within 30 feet. You learn the creature's current and maximum hit points and any damage or condition immunities and resistances it has, and you have advantage on the next attack roll you make against the creature before the end of your next turn.

BLOOD INFUSION

It is up to the GM when the *Blood Armor* and *Blood Helmet* become infused. It might just require that a character attunes to both at the same time, completing the set, but it may also only happen when the character dies while wearing the armor or the helmet. If they're brought back to life, the armor and/or helmet is now infused for that character.

Blood Shard

Wondrous Item, Rare (Requires Attunement)

This magic ruby is infused with a vampire's blood.

Blood's Boon. As an action, you can transform the ruby into a magical weapon of any type that deals an extra 1d10 Necrotic damage on a hit. When you do, you can also choose that the weapon has one or more of the following properties:

Bloodthirsty. You have advantage on attacks with the weapon against any creature that has fewer than half its hit points.

Essence Thief. When you hit a creature with the weapon, you gain temporary hit points equal to the Necrotic damage dealt by the attack.

Life's Bane. When you hit a creature with the weapon, the creature can't regain hit points until the start of your next turn.

When you transform the ruby, you take 1d10 Necrotic damage plus an extra 1d10 Necrotic damage per property you chose for the weapon, and your hit point maximum is reduced by the same amount until you finish a long rest (this damage and effect can't be reduced or negated in any way). The ruby returns to its original form after 1 hour.

Blood Shard

Blood Wand

Wand, Uncommon (Requires Attunement)

This magic wand is infused with a unicorn's blood.

Blood Infusion. When you cast a spell of 1st level or higher while holding this wand, you can use your blood to fuel the spell. You take 1d10 Necrotic damage and your hit point maximum is reduced by the same amount until you finish a long rest (this damage and effect can't be reduced or negated in any way). When you do, the spell is empowered in one of the following ways of your choice:

Bane. One creature affected by the spell must roll a d6 and subtract the number rolled from the first saving throw it makes against the spell.

Gain. The spell takes effect as if it was cast using a spell slot one level higher.

Pain. All damage dealt by the spell becomes Necrotic damage and you can roll a d10 and add the result to one damage roll of the spell.

Bloodbone Kris

Weapon (Dagger), Common (Requires Attunement)

This magic dagger is crafted from bone and engraved with blood-smeared glyphs.

Whisper of Blood. When you draw blood from a creature using the dagger, such as by hitting it with an attack, you can glean a small piece of information about the target. You can ask the GM one question, such as "does the creature have more than half its maximum hit points left," "is the creature resistant to Fire damage," or "is the creature a Humanoid." If the answer can be found by looking at the creature's statistics, the GM answers it with a yes or no. Once used, this property can't be used again until the next dawn.

Blood Wand

Bloodbone Kris

Bottle of Indecision

Wondrous Item, Uncommon

The glass surface of this magical bottle forms a face that can move and change expressions, though it typically looks nervous or tentative.

Sentience. The bottle is a sentient, lawful neutral object with an Intelligence, Wisdom, and Charisma of 8. It has hearing and sight out to a range of 30 feet. The bottle communicates by speaking in a high-pitched voice; it can speak and understand Common.

Indecisive Contents. As an action, you can fill the empty bottle with water or another non-magical liquid. While holding the filled bottle, you can ask it to transform its contents into one of the potions from the table below. The GM rolls a d20; on a 11 or higher, the bottle transforms its contents into the potion you chose, otherwise it becomes another potion depending on the roll. In either case, neither you nor the bottle itself knows which magical properties the liquid it holds within has before it is consumed. Once used, this property can't be used again until the next dawn.

d20	Potion of...
1	Animal Friendship
2	Clairvoyance
3	Climbing
4	Diminution
5	Flying
6	Greater Healing
7	Hill Giant Strength
8	Invisibility
9	Mind Reading
10	Water Breathing
11–20	The potion you chose

Bottle of Indecision

Bottled Fiend

Bottled Fiend

Wondrous Item, Rare

This large crystal bottle holds an **imp** trapped in a fuming yellow liquid. The flask is impervious to damage and while within the flask, the imp is Incapacitated, has a speed of 0, and can't be affected by attacks, spells, or other magical effects. The imp has 10 hit points and regains all hit points daily at dawn but is otherwise unable to regain hit points. If the imp is reduced to 0 hit points, it disappears and the flask shatters.

Infernal Inhalation. As an action, you can lift the flask's stopper and inhale the fumes to gain your choice of one of the following benefits for 1 hour:

Darkvision. You have Darkvision out to a range of 60 feet that isn't impeded by magical darkness.

Invisibility. As an action, you can magically turn Invisible until you attack or until your concentration ends (as if concentrating on a spell).

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Whenever you use this property, the imp takes 1d6 Psychic damage that can't be negated or reduced.

Bottoms Up. As an action, you can drink the flask's contents to gain all three benefits from inhaling the fumes for the next 8 hours. When you do so, the bottle shatters and the imp is freed and appears in a space within 5 feet of it.

Bracers of Illumination

Wondrous Item, Common (Requires Attunement)

These two magic leather bracers are adorned with symbols of a sun and an eclipsed sun.

Illuminate. As a bonus action, you can cause one of the following effects in a 10-foot radius around you:

Eclipse. Nonmagical dim light becomes darkness and nonmagical bright light becomes dim light.

Sun. Nonmagical dim light becomes bright light and nonmagical darkness becomes dim light.

The effect lasts for 1 hour or until you end it as a bonus action. Once used, this property can't be used again until the next dawn.

> Best thing about keeping your imp in a bottle is that you can barely hear the little bugger if you just fasten the stopper tightly enough.
>
> – *the Wanderer*

Buccaneer's Ring

Ring, Common

This golden ring depicts a skull wearing a hat and holds a sliver of a deceased sailor's soul. While wearing the ring, you have advantage on all Intelligence checks you make related to sea travel, navigating on the sea, and recalling information about sea vessels.

Sentience. The ring is a sentient, chaotic good object with an Intelligence of 12, Wisdom of 9, and Charisma of 14. It has hearing and Darkvision out to a range of 60 feet. The ring understands Common and can communicate telepathically with its wearer. The ring is boisterous, impatient, and foolhardy, and always tries to spur its wearer into action, typically with remarks such as "there's no such thing as a safe harbor, so just set sail and get on with it already" or "by the Sea Queen, this ain't the time to think, 'tis the time to act!"

Candle of the Delver

Cauldron of Curses

Candle of the Delver

Wondrous Item, Uncommon

This magic candle is decorated with ornate charms.

Delver's Light. As an action, you can speak the candle's command word to make it hover in the air 5 feet in front of you for 1 hour, following you wherever you go. While the candle is hovering in this way, you can use a bonus action to cause its wick to light up with a magical light or cause the wick to extinguish, producing one of the following effects:

Conceal. While the candle's wick is extinguished, the candle is invisible. Any creature within 20 feet of it has advantage on Stealth checks, and can't be targeted by divination magic or perceived by magical sensors.

Illuminate. While the candle's wick is lit, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Any creature within its light has advantage on Investigation and Perception checks.

Once used, this property can't be used again until the next dawn.

Cauldron of Curses

Wondrous Item, Rare

Made of cast iron with an etched metal band around it, this cauldron is 1 foot in diameter, weighs 15 pounds when empty, and can hold up to 5 gallons of liquid.

Cauldron's Magic. When the cauldron is filled with water and stirred for 10 minutes, you can cause one of the following effects:

Scry. You cast the *Scrying* spell (save DC 15) with it.

Stew. The water within the cauldron transforms into a hot stew that provides five rations worth of food. After 1 hour, the stew dissipates and any creature that ate a portion from it must make a DC 15 Constitution saving throw. On a success, the creature gains the effects of the *Heroism* spell for 8 hours. On a failure, the creature suffers 1d2 levels of Exhaustion.

Warp. The water shimmers with energy. If you dip a branch into it, the branch transforms into a *Wand of Enemy Detection*, *Magic Detection*, *Magic Missiles*, *Polymorph*, or *Wonder* (chosen randomly by rolling a d6), and the liquid turns back into water. The wand has 1d3 charges, can't regain charges, and loses its magic if you use the cauldron to create a new wand.

Whenever you use the cauldron to create an effect, roll a d4. If the number rolled is equal to or lower than the number of times you have used the cauldron since the last dawn, you become cursed until the next dawn and the cauldron's magic can't be used again until the next dawn. While cursed in this way, you have disadvantage on ability checks and saving throws using Wisdom, Intelligence, or Charisma.

Circlet of the Cosmos

Wondrous Item, Very Rare (Requires Attunement)

This magic circlet is a band of adamantine inset with crystal from a fallen meteorite. While wearing the circlet, you have Blindsight out to a range of 30 feet and advantage on Arcana and Insight checks.

The circlet has 7 charges for the following properties and regains all expended charges daily at dawn:

Cosmic Veil. As a reaction when you take non-Psychic damage, you can expend charges to reduce the damage you take by 1d10 per charge you expend.

Starfall. As an action, you can expend charges to conjure meteorites to hit one creature you can see within 60 feet per charge you expend. Each creature must make a DC 15 Dexterity saving throw, taking 1d10 Radiant damage and 1d10 Force damage on a failure, or half as much on a success. On a failure, the creature is also dazed. Until the end of its next turn, it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Circlet of the Cosmos

Commander's Cuirass

Commander's Cuirass

Armor (Any Medium or Heavy), Rare (Requires Attunement)

This golden breastplate is adorned with three wyrms, each biting a ruby. While wearing the armor, you have advantage on Intimidation and Persuasion checks.

The armor has 3 charges and regains all expended charges daily at dawn. As a bonus action, you can expend 1 charge to cause one of the following effects:

Courage. You exude an aura of courage in a 30-foot radius around you. Each allied creature in the area has advantage on saving throws to avoid or end the Charmed and Frightened conditions on itself.

Dread. You exude an aura of dread in a 30-foot radius around you. Each hostile creature that enters the area for the first time on its turn or starts its turn there must succeed on a DC 13 Wisdom saving throw or be Frightened of you until the start of its next turn.

Each aura effect lasts for 1 minute or until you become Incapacitated.

Conman's Coat

Armor (Leather), Common

This magic leather armor has numerous pockets. The armor's inner chest pocket functions as a *Bag of Holding*, except that it can hold only 5 pounds, not exceeding 10 cubic inches, and can only fit items no longer than 5 inches on any side. As a bonus action, you can tap a sequence on the pocket to turn it invisible, or make it visible again. The pocket becomes visible if you take the coat off.

Conman's Coat

Constricting Hammer

Weapon (Any Hammer), Common

This magic hammer is decorated with a snake figurine that hisses whenever the hammer is swung.

Constricting Strike. When you hit a creature with the hammer, you can cause ephemeral serpents to wrap around the target. The creature must succeed on a DC 13 Strength saving throw or be Restrained for 1 minute (escape DC 13). Once used, this property can't be used again until the next dawn.

Constricting Hammer

Coral Cutlass

Corsair's Compass

Coral Cutlass

Weapon (Scimitar), Rare (Requires Attunement)

This magic scimitar is crafted from colorful corals. You don't suffer any penalties on melee weapon attacks while using the scimitar while underwater.

Coral Guard. As a reaction when a creature you can see hits you with a weapon attack, you can cause the weapon's coral guard to expand. You gain a +2 bonus to your AC against the triggering attack, potentially causing it to miss.

Wave Slash. As an action, you can create a wave of water extending from the sword in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failure, the creature takes 3d8 Bludgeoning damage, is pushed back 10 feet, and falls Prone. On a success, the creature takes half as much damage and suffers no additional effects. The water extinguishes unprotected flames in its area and then it vanishes. Once used, this property can't be used again until the next dawn.

Ossifying Strike. Once per turn, when you hit a creature with the scimitar, you can force the target to make a DC 15 Constitution saving throw. On a failure, the creature begins ossifying. Until the end of its next turn, the creature's speed is halved and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Corsair's Compass

Wondrous Item, Rare (Requires Attunement)

The needle of this compass always points to the most valuable object that is further than 100 feet from it and closer than 10 miles.

Oceanic Magic. The compass has 7 charges and regains all expended charges daily at dawn. As an action, you can cast one of the following spells from the compass, expending 1 charge per level of the spell and requiring no material components (spell save DC 15): *Call Lightning*, *Fog Cloud*, *Gust of Wind*, or *Sleet Storm*.

Camouflage. As an action, you can cause any vessel (such as a ship or wagon) no larger than 100 feet on any side that you are traveling on or in to become Invisible for 1 hour or until you end the effect as a bonus action. You and any other objects or creatures traveling on or in the vessel become Invisible with it. The effect ends for all affected creatures and objects if any creature or object affected by it makes an attack, casts a spell, or causes harm to another creature or object. Once used, this property can't be used again until the next dawn.

Damnation

Weapon (Any Sword), Rare (Requires Attunement)

This magic sword was forged in the depths of the Abyss. The weapon deals an extra 1d8 Necrotic damage on a hit against Celestial and Fey creatures.

The sword has 3 charges for the following properties and regains all expended charges daily at dawn:

Amplify. As a reaction when a creature within 30 feet of you takes damage, you can expend 1 charge to have it take an extra 2d8 Necrotic damage.

Bane. When you hit a creature with the sword, you can expend 1 charge to force it to make a DC 15 Charisma saving throw. On a failure, the creature is cursed until the end of its next turn. While cursed in this way, it can't regain hit points and whenever it makes an attack roll or saving throw, it must roll a d4 and subtract it from the result.

Damnation

Deathlord's Guard

Deathlord's Guard

Armor (Shield), Uncommon (Requires Attunement)

This magic shield is made from gold-embossed wood and is decorated with a grotesque skull on its front.

Deathlord's Curse. As a reaction to a creature missing you with a melee attack, you can force the creature to make a DC 13 Charisma saving throw. On a failure, the creature is cursed until the end of its next turn. While cursed in this way, the creature has disadvantage on attack rolls.

Deathlord's Guardian. If you start your turn Unconscious and with 0 hit points, a skeletal figure springs forth from the shield in an unoccupied space within 5 feet of you. Your spirit inhabits the skeletal figure, which has the statistics of a **skeleton**, except it has your Intelligence, Wisdom, and Charisma scores, your proficiencies, and your memories, personality, and alignment. The skeleton takes its turn in combat immediately after yours. The skeleton crumbles to dust and magically returns to the shield after 1 minute, if it is reduced to 0 hit points, or if you are no longer Unconscious. Once used, this property can't be used again until the next dawn.

Devil's Aegis

Armor (Shield), Very Rare (Requires Attunement)

This magic shield is emblazoned with a devil's face.

Fiendish Protection. As a bonus action, you can use the shield to gain one of the following benefits until you finish a long rest or use this property again:

Armor Bonus. You gain a +1 bonus to AC.

Damage Resistance. You have resistance to Cold, Fire, and Poison damage.

Devil's Sight. You have Darkvision out to a range of 60 feet and magical darkness doesn't impede your vision.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

A friend of mine once got condemned to spend the rest of eternity as a magical shield. Friend is too strong a word, I suppose – Larux the Limb-Tearer was more of a close acquaintance. Come to think of it, we might all be better off now he's a shield.

– *the Wanderer*

Elemental Potion of Air

Potion, Very Rare

Wind whirls inside this glass bottle. When you drink the contents of this potion, winds surround you for 1 hour, granting you the following benefits:

- You gain a Fly speed of 60 feet.
- You have resistance to Lightning and Thunder damage.
- Ranged weapon attacks made against you are made with disadvantage.
- As a bonus action, you can end the effect early to create a raging wind in a 60-foot cone extending from your outstretched hand in a direction you choose. Each creature in the area must succeed on a DC 17 Strength saving throw or take 3d10 Bludgeoning damage and be pushed up to 20 feet away from you.

Elemental Potion of Earth

Potion, Very Rare

Muddy liquid swirls inside this glass bottle. When you drink the contents of this potion, your skin hardens and gains a rough, stone-like appearance for 1 hour, granting you the following benefits:

- You have resistance to Bludgeoning, Piercing, and Slashing damage.
- You have advantage on Strength saving throws.
- You gain a Climb speed equal to your walking speed and ignore difficult terrain created by earth or stone.
- As a bonus action, you can end the effect early to create a small earthquake on the ground in a 100-foot radius centered on you. Each creature of your choice in that area must succeed a DC 17 Dexterity saving throw or take 2d10 Bludgeoning damage and be knocked Prone.

Elemental Potion of Fire

Potion, Very Rare

Flames rage inside this glass bottle. When you drink the contents of this potion, wispy flames wreathe your body for 1 hour, granting you the following benefits:

- You shed bright light in a 10-foot radius and dim light for an additional 10 feet.
- You have immunity to Fire damage and resistance to Cold damage.
- Whenever a creature within 5 feet of you hits you with a melee attack, it takes 1d8 Fire damage.
- As a bonus action, you can end the effect early to exhale fire in a 60-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 6d6 Fire damage on a failure, or half as much damage on a success.

Elemental Potion of Water

Potion, Very Rare

Water specked with icy crystals swirls inside this glass bottle. When you drink the contents of this potion, ice forms on your body for 1 hour, granting you the following benefits:

- You have immunity to Cold damage and resistance to Fire damage.
- You ignore difficult terrain created by ice or snow.
- The ground in a 10-foot radius around you is covered in ice, making it difficult terrain for other creatures.
- As a bonus action, you can end the effect early to create a 30-foot cone of frost extending from your outstretched hand in a direction of your choice. Each creature in the area must succeed on a DC 17 Constitution saving throw or take 4d8 Cold damage and until the end of its next turn, its speed is halved and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Elemental Potion of Earth

Elemental Potion of Water

Elemental Potion of Air

Elemental Potion of Fire

Emberlord's Gauntlet

Wondrous Item, Very Rare (Requires Attunement)

This gauntlet is forged from dark steel and set with rubies that hold a fire elemental's essence. While wearing the gauntlet, you have resistance to Fire damage and you gain a +1 bonus to AC if you're not using a shield.

Fiery Blows. Unarmed strikes you make using the hand wearing the gauntlet and attacks you make with a weapon held in that hand, deal an extra 1d6 Fire damage on a hit, or an extra 2d6 Fire damage if you have taken Fire damage since the start of your last turn.

Fiery Focus. Once per turn, when you make an ability check, attack roll, or saving throw, you can choose to make the roll with advantage. If you do, you take 2d6 Fire damage. You can't use this property if you are immune to Fire damage.

Emberlord's Gauntlet

Eyepeeler's Bola

Eyepeeler's Bola

Weapon (Bola), Uncommon

This magical bola consists of rope and lidless eyeballs encased in weighted bronze spheres. The bola is a simple, ranged weapon that has the thrown property and a range of 30/120 feet. On a hit, the bola deals 1d4 Bludgeoning damage and, if the target is a creature and has moved 10 or more feet since the start of its last turn, the creature must succeed on a DC 13 Strength saving throw or fall Prone.

When you hit a creature with the bola, it wraps itself around the creature, causing one of the following effects of your choice:

Capture. The creature is Grappled.

Reveal. You have advantage on attack rolls against the creature and it gains no benefits from being Invisible.

Watch. The creature has disadvantage on attack rolls against you and you have advantage on Dexterity saving throws you make against its spells and abilities.

A creature can free itself or another creature within 5 feet of it from the bola by using an action and succeed on a DC 13 Strength (Athletics) check. Otherwise, the effect ends after 1 minute and the bola falls free from the target.

Fell Pauldron

Wondrous Item, Rare (Requires Attunement)

This magic pauldron is crafted from sturdy leather and inset with bestial spikes. While wearing the pauldron, you have resistance to Acid and Poison damage.

Abyssal Transformation. As an action, you can magically transform yourself, taking on demonic features. For 1 minute, you gain the following benefits:

- Your Strength score increases by 4.
- You gain temporary hit points equal to twice the number of Hit Dice you have.
- When a creature within 5 feet of you hits you with a melee attack, it takes 1d8 Acid damage.

Once used, this property can't be used again until the next dawn.

Fell Pauldron

Flask of the Fallen

Wondrous Item, Rare

This tiny crystal flask is adorned with the figure of a weeping person and is attached to a silver chain. During a process that takes 1 minute, you can fill the flask with a few drops of tears or blood from a creature that has a CR of 1/4 or higher and isn't conjured or summoned by magic.

Consume Essence. As a bonus action, you can drink the flask's content to gain one of the following benefits determined by the type of creature for 1 hour:

Beast. You have advantage on Perception checks and your speed increases by 10 feet.

Celestial. You are affected as by the *Bless* spell.

Dragon. You have a Fly speed equal to your walking speed.

Fey. You have advantage on ability checks and saving throws you make to avoid or end the Charmed and Frightened conditions on yourself.

Fiend. You have advantage on saving throws against spells and other magical effects.

Giant. You gain the *Enlarge* effect of the *Enlarge/Reduce* spell.

Humanoid. You have advantage on ability checks and saving throws you make using one ability of your choice.

Monstrosity. You gain temporary hit points equal to twice the number of Hit Dice you have.

Once used, this property can't be used again until the next dawn.

Flask of the Fallen

Gloomwhisper

Forger's Fury

Weapon (Warhammer), Rare (Requires Attunement)

The head of this magic warhammer seems to always glow red-hot.

Superheat. Once per turn, when you hit a creature with the hammer, you can deal an extra 1d8 Fire damage and cause a metal object worn or carried by the creature to glow red-hot. The creature must succeed on a DC 15 Constitution saving throw or drop the object, if it can. If it fails the saving throw and can't drop the object or picks it up before the start of your next turn, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Shower of Sparks. As an action, you can cause a burst of sparks to fly from the hammer in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, the creature takes 5d8 Fire damage and is Blinded until the start of your next turn. On a success, the creature takes half as much damage and isn't Blinded. Once used, this property can't be used again until the next dawn.

Gloomwhisper

Weapon (Greataxe), Very Rare (Requires Attunement)

This magic axe is carved with abyssal glyphs. You gain a +1 bonus to attack and damage rolls made with it and it scores a critical hit on a roll of 18–20.

When you score a critical hit against a hostile creature with the axe, the axe gains 1 charge. The axe can hold up to 3 charges for the following properties:

Essence Strike. When you hit a creature with the axe, you can expend 1 charge to deal an extra 2d8 Necrotic damage to the target.

Doom Bringer. As a bonus action, you can expend 1 charge to force a creature you can see within 30 feet to make a DC 17 Charisma saving throw or become cursed until the end of your next turn. While cursed in this way, the creature can't regain hit points and attack rolls against it have advantage.

Echoes of the Damned. As an action, you can expend 1 charge to unleash a bloodcurdling shriek from the axe. Each other creature within 10 feet of you that can hear the scream must succeed on a DC 17 Wisdom saving throw or take 4d8 Psychic damage and until the end of its next turn, it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Grifter's Gold

Wondrous Item, Common (Requires Attunement)

This magic gold piece appears to be a nonmagical coin to spells and magical effects that detect magical auras, such as the *Detect Magic* spell.

Magical Flip. When you flip this coin in the air, you decide which side it lands on.

Trickster's Pay. As a bonus action, you can cause the coin to magically teleport to your hand as long as you are within 30 feet of it.

Gruesome Weapon

Weapon (Any), Common

This rusted magic weapon bears the scars of countless battles. When you roll a 20 on your attack roll against a creature with the weapon, the target becomes cursed until the end of your next turn. While cursed in this way, the creature takes an extra 1d8 damage the first time each turn it takes damage.

Cursed. When you roll a 1 on your attack roll using this weapon, you become inflicted with the weapon's curse until the end of your next turn.

Gruesome Weapon

Hand of the Spellbinder

Hand of the Spellthief

Hand of the Spellbinder

Wondrous Item, Very Rare (Requires Attunement)

This magic glove holds three tiny, tightly-wound scrolls on its back.

Scrollbound. A creature can cast a spell into one of the glove's scrolls by touching the scroll as the spell is cast. The spell must be of 3rd level or lower, have a casting time of an action or a bonus action, and affect only one target. The spell has no effect, other than to be stored in the glove. The glove can hold up to three spells at a time. While at least one spell is stored in the glove's scrolls, you gain the following benefits:

- Unarmed strikes you make using the hand wearing the glove and attacks you make with a weapon held in that hand, deal an extra 1d6 Force damage on a hit.
- Once per turn, when you hit with an unarmed strike using the hand wearing the glove or a weapon held in that hand, you can cast one of the spells stored in the glove's scroll on the target as part of the attack. The spell uses the slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires a spell attack, it automatically hits the target. The spell is no longer stored in the scroll.

Hand of the Spellthief

Wondrous Item, Very Rare (Requires Attunement)

This magical glove is imbued with arcane glyphs.

Glyphcarved. When another creature casts a spell of 7th level or lower that targets only you or makes a spell attack against you, you can use your reaction to attempt to absorb the spell. You gain advantage on your first saving throw against the spell or the spell attack against you is made with disadvantage. If you succeed on your saving throw or the spell attack misses you, the spell has no effect on you and becomes stored in the glove, erasing any other spell stored within it. While a spell is stored in the glove, you gain the following benefits:

- You gain a +1 bonus to AC and saving throws.
- When you hit with an unarmed strike using the hand wearing the glove or a weapon held in that hand, you can cast the spell stored in the glove on the target as part of the attack. The spell uses the slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires a spell attack, it automatically hits the target. The spell is no longer stored in the glove.

Harp of Charming

Wondrous Item, Rare (Requires Attunement)

While you're playing the harp, you have advantage on Persuasion checks, and creatures that can hear you have disadvantage on checks or saving throws they make against being Charmed by you.

Enchanting Performance. As an action, you can speak the harp's command word and cause it to hover in the air while playing an enchanting tune for up to 1 hour. On each of your turns, you can mentally command the harp to move up to 30 feet (no action required) in any direction. Any creature of your choice that starts its turn within 30 feet of the harp and can hear it, must succeed on a DC 13 Wisdom saving throw or it becomes Charmed by the harp until it can't hear the harp's tune or it takes damage. While Charmed in this way, the creature spends its movement on its turn moving to within 5 feet of the harp; it can't take other actions or reactions. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The harp's performance stops if it is ever more than 120 feet away from you or if you use a bonus action to end it. Once used, this property can't be used again until the next dawn.

Harp of Charming

Hellrider's Sling

Weapon (Sling), Common

This sling is made from hide, hair, and sinew of a hell hound and its pouch is marked with an abyssal rune.

Hellfire Strike. When you make a ranged weapon attack using this sling, you can imbue the ammunition with hellfire. On a hit, the target ignites with flames and takes 1d4 Fire damage at the start of each of its turns. A creature can extinguish the flames on itself or another creature within 5 feet of it by using its action and succeeding on a DC 10 Dexterity check. Once used, this property can't be used again until the next dawn.

Helmet of the Harbinger

Wondrous Item, Rare (Requires Attunement)

This magic helmet was forged from dull steel and is worn from centuries of use. While wearing the helmet, you have resistance to Poison damage and advantage on saving throws you make to avoid or end the Poisoned condition on yourself.

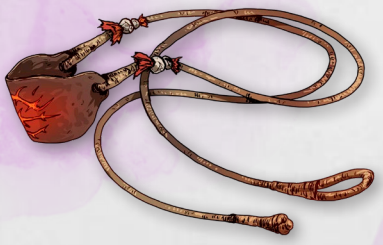
The helmet has 3 charges and regains all expended charges daily at dawn. As a reaction, you can expend 1 charge to cause one of the following effects:

Decay. When a creature you can see within 30 feet regains hit points, it regains only half as many hit points.

Despair. When a creature you can see within 30 feet rolls an attack roll, ability check, or saving throw, you can have it make the roll with disadvantage.

Doom. When you or another creature you can see within 30 feet makes an attack, you can have it make the attack roll with advantage. If both rolls of the d20 would be enough to hit the target, the attack is a critical hit.

Hellrider's Sling



Helmet of the Harbinger

Hive's Sting

Weapon (Any Crossbow), Rare (Requires Attunement)

This magic crossbow is crafted from gold-plated mahogany.

Hive Strike. When you roll a 20 on your attack roll with the crossbow, the attack doesn't deal extra damage; instead, you can immediately make two ranged attacks against the target using the crossbow.

Sting. As a bonus action, you can cause a missile loaded in the crossbow to become coated in poison until the end of your next turn. If the missile is used to make a ranged weapon attack and hits a creature, the target must succeed on a DC 13 Constitution saving throw or until the end of its next turn, it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Illusionist's Flute

Wondrous Item, Common (Requires Attunement by a Spellcaster)

This magic flute looks quite ordinary. You can use the flute as a spellcasting focus.

Deceptive Note. As a reaction, when a creature you can see within 30 feet succeeds on an ability check or saving throw made to discern, disbelieve, or see through the effects of an illusion spell you've cast, you can play an inaudible note on the flute and the creature must reroll the d20 and use the new result. Once used, this property can't be used again until the next dawn.

Jawcrusher's Pauldron

Wondrous Item, Rare (Requires Attunement)

This pauldron is fashioned from the jawbone of an ogre affixed to a backing of metal and leather.

The pauldron has 3 charges for the following properties and regains all expended charges daily at dawn:

Resilience. When you fail a Strength or Constitution ability check or saving throw, you can expend 1 charge to reroll the ability check or saving throw. You must use the new roll.

Strength. As a bonus action, you can expend 1 charge to bolster yourself with an ogre's strength. For the next minute, your Strength score increases by 4.

Kraken Hat

Wondrous Item, Uncommon (Requires Attunement)

Tentacles swirl lazily around the rim of this magic captain's hat. While wearing this hat, you can comprehend and telepathically communicate with any Beast or Monstrosity within 60 feet that has a Swim speed as with the *Speak With Animals* spell.

Tentacle Parry. As a reaction when a creature hits you with a melee weapon attack, you can cause the hat's tentacles to wrap around the weapon and reduce the damage dealt by the attack by 2d10. If this reduces the damage to 0, you can use the tentacles to grasp the weapon for 1 minute. While the weapon is grasped, it can't be used and if the weapon's wielder can't or won't let go of it, the creature is Grappled as long as it holds on to the weapon. A creature can pull the weapon free by using an action and succeeding on a DC 13 Strength (Athletics) check. Once used, this property can't be used again until the next dawn.

Hive's Sting

Jawcrusher's Pauldron

Kraken Hat

Lawmaker's Pen

Wondrous Item, Common

This magic quill is made from the feather of a celestial bird. The quill produces its own ink, which appears as a vibrant silvery script. Any script written with the quill has the following magical properties:

- The script is untouched by time and elements. It never fades or smears, although the medium on which it is written retains its normal properties and may be physically destroyed.
- The script is immune to magical tampering and can't be altered, erased, or obscured by any magical means, including illusion magic.

Lich's Die

Wondrous Item, Rare

This magic, eight-sided die is crafted from a lich's knuckle-bone and imbued with arcane glyphs. As a bonus action, you can roll a d8 and regain one expended spell slot of a level equal to or lower than the result. Once used, this property can't be used again until the next dawn.

The Lawkmaker's Pen is one of my favorite products. It basically sells itself and it's coveted by everyone from archdevils to lawyers. I guess that's probably a bad example – not too much difference between those two.

– *the Wanderer*

Luminous Larvae

Wondrous Item, Common

This small glass vial holds bio-luminescent larvae submerged in magical liquid.

Guiding Glow. As a bonus action, you can shake the vial, agitating the larvae and causing them to increase their glow. The vial glows with bright light in a 5-foot radius and dim light for an additional 10 feet for 1 minute. When the vial has glowed for a total of 1 hour, it can't glow again in this way until the next dawn.

Protective Pests. As an action, you can open the vial and toss the larvae into the air, where they transform into a swarm of glowing butterflies that surround you or another creature of your choice within 5 feet. For 1 minute, that creature has advantage on saving throws against spells and other magical effects. Once used in this way, the larvae and the vial lose their magic properties and become nonmagical.

Merchant's Headwear

Wondrous Item, Very Rare (Requires Attunement)

This magic headwear is woven from silk cloth and decorated with gold studs. You have advantage on Insight and Persuasion checks while wearing it.

The headwear has 3 charges for the following properties and regains all expended charges daily at dawn:

Merchant's Protection. When you fail an Intelligence, Wisdom, or Charisma saving throw, you can expend 1 charge to succeed instead.

Merchant's Sight. As a bonus action, you can expend 1 charge to gain Truesight out to a range of 30 feet for 1 minute.

Lawmaker's Pen

Luminous Larvae

Lich's Die

Midas Khanjar

Weapon (Dagger), Common

This magic dagger has a blade of pure gold.

Golden Touch. As an action, you can utter the dagger's command word and touch it to a nonmagical object no larger than eight cubic inches to turn the object into pure gold. Whenever this property is used, any object previously transformed by the dagger reverts back to its original form. An object's transformation also ends if a *Dispel Magic* spell or similar magic is used upon it.

Mind's Bite

Weapon (Morningstar), Rare (Requires Attunement)

This magic morningstar is crafted from the flesh of a strange, otherworldly creature.

The morningstar has 3 charges and regains all expended charges daily at dawn. When you hit a creature with the morningstar, you can expend 1 charge to deal an extra 1d8 Psychic damage to the target and cause one of the following effects:

Aberrant Whisper. The target must succeed on a DC 13 Intelligence saving throw or be Frightened until the end of its next turn.

Eldritch Curse. The target must succeed on a DC 13 Charisma saving throw or be affected as by the *Bane* spell until the end of its next turn.

Mind Numbing. The target must succeed on a DC 13 Constitution saving throw or its Intelligence and Charisma scores are reduced by 1d4, to a minimum of 1, until it finishes a short or long rest. If this reduces either ability score to 1, the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way, until the ability score is more than 1.

Mistweaver's Cloak

Wondrous Item, Uncommon (Requires Attunement)

This magic cloak is woven from wool and fur.

In the Mist. Whenever you take the Dash action, opportunity attacks against you are made with disadvantage until the start of your next turn. Moreover, when a creature makes a weapon attack against you with disadvantage and hits you, the attack's damage against you is halved.

Conjure Fog. As an action, you can create a 20-foot-radius sphere of fog centered on you. The fog spreads around corners and moves with you, and its area is heavily obscured. It lasts for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or you lose your concentration on it (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

Navigator's Eye

Wondrous Item, Common (Requires Attunement)

This magic eyepatch has a compass etched on its surface. While wearing it, you have advantage on ability checks you make to determine your location or avoid getting lost. Moreover, you can see normally in areas that are lightly obscured, ignoring the effects of dim light, patchy fog, moderate foliage, and similar visual impediments.

Navigator's Eye

Mind's Bite

Midas Khanjar

Mistweaver's Cloak

Orb of Ill Omen

Wondrous Item, Uncommon (Requires Attunement)

This magic orb is carved from some unnamed, alien mineral.

Ill Omen. As an action, you can toss the orb into the air and cause it to orbit the head of a creature you can see within 30 feet. The creature suffers one of the following effects of your choice:

Amplify. The first time each turn the creature takes damage from a spell, it takes an extra 1d6 damage of that type.

Distract. The creature must roll a d4 and subtract the result from each attack roll it makes.

Slow. The creature's speed is reduced by 10 feet and it has a –1 penalty to AC and Dexterity saving throws.

If a creature hits the orb with an attack (AC 24) or seizes it with a successful DC 24 Dexterity (Acrobatics) check, the orb stops hovering and loses all magical properties until the next dawn. While it hovers, you can use a bonus action to recall it to your hand or cause it to fly up to 30 feet to orbit the head of another creature you can see.

Pseudodragon's Staff

Potion of Monstrosity

Potion of Monstrosity

Potion, Common

The glass surface of the bottle containing this magical potion forms a snarling visage. It growls faintly when stirred, but has no true sentience.

Monstrous Transformation. When you drink this potion, you are affected as by the *Polymorph* spell (save DC 13, no concentration required) for 1 hour or until you are reduced to 0 hit points. The creature you transform into is determined by rolling a d8 on the table below. Whenever you take damage while transformed in this way, you must succeed on a DC 13 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn and can't see or hear other creatures within 60 feet of you.

d10	Creature
1	Ankheg
2	Brown Bear
3	Dire Wolf
4	Giant Badger
5	Giant Lizard
6	Giant Spider
7	Owlbear
8	Phase Spider
9	Rhinoceros
10	Tiger

Pseudodragon's Staff

Staff, Uncommon (Requires Attunement)

This magic scepter is topped with a dragon figurine, its wings clasped around a blue orb. While holding the staff, you can telepathically communicate simple ideas, emotions, and images with any creature you can see within 100 feet that can understand a language.

Summon Pseudodragon. As an action, you can transform the staff's figurine into a **pseudodragon** that appears in an unoccupied space within 5 feet. The dragon is under your control and acts on your turn in combat. Moreover, you and creatures friendly to you have advantage on saving throws against spells and other magical effects while within 10 feet of the dragon. The dragon remains for 1 hour, until it is reduced to 0 hit points, or until you dismiss it as a bonus action, upon which it reappears as a figurine at the staff's top. Once used, this property can't be used again until the next dawn.

Psion's Skull

Wondrous Item, Rare (Requires Attunement)

This magic skull is from a psionic creature and is decorated with golden ornaments. While carrying it, you have resistance to Psychic damage, you are immune to magic that allows other creatures to discern your thoughts, whether you are lying, your alignment, or your creature type.

The skull has 3 charges for the following properties and regains all expended charges daily at dawn:

Intellect Fortress. As a bonus action, you can expend 1 charge to create an aura of psychic energy in a 10-foot radius around you for 1 minute. You and each creature of your choice within that area have advantage on Intelligence, Wisdom, and Charisma saving throws.

Mind Blast. As an action, you can expend 2 charges to emit psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 18 (4d8) Psychic damage and until the end of its next turn, the creature must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Psion's Skull

Ratter's Club

Weapon (Mace), Uncommon (Requires Attunement)

This magic mace is decorated with four steel rats.

Rat's Bite. When you roll a 20 on your attack roll against a creature with the mace, the creature must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 minute.

Rat Form. As an action, you can transform into a **rat** or a **giant rat**. The transformation functions as the *Polymorph* spell, except you retain your Intelligence, Wisdom, and Charisma scores. The transformation lasts for 1 hour or until you end it as a bonus action. Once used, this property can't be used again until the next dawn.

Rat Whisperer. While holding the mace, you can speak with rats as with the *Speak With Animals* spell. Moreover, you automatically sense the location of any rats or giant rats within 30 feet of you, and ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

Reaper's Claw

Wondrous Item, Rare (Requires Attunement)

This magic glove is fitted with adamantine claws. While you're wearing the glove, it counts as a simple melee weapon. It has the light and finesse properties and deals 1d8 Slashing damage on a hit. You are proficient with it and attacks you make with it score a critical hit on a roll of 19 or 20.

Rend. When you score a critical hit against a creature with the glove, the creature must succeed on a DC 15 Charisma saving throw or be cursed. While cursed in this way, the creature must roll a d4 and subtract the result from any attack roll, ability check, or saving throw it makes using Strength, Dexterity, or Constitution. The cursed creature can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success.

Ratter's Club

Reaper's Claw

Requiem

Weapon (Glaive), Very Rare (Requires Attunement)

This magic glaive produces an eerie whisper when swung. The glaive deals an extra 1d8 Necrotic damage on a hit and attacks you make with it score a critical hit on a roll of 19 or 20.

Dark Step. While you are in dim light or darkness, you can teleport up to 10 feet to an unoccupied space immediately before or after each attack you make with the glaive.

Unleash Shadow. When you score a critical hit against a creature with the glaive, you wrest control of the creature's shadow. A **shadow** appears in an unoccupied space within 5 feet of the creature. The shadow takes its turn immediately after yours and obeys your telepathic commands (no action required). The shadow has advantage on attack rolls against the creature it was spawned from. The shadow vanishes after 1 minute or when it is reduced to 0 hit points.

Ring of Truth

Ring, Uncommon (Requires Attunement)

This magic ring looks like an unremarkable band of iron. You have advantage on Insight checks while wearing it.

Interrogator's Question. The ring has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge and ask a question of a creature within 10 feet of you. If the creature can hear and understand you, it must succeed on a DC 13 Charisma saving throw or be compelled to answer the question truthfully, in the most accurate and concise way it can. You know whether the creature succeeded or failed on its saving throw.

Rings of Fire

Ring, Rare (Requires Attunement)

These four magic rings glow with fiery runes. All four rings must be worn together on the same hand. Unarmed strikes you make using the hand wearing the rings and attacks you make with a weapon held in that hand, deal an extra 1d6 Fire damage on a hit.

Ring of Fire. The rings have 4 charges and regain all expended charges daily at dawn. As a bonus action, you can expend 1 charge and throw a ring from your hand at a point you can see within 60 feet. The ring becomes an opaque, ringed wall of fire that is 15 feet in diameter, 10 feet high, and 1 foot thick. A creature that starts its turn within the wall's area or moves through it for the first time on a turn, must make a DC 15 Dexterity saving throw, taking 2d8 Fire damage on a failure or half as much on a success. At the start of your next turn, the wall of fire becomes a ring again and magically returns to your hand.

Runecarver's Whetstone

Wondrous Item, Uncommon

This magic whetstone is inscribed with arcane runes. You can spend 1 minute sharpening a melee weapon that deals Piercing or Slashing damage to give the weapon your choice of one of the following properties for 1 hour (the weapon becomes magical for the duration if it isn't already):

Power. The weapon deals an extra 1d4 Force damage on a hit.

Precision. Attacks made with the weapon score a critical hit on a roll of 18–20.

Once used, this property can't be used again until the next dawn.

Requiem

Rings of Fire

Rustward

Armor (Shield), Uncommon

This magic shield is reinforced with the carapace of a rust monster.

The shield has 5 charges for the following properties, and regains all expended charges daily at dawn:

Rustward. As a reaction when a melee weapon attack made with a nonmagical metal weapon misses you, you can expend 1 charge to corrode the weapon. The weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed.

Corrosive Touch. As a bonus action, you can expend 1 charge and attempt to touch the shield to a nonmagical metal object within 5 feet of you. If the object is being worn or carried by a creature, the creature can make a DC 13 Dexterity saving throw to avoid the effect. If the shield touches the object, you can cause it to rust. A nonmagical armor or shield touched in this way suffers a cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Rustward

Scavenger's Might

Scavenger's Might

Weapon (Flail), Rare (Requires Attunement)

The heavy head of this magic flail has been imbued with eldritch runes. The flail deals an extra 1d6 Force damage on a hit.

The flail has 3 charges and regains all expended charges daily at dawn. When you hit a creature with the flail, you can expend 1 charge to cause one of the following effects:

Mighty Blow. The target must succeed on a DC 15 Strength saving throw or be thrown up to 20 feet horizontally in a direction of your choice, landing Prone and taking 1d6 Bludgeoning damage for each 10 feet it was thrown. If it hits another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage.

Siphon Might. The target must succeed on a DC 15 Constitution saving throw or, until the end of your next turn, it has disadvantage on ability checks, saving throws, and attack rolls using Strength, and you have advantage on ability checks, saving throws, and attack rolls using Strength.

Scoundrel's Sidearm

Weapon (Blowgun), Uncommon

This magical weapon functions as both a blowgun and a dagger, and can be used as either. The blowgun's barrel can hold up to three pieces of ammunition at a time, allowing you to forgo the Loading property of the blowgun until its barrel is emptied.

Magical Needles. When you use the blowgun to make a ranged weapon attack, you can cause one of the following effects:

Hobble. A creature hit by the attack must succeed on a DC 13 Constitution saving throw or its speed is reduced by 10 feet until the end of its next turn.

Magic Missile. Instead of making an attack roll, the needle becomes a missile of arcane energy that deals 1d4 + 1 Force damage and unerringly hits any target of your choice you can see within 60 feet.

Push. A creature hit by the attack must succeed on a DC 13 Strength saving throw or be pushed back 10 feet.

Scoundrel's Sidearm

Screeching Blade

Weapon (Dagger), Common

When a creature within 60 feet of you that you aren't aware of makes a Dexterity (Stealth) check to hide and the result of the check is less than 20, the dagger emits a screech that can be heard out to a range of 60 feet. The screech does not reveal the hiding creature's location, but prevents you and any other creature that can hear it from being surprised by that creature.

Scroll of Convenience

Scroll, Uncommon

This parchment scroll has a rough but durable texture. When the parchment is used to create a *Spell Scroll*, the time required to do so is halved. Moreover, a spellcaster can attempt to cast the spell even if the spell isn't on the caster's spell list. When the scroll is used to cast a spell, the blue runes on it glow brightly and then fade, leaving the scroll blank and ready for another spell to be inscribed upon it. The scroll can hold only one spell at a time.

Scroll of Quickening

Scroll, Common

This parchment scroll is held in a container etched with golden symbols and has a smooth texture. Any text written on this scroll can be read at half its usual pace. When the parchment scroll is used to create a *Spell Scroll* with a spell that has a casting time of an action, the caster can use a bonus action instead of an action to attempt to cast the spell. The *Spell Scroll* otherwise functions as normal and crumbles to dust once a spell has been cast from it.

Seraphim's Crossbow

Weapon (Any Crossbow), Rare

This magic crossbow fires bolts of radiant energy. It requires no ammunition, its damage is Radiant instead of Piercing, and it doesn't have the loading property.

The crossbow has 3 charges and regains all expended charges daily at dawn. When you attack with the crossbow, you can expend 1 charge to gain advantage on the attack roll and cause one of the following effects on a hit:

Guiding. The attack deals an extra 1d8 Radiant damage and the first attack made against the target before the end of your next turn has advantage.

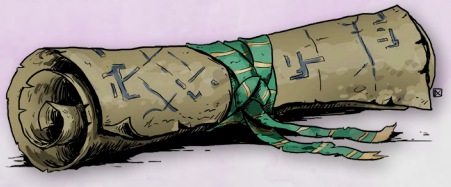
Healing. If the target is a creature, it doesn't take damage from the attack and instead magically regains hit points equal to 1d8 plus the damage the attack would have dealt.

> Not a huge fan of weapons that screech, personally. You'll be standing in the middle of the market sounding like a crow that's being strangled because some urchins two blocks over are playing hide-and-seek in an alleyway. Just not always convenient.
>
> – *the Wanderer*

Seraphim's Crossbow

Screeching Blade

Scroll of Convenience



Shadecarver

Weapon (Any Sword), Rare (Requires Attunement)

Shadows seem to ooze from this magic sword. While holding the sword, you have Blindsight out to a distance of 10 feet.

The sword has 3 charges for the following properties and regains all expended charges daily at dawn:

Murksight. When you hit a creature with the sword, you can expend 1 charge to force the creature to make a DC 13 Charisma saving throw. On a failure, the creature's sight is limited to a distance of 5 feet until the start of your next turn; it is Blinded beyond this radius unless it has Blindsight, Tremorsense, or Truesight.

Sheen of Darkness. When you make a melee weapon attack with the sword, you can expend 1 charge to have it leave behind a 1-inch-thick, 5-foot-wide, and 5-foot-tall sheen of opaque, magical darkness in its wake. The sheen dissipates after 1 minute.

Shadowweave Boots

Wondrous Item, Uncommon (Requires Attunement)

The fabric of these magic boots seems to be intertwined with strands of shadow. While you're wearing the boots in dim light or darkness, you gain the following benefits:

- You have advantage on Dexterity (Acrobatics) checks.
- Opportunity attacks against you are made with disadvantage.
- As a bonus action, you can magically teleport to an unoccupied space you can see within 30 feet that is also in dim light or darkness. Once used, this property can't be used again until the next dawn.

Shield of Stabilization

Armor (Shield), Common

While holding this magic shield, you have advantage on ability checks and saving throws you make to avoid being knocked Prone and moved against your will.

Shadecarver

Shield of Stablization

Shadowweave Boots

Shield of the Ancient

Armor (Shield), Very Rare (Requires Attunement)

This magic shield appears like a simple disk fashioned from rough oak and seems to have seen many battles.

Dormant. In its dormant form, the shield has the following properties:

- You gain a +1 bonus to AC.
- You have advantage on Insight and Perception checks.
- The shield has 5 charges and regains all expended charges daily at dawn. As an action, you can cast one of the following spells from the shield, expending 1 charge per level of the spell, and requiring no material components (spell save DC 15): *Dispel Magic*, *Identify*, or *Hold Person*.

Awakened. In its awakened form, the shield has the following properties:

- You have advantage on saving throws you make to avoid or end the Charmed or Frightened conditions on yourself.
- The shield has 7 charges, the save DC of its spells increases to 17, and you can use its charges to cast the spells *Circle of Power* and *Dominate Person* from it.
- The shield is a sentient, neutral object with an Intelligence of 18, Wisdom of 18, and Charisma of 12. It has hearing and Truesight out to a range of 30 feet. The shield can understand any language and communicates telepathically, speaking in a deep, gravelly voice. The shield's sentience belongs to an ancient saurian creature that predates history. If the shield is treated with reverence and respect by its wielder, it may use its Truesight and proficiency in Intelligence (Arcana and History) checks (the shield has a +10 bonus to each) to aid them.

Solar's Crest

Armor (Any Medium or Heavy), Very Rare (Requires Attunement)

This magic armor is crafted from hardened steel and embossed with a golden sun symbol. You have resistance to Radiant damage while wearing it.

Cleansing Light. As a bonus action, you can cause cleansing light to course through you. You regain 2d10 hit points and are affected as by the *Greater Restoration* spell. Once used, this property can't be used again until the next dawn.

Warding Flare. When a creature within 10 feet of you misses an attack roll against you, you can use your reaction to force the creature to make a DC 15 Constitution saving throw as the armor flares with light. On a failure, the target is Blinded until the start of its next turn.

AWAKENING THE ANCIENT ONE

It is up to the GM when the *Shield of the Ancient* becomes awakened. It might happen automatically as the character reaches 9th level, or it may require that the character performs a truly heroic deed – such as slaying an ancient dragon or cleansing long lost ruins of an ancient curse.

Solar's Crest

Shield of the Ancient

Spellcleaver

Weapon (Any Axe), Uncommon (Requires Attunement)

This magic axe is energy made manifest. When you attack with the axe, the attack ignores any bonuses to the target's AC gained from spells or other magical effects, and its damage is Force instead of Slashing.

Bond. As a bonus action, you can magically teleport the weapon to your hand as long as you are within 60 feet of it. Moreover, the weapon has the Thrown property with a range of 20/60 feet and magically returns to your hand immediately after it has been used to make a ranged attack.

Eldritch. When you cast a spell of 1st level or higher, the weapon becomes charged with arcane energy. Until the end of your next turn, the weapon deals extra Force damage equal to the level of the spell on a hit.

Spellgaze Amulet

Wondrous Item, Rare (Requires Attunement)

This magical amulet is inset with colorful gems and has an eye in its center. You have advantage on Arcana checks while wearing the amulet.

Magic Detection. As an action, you can cast the *Detect Magic* spell from the amulet. Once used, this property can't be used again until the next dawn.

Spell School Resistance. As an action, you can calibrate the amulet to protect against a specific type of magic. Choose a school of magic from abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Until you use this feature again, you have advantage on saving throws you make against spells of that school of magic, as well as ability checks you make to discern, identify, or recognize spells of that school.

Spellwarper's Mantle

Spellwarper's Mantle

Wondrous Item, Very Rare (Requires Attunement)

While wearing this magic cloak, you have a +2 bonus to saving throws you make against spells and to your AC against spell attacks.

The cloak has 3 charges for the following properties and regains all expended charges daily at dawn:

Attract. When a creature you can see within 30 feet is the target of a spell that targets only that creature, you can expend 1 charge and make a Constitution saving throw with a DC equal to 10 + the spell's level. On a success, the spell targets you instead of that creature.

Reflect. As a reaction when you succeed on a saving throw against a spell that affects only you, or a spell attack targeting only you misses, you can expend 1 charge to turn the spell back on its caster. The spell has no effect on you and instead targets the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they don't maintain their concentration on it.

Sphere of Foresight

Wondrous Item, Uncommon (Requires Attunement)

This amulet consists of an orb that floats seamlessly inside a metal ring set to a silver chain.

The amulet has 3 charges for the following properties and regains all expended charges daily at dawn:

Glimpse. As a bonus action, you can expend 1 charge to glimpse the future. You can roll a d4 and add the result to the next ability check, attack roll, or saving throw you make before the start of your next turn.

Foresee. As a reaction when a creature you can see hits you with an attack, you can expend 1 charge to roll a d6 and add the number rolled to your AC against the attack, potentially causing the attack to miss you.

Sense. When you roll Initiative, you can expend 1 charge to roll a d8 and add the number rolled to your Initiative roll.

Spellgaze Amulet

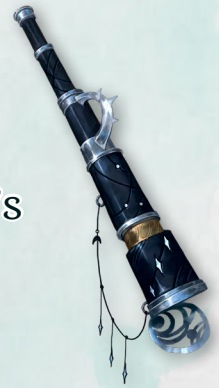
Starforged Trinket

Wondrous Item, Common (Requires Attunement)

This magic trinket supposedly holds a sliver of a crystallized star. When you finish a long rest while attuned to the trinket, roll two d4s. If both dice show the same number, the stars have aligned in your favor; until the next dawn, you gain the corresponding benefit while wearing the trinket:

1. **Foresight.** You have advantage on Initiative rolls and Dexterity saving throws.
2. **Leadership.** You have advantage on Charisma checks and you and friendly creatures within 10 feet of you have advantage on saving throws you make to avoid or end the Frightened condition on yourself.
3. **Luck.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If another feature already allows you to reroll 1s, you can also reroll the d20 on a roll of 2.
4. **Resilience.** You gain temporary hit points equal to the number of hit dice you have.

Starforged Trinket



Stargazer's Spyglass

Steelsting Pauldron

Stargazer's Spyglass

Wondrous Item, Rare

This magic spyglass is inlaid with silver and small diamonds.

The spyglass has 3 charges for the following properties and regains all expended charges daily at dawn:

Celestial Guidance. After peering at the open sky through the spyglass for 1 minute, you can expend 1 charge to cast the *Commune* spell from the spyglass. The spell works as usual, except you aren't told the answers but divine them from the positions of the stars.

Extraplanar Scrying. After peering into the spyglass for 10 minutes and calibrating it correctly, you can expend 1 charge to cast the *Scrying* spell (save DC 15) from the spyglass. The spell works as usual, except that it can only target a creature or location on another plane of existence.

Otherworldly Sight. As an action, you can expend 1 charge to peer through the spyglass and cast the *See Invisibility* spell from it.

Steelsting Pauldron

Wondrous Item, Uncommon (Requires Attunement)

This magic shoulder pauldron is adorned with adamantine spikes. Any spikes that are removed from the pauldron vanish after 1 minute and magically regrow at the next dawn.

The pauldron has 3 charges for the following properties and regains all expended charges daily at dawn:

Spike Cloud. As an action, you can expend charges to shoot spikes in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 1d6 Piercing damage per charge you expend on a failure, or half as much on a success.

Spike Growth. As an action, you can expend charges to cause spikes to magically grow forth in a 5-foot square within 30 feet per charge you expend. For 1 minute, the area is difficult terrain and a creature that moves into a spike-filled square on its turn takes 1d8 Piercing damage for each spike-filled square it enters.

Thorny Rebuke. As a reaction when a creature within 5 feet of you misses you with an attack, you can expend charges to deal 1d10 Piercing damage to the target per charge you expend.

Tome of Mystix

Wondrous Item, Very Rare (Requires Attunement by a Spellcaster)

This magical tome tingles with eldritch energy and is wrapped firmly in a silver chain. You gain a +1 bonus to your spell save DC and spell attacks while carrying it.

Archmage's Favor. As an action, you can touch the tome's chain to either lock or unlock the tome. While unlocked and opened, you can use one of the following properties as a bonus action:

Knowledge. You can address a question to the tome by speaking it or writing it on one of its blank pages. If the tome knows the answer (it has a +10 bonus to Arcana, History, Nature, and Religion checks using Intelligence), the tome provides the answer in cramped handwriting on its pages. Otherwise, the words "I do not know" appear, and the tome refuses to answer any more questions until the next dawn.

Power. You can ask the tome for a spell. If the spell is 8th-level or lower and on the Wizard spell list, it appears on the tome's pages. You can cast the spell from the book as if from a spell scroll, using the spell's casting time and your own spellcasting ability, and you must provide any material component that has a cost. The spell vanishes from the book's pages when cast; otherwise, it vanishes after 1 hour. Once used, this property can't be used again until the next dawn.

A creature that attempts to use this property without being attuned to the *Tome of Mystix* is affected as by the *Feeblemind* spell (save DC 17).

Sentience. The *Tome of Mystix* is a sentient, lawful evil object with an Intelligence of 20, Wisdom of 14, and Charisma of 14. It has hearing and Darkvision out to a range of 120 feet. The tome can read and understand Common, Elvish, and Undercommon, and communicates by forming words on its pages. The tome is arrogant and prideful.

Malignant Spirit. The *Tome of Mystix* holds a sliver of the drow archmage Mystix' soul. Whenever the tome is used to create a spell, roll a d100. If the result is equal to or lower than the spell's level, the spirit breaks free and appears within 5 feet of the book. Mystix' spirit has the statistics of a **ghost**, except it has an Intelligence of 20, Wisdom of 14, and Charisma of 14, a proficiency bonus of +6, it is proficient with Intelligence and Wisdom saving throws, and it can cast any spell on the Wizard spell list of 8th level or lower once per day each, requiring no material components that don't have a cost (spell save DC 19, +11 to hit with spell attacks). The spirit's goal is to possess a body and escape with the *Tome of Mystix*. If brought to 0 hit points or separated from the tome by more than 120 feet, the spirit disappears back into the tome.

Turtle's Shelter

Armor (Shield), Common (Requires Attunement)

This magic shield is crafted from the shell of a giant tortoise. While wearing it, your speed is reduced by 5 feet but spells and other magical effects can't otherwise reduce your speed. Moreover, you have disadvantage on Initiative rolls but treat any roll of 9 or lower as a 10.

Unraveling Ammunition

Weapon (Ammunition), Rare

This magic ammunition hums with arcane energy. When you make a ranged weapon attack using the ammunition, the attack ignores any bonuses to the target's AC gained from spells or other magical effects.

When you hit a creature with a ranged weapon attack using the ammunition, any spell of 5th level or lower on the target ends and it takes 1d8 Force damage for each spell ended this way. In addition, the first time the target attempts to cast a spell of 1st level or higher before the end of its next turn, it must make a Constitution saving throw with a DC of 10 + the spell's level. On a failure, the casting fails and the action is wasted, though any spell slot used to cast the spell isn't expended.

Once the piece of ammunition hits a target, it is no longer magical.

Turtle's Shelter

Unraveling Ammunition

Vial of Bloodboil Poison

Potion, Very Rare

This vial contains 3 doses of bloodboil poison. As an action, you can apply one dose of the poison to a weapon or a piece of ammunition you're holding. The first time you hit a creature with the poisoned weapon or ammunition within the next minute, the creature must succeed on a DC 15 Wisdom saving throw or be affected as by the *Dominate Monster* spell for 1 hour or until you lose your concentration, as if concentrating on a spell. The target can repeat the saving throw whenever it takes damage, ending the effect on a success.

Vial of Dread Poison

Potion, Uncommon

This vial contains 3 doses of dread poison. As an action, you can apply one dose of this poison to a weapon or a piece of ammunition you're holding. The first time you hit a creature with the poisoned weapon or ammunition within the next minute, the creature takes 2d6 Psychic damage and must succeed on a DC 13 Constitution saving throw or be Frightened for 1 hour. While Frightened in this way, the creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Vial of Phase Poison

Potion, Uncommon

This vial contains 3 doses of phase poison. As an action, you can apply one dose of this poison to a weapon or a piece of ammunition you're holding. The first time you hit a creature with the poisoned weapon or ammunition within the next minute, the creature takes 2d8 Force damage and must succeed on a DC 13 Charisma saving throw or disappear into the Ethereal Plane until the end of its next turn.

It's hard to turn down a good vial of poison. Especially if you've been afflicted with bloodboil poison. Then it's virtually impossible.

– *the Wanderer*

Vial of Spell Conduit Poison

Potion, Rare

This vial contains 3 doses of spell conduit poison. As an action, you can apply one dose of this poison to a weapon or a piece of ammunition you're holding. The first time you hit a creature with the poisoned weapon or ammunition within the next minute, the creature must succeed on a DC 15 Constitution saving throw or become hypersensitive to magic. For 1 hour, the creature has disadvantage on saving throws against spells and other magical effects and the first time each turn it takes damage from a spell, it takes an extra 1d8 of that damage.

Vial of Unraveling Poison

Potion, Rare

This vial contains 3 doses of unraveling poison. As an action, you can apply one dose of this poison to a weapon or a piece of ammunition you're holding. The first time you hit a creature with the poisoned weapon or ammunition within the next minute, the creature takes 2d8 Force damage and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 minute. While Poisoned in this way, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Vials of Poison

Voltspire

Staff, Rare (Requires Attunement by a Spellcaster)

This magic staff is crowned with an intricate orb woven with pure silver.

Conductive. When a target takes Lightning damage from a spell you cast while you're holding the staff, it takes an extra 1d8 Lightning damage.

Supercharge. When you cast a spell of 1st-level or higher that deals Lightning damage, the staff gains 1 charge. The staff can hold up to 3 charges for the following properties and loses unspent charges 1 hour after gaining them:

Jolt. At the start of your turn, you can expend 1 charge to gain a jolt of energy. Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you can take the Dash, Disengage, Hide, or Use an Object action as a bonus action.

Recharge. When you are reduced to 0 hit points but not killed outright, you can expend 1 charge to drop to 1 hit point instead.

Wayfarer's Armor

Armor (Any), Common (Requires Attunement)

This magical armor is enchanted to be as comfortable and supple as possible. While wearing it, you have advantage on ability checks and saving throws you make to avoid or end the Exhaustion condition on yourself.

Wayfarer's Boon. You can cast one of the following cantrips: *Druidcraft*, *Guidance*, or *Light*. Once used, this property can't be used again until the next dawn.

Wyrmheart Amulet

Wondrous Item, Rare (Requires Attunement)

This golden amulet features a polished ruby, clasped within the talons of a golden dragon. You have resistance to Cold damage while wearing it.

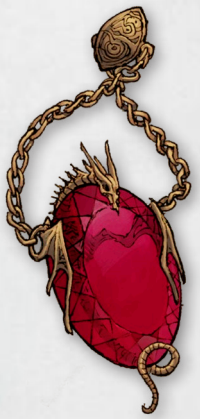
The amulet has 3 charges for the following properties and regains all expended charges daily at dawn:

Aura of Warmth. As an action, you can expend 1 charge to cause the amulet to emit an aura of warmth in a 10-foot radius for 1 minute. Each creature within the aura gains resistance to Cold damage.

Fiery Purge. When you fail a Constitution, Intelligence, Wisdom, or Charisma saving throw, you can expend 1 charge to cause searing heat to spread from the amulet, cleansing your body. You take 1d10 Fire damage and can reroll the saving throw. You must use the new result.

Voltspire

Wayfarer's Armor



Wyrmheart Amulet

Creature Companions

A true companion is perhaps the greatest treasure one can have – and even moreso if that companion is a magical creature. On the following pages are five magic pets that characters can purchase, summon with magic, or just encounter on their travels. Each companion is designed to be useful both in and out of combat, have some survivability, and, most importantly, to be fun.

Azurecrest Platypus

The azurecrest platypus is known for its adorable appearance and bewildering abilities. The platypus has tawny fur, radiant blue webbed feet, and a golden and azure colored plume.

Chaotic Shrieker

Azurecrests are tempestuous and can emit shrieks that disorient other creatures. More notably, its presence warps magic, making it both beloved and feared by spellcasters. Scholars believe that this trait evolved as a defense mechanism against magical predators. Azurecrests tend to be cautious around magic and those who wield it.

Bond of Curiosity

Although most azurecrests are solitary, they occasionally bond with intelligent creatures, if they believe they may benefit from the partnership. Their needs are rather simple; they enjoy excitement and exotic snacks and are curious at their core, even if they sometimes act erratic, especially around magic.

Annoying? Sometimes. Strange-looking? Sure. But also kinda cute, in its own, very weird way. Be warned, though; it has a habit of using its spellwarping abilities when it's most inconvenient!

– *the Wanderer*

AZURECREST PLATYPUS

Small Monstrosity, Typically Chaotic Neutral

Armor Class 13 (Natural Armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	5 (–3)	12 (+1)	8 (–1)

Senses Darkvision 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Limited Telepathy. The platypus can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) Piercing damage.

Staggering Shriek (Recharge 6). Each creature within 10 feet that can hear the platypus must succeed on a DC 11 Constitution saving throw or until the end of its next turn, it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Reactions

Spellwarp (3/Day). When a creature the platypus can see within 60 feet casts a spell, the platypus forces the caster to make a Constitution saving throw with a DC of 10 + the spell's level. On a failure, the caster is affected in one of the following ways, determined by rolling a d4:

1. After the spell is cast, any spells or magical effects on the creature ends and the creature can't cast spell other than cantrips until the end of its next turn.
2. After the spell is cast, the creature vanishes to the Ethereal Plane as with the *Blink* spell. It returns from the Ethereal Plane at the start of its next turn.
3. After the spell is cast, the creature is teleported in a random direction to the furthest away unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.
4. The spell takes effect as if it was cast using a spell slot one level higher.

Glimmerfin

A glimmerfin is an amphibious aberration with a smooth, teal body, and vibrant pink frills. Its most noticeable features, however, are an eye-stalk tail and a third, central eye that glows with a soft golden hue. Glimmerfins are inherently magical creatures that dwell in lagoons, freshwater lakes, and parts of the ocean wrought with ancient magic as if drawn by arcane energy.

Magical Beings

The toothless appearance of a glimmerfin may trick people into thinking the adorable herbivore is harmless, but its additional eyes grant it more than a keen sight. With its central eye, a glimmerfin can disrupt other creatures' connection to the weave of magic and it can use its eye-tip tail to shoot beams of arcane force. Moreover, the glimmerfin's frills shift color whenever they're close to a source of magic. The nuances of these shifts in color allow others to determine the type of magic the glimmerfin is reacting to.

Drawn to Adventure

Although most glimmerfins live in larger flocks in secluded underwater gardens or reefs, glimmerfins are curious beings, and sometimes a glimmerfin bonds deeply with other creatures that fascinate it. Glimmerfins make fantastic adventuring companions, not only for their unique abilities, but also because they are notoriously hard to kill – as long as just a bit of them remains, the glimmerfin can regenerate an entirely new form within a day.

GLIMMERFIN

Tiny Aberration, Typically Neutral Good

Armor Class 12
Hit Points 9 (2d4 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	5 (–3)	13 (+1)	14 (+2)

Skills Perception +5
Senses Darkvision 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge ½ (100 XP) **Proficiency Bonus** +2

Amphibious. The glimmerfin can breathe air and water.

Arcane Hues. The glimmerfin's frills change color to match the spell school of the nearest magical effect within 10 feet of it. A creature familiar with the glimmerfin can identify the effect's school of magic, if any, from the color of the frills.

Magic Resistance. The glimmerfin has advantage on saving throws against spells and other magical effects.

Regeneration. The glimmerfin regains 1 hit points at the end of every hour, as long as it hasn't taken damage within that hour. If the glimmerfin dies, it returns to life with 1 hit point after 12 hours, unless its physical form has been completely burned, dissolved, or disintegrated.

Actions

Eye Ray. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 2 (1d4) Force damage.

Disrupting Gaze (1/Day). One creature the glimmerfin can see within 30 feet that can also see the glimmerfin must succeed on a DC 12 Charisma saving throw or its connection to the weave of magic is disrupted. Until the end of its next turn, the creature can't cast spells and any spells or magic effects on it, as well as the magical properties of each non-Artifact magic item it is carrying, are suppressed.

So cute you can't take your eyes off it – and, as it happens, it won't take its eyes off you either. At least, not all of them. A bit unnerving at first, but you'll get used to it.

– *the Wanderer*

Gilded Zephyr

Gilded zephyrs are tiny Celestials spawned on the higher planes. Said to be the heartwarming result of a love affair between the God of the Oceans and the God of the Moon, a gilded zephyr looks similar to a goldfish, except it has feathered, fin-like wings that give it the ability to fly.

Beacon of Truth

Gilded zephyrs have an inherent ability to slightly alter the fate of creatures and events around it. Gilded zephyrs can also sense lies, which has made their companionship sought by court officials, merchants, and bureaucrats as a way to ensure honesty and transparency in diplomatic affairs.

Cyclic Memory

A testament to their divine nature, gilded zephyrs' minds are cleansed during each full moon. Their memories fade away – some scholars believe they're transferred to a divine realm to be collected by some god or another – while the traits and opinions they helped form still remain.

Playful and Curious

Gilded zephyrs possess a playful spirit that sometimes draw them to the material world where they eagerly explore new environments and seek exciting encounters. Gilded zephyrs are careful creatures and they often seek the companionship of stronger allies that share their lust for adventure.

It can be a bit hard to read the gilded zephyr, as it is about as expressive as a goldfish. Unless, of course, you start lying to it – you'll know straight away how it feels about that!

– *the Wanderer*

GILDED ZEPHYR

Tiny Celestial, Typically Lawful Good

Armor Class 14
Hit Points 7 (2d4 + 2)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	12 (+1)	6 (–2)	14 (+2)	14 (+2)

Skills Insight +6
Senses Darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge ½ (100 XP) **Proficiency Bonus** +2

Holy Spirit. When the zephyr is reduced to 0 hit points, it becomes an incorporeal spirit instead of dying. While in this form, the zephyr retains its alignment, personality, size, and speed. It can move despite having 0 hit points but it can't take actions or interact with the material world in any way. If the zephyr is touched by sunlight at the next dawn, it assumes its physical form again and regains all its hit points. Otherwise, the spirit vanishes after 24 hours.

Sense Truth. The zephyr is allergic to lies. When a creature within 10 feet the zephyr can hear makes a Deception check and the result is 15 or less, the zephyr's headfins turn crimson.

Waning Memory. During each full moon, the zephyr's memories are reset. It loses its recollection of events but retains the opinions it has formed based on its experiences, included its bonds to other creatures or objects.

Actions

Mesmerizing Fins. One creature within 10 feet that can see the zephyr must make a DC 12 Wisdom saving throw. On a failure, the creature is Charmed until the end of its next turn or until it takes damage. While Charmed in this way, the creature has a speed of 0 and, if the saving throw failed by 5 or more, the creature is also Incapacitated.

Reactions

Divine Nudge (3/Day). When a creature the zephyr can see within 30 feet makes an ability check, attack roll, or saving throw, the creature rolls a d4 and either adds the result to the roll or subtracts the result from the roll (zephyr's choice).

Mana Ray

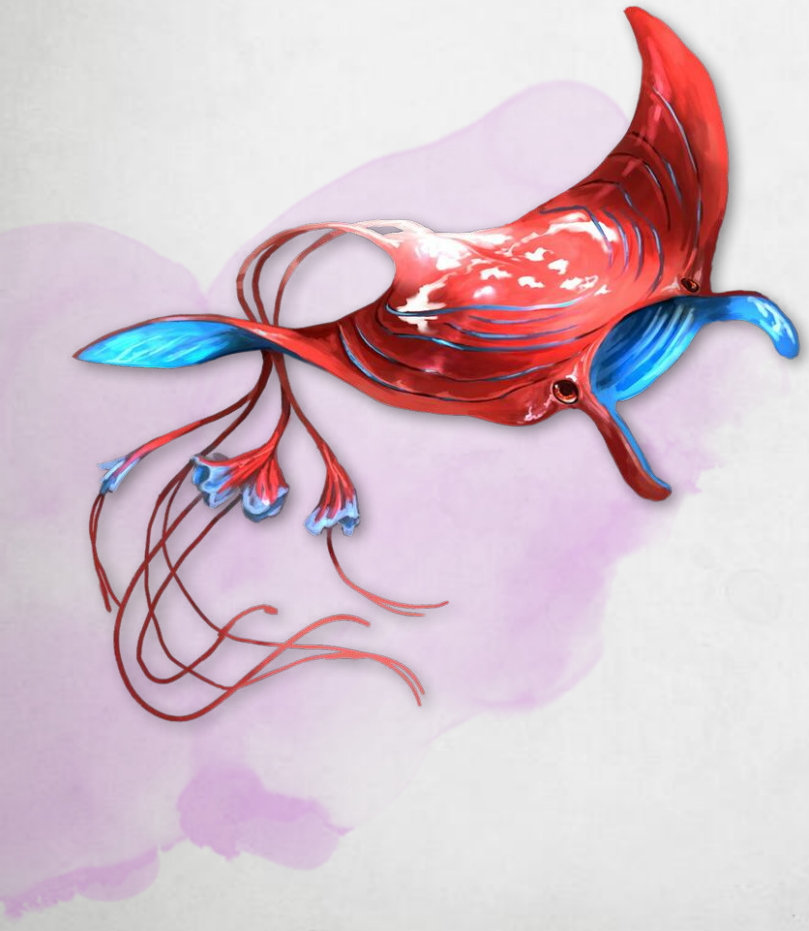
A mana ray bears the flat body of a ray with a tail ending in slender tentacles and specialized fin-wings that let it hover effortlessly in the air. Using the tentacles on its tail, a mana ray can latch onto other creatures and either enhance or weaken that creature's ability to wield magic. This ability makes the ray a coveted subject of study for scholars – and a valuable companion for spellcasters and their like.

Crystalline Core

At the heart of a mana ray is a crystalline core. When a mana ray dies, this magic core remains, untouched by time and decay, and by infusing the core with arcane energy, the mana ray can be brought back to life. Mana rays procreate by infusing precious crystals with a sliver of their life force – requiring the effort of numerous rays to give life to another.

Clever Companions

Mana rays are much more intelligent than their seaborne counterparts. Most mana rays live in large herds and inhabit areas that are dense with magical activity. Drawn by magic, it isn't unheard of for mana rays to form lasting bonds with other creatures strongly connected to the arcane, such as sorcerers or wizards.



MANA RAY

Small Monstrosity, Typically Unaligned

Armor Class 11
Hit Points 10 (3d6)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	6 (–2)	12 (+1)	10 (+0)

Condition Immunities Prone
Senses Blindsight 60 ft., passive Perception 11
Languages understands Common but can't speak
Challenge ½ (100 XP) **Proficiency Bonus** +2

Crystalline Core. When the ray is reduced to 0 hit points, it transforms into a tiny crystal with AC 24, 10 hit points, and immunity to Poison and Psychic damage. A creature can use an hour and expend a spell slot of 1st level or higher to charge the crystal with magic and transform it back into its ray form and restoring all its hit points. If the crystal is destroyed, the ray dies.

Magic Resistance. The ray has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) Piercing damage.

Latch On. The ray attempts to latch onto a creature within 5 feet using its tail. An unwilling creature must succeed on a DC 11 Dexterity saving throw to avoid it. When it latches onto a creature, the ray enters the creature's space and moves with the creature. A creature within reach of the ray can use an action to make a DC 11 Strength (Athletics) check, dislodging the ray into an unoccupied space within 5 feet on a success. The ray can also detach itself by expending 5 feet of movement. While latched on to a creature, the creature gains either a +2 bonus or –2 penalty (ray's choice) to its saving throws against spells and other magical effects.

Reactions

Augment Spell (3/Day). When a creature the ray is latched onto casts a spell, the ray causes one of the following effects of the ray's choice:

Bolster. The creature has a +2 bonus to any spell attack roll it makes as part of casting the spell, and its spell save DC for the spell increases by 2.

Disrupt. The creature has a –2 penalty to any spell attack roll it makes as part of casting the spell, and its spell save DC for the spell is reduced by 2.

Simultaneously a wizard's best friend and most hated enemy. It all depends on whether you're the one feeding it or not – another good reason to always bring snacks!

– *the Wanderer*

Mindhound

The mindhound is an enigmatic creature that thrives on the fringes of reality. It possesses a lithe frame covered in tawny fur, marked with streaks of darker shades that seem to shift and change in the corner of one's eye. The mindhound's appearance is accentuated by its distinctive facial features; a pronounced snout that ends in a peculiar, sensitive tongue, capable of tasting the mental energies in the air.

Mind Tracker

Though it may not be the most intelligent beast, the mindhound is highly perceptive and has great mental acumen. It can communicate telepathically, through images and emotions, and can even detect the mental activity of other creatures nearby. It can use this ability to track other creatures over long distances, making it a favored companion for adventurers and bounty hunters alike.

MINDHOUND

Small Monstrosity, Typically Chaotic Neutral

Armor Class 12
Hit Points 22 (4d6 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (–2)	12 (+1)	8 (–1)

Skills Perception +5, Survival +5
Damage Resistances Psychic
Senses passive Perception 15
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Limited Telepathy. The hound can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Mind Sniffer. The hound's sensitive tongue can sense the mental activity of nearby creatures. It can sense other creatures within 30 feet and know their precise location as if it had Blindsight, as well as their general intentions, such as if they are being honest and friendly or deceptive and hostile.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Psychic damage.

Mindhowl (Recharge 6). The hound howls inside the mind of a creature within 30 feet of it. Until the start of the hound's next turn, the creature has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws, as well saving throws it makes to maintain its concentration.

Track Mind (1/Day). The hound hones in on a creature it has been within 30 feet of, or that has handled an object that is within 5 feet of the hound, within the last 24 hours. The hound can sense the direction to the creature's location, as long as that creature is within 1 mile of it. If the creature is moving, the hound knows the direction of its movement.

Bonus Action

Ethereal Jaunt. The hound magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Exactly the friend you need if you have a wandering mind – get it? It's because, well... you get it, right?

– *the Wanderer*

Player Options

On the following pages, you'll find new player options for fifth edition rooted in the themes explored in this book, including bargaining, commerce, and enchanting.

Subclasses

Below is an overview of the five subclasses presented in *Wanderer's Guide to Enchanted Emporiums*:

Barbarian: Path of the Shifting Sands. This barbarian subclass is elusive like a desert mirage.

Bard: College of Commerce. This bard subclass always aims to make the most profitable trades.

Cleric: Balance Domain. This cleric subclass embraces balance and aims for equal exchanges.

Ranger: Corsair Archetype. This ranger subclass is as unpredictable and brutal as the ocean itself.

Sorcerer: Mirage Sorcery. This sorcerer subclass wields illusory magic to incredible effect.

Path of the Shifting Sands

A barbarian following the Path of the Shifting Sands is imbued with the mysterious magic of the vast desert, plains, or tundra. Where many warriors rely on brute strength, these barbarians are elusive and hard to pin down, just like the shifting sands.

Primal Elusiveness

3rd-Level Path of the Shifting Sands Feature

You gain proficiency with your choice of the Deception or Stealth skill.

Shifting Rage

3rd-Level Path of the Shifting Sands Feature

When you activate your Rage, and as a bonus action while your Rage is active, you can cause one of the following effects of your choice:

- You deal an extra 1d8 Force damage to the next target you hit with a weapon attack this turn.
- You magically teleport to an unoccupied space you can see within 30 feet.
- You create one illusory double of yourself (as with the *Mirror Image* spell) that lasts until the start of your next turn or until it is hit by an attack.

You can use this feature a number of times equal to your Strength modifier and regain all expended uses when you finish a short or long rest.

Mirage's Sight

6th-Level Path of the Shifting Sands Feature

While your Rage is active, you gain Truesight out to a range of 10 feet and you can add your Rage Damage bonus to any ability checks and saving throws you make using Wisdom, Intelligence, and Charisma.

Shifter's Riposte

10th-Level Path of the Shifting Sands Feature

When a creature misses an attack roll against you or hits an illusory double created by your Shifting Rage, you can use your reaction to make one melee weapon attack against that creature if it is within your reach.

Sandstorm Fury

14th-Level Path of the Shifting Sands Feature

While your Rage is active, you can use an action to conjure a whirling storm of sand in a 10-foot radius around you. The storm lasts for 1 minute or until your Rage ends and has the following effects:

- The area is heavily obscured.
- The area is difficult terrain for other creatures.
- Ranged weapon attacks automatically miss creatures within the area.

Once used, you can't use this feature again until you finish a short or long rest.

College of Commerce

Bards of the College of Commerce are masters of trade and negotiation as much as music and stories. Peddling wares, stories, and magic with equal enthusiasm, bards of this college see every action as a transaction – and accept that everyone navigates by their own needs and wants. They're skilled negotiators and curious souls who either act as merchants or advisors for guilds or royal courts, or set out to seek even greater adventures – and, if fate wills it, riches to bear.

Trader

3rd-Level College of Commerce Feature

You are trained in the art of assessing and bartering for valuable goods. You gain the following benefits:

- You have advantage on Charisma checks you make to buy, sell, or barter goods.
- You have advantage on Intelligence checks you make to ascertain the nature and market value of goods.
- You know the *Detect Magic* and *Identify* spells. These spells don't count against the number of bard spells you know.

Equal Exchange

3rd-Level College of Commerce Feature

As an action, you can choose two creatures you can see within 30 feet (this can include yourself) and cause one of the following effects of your choice:

- Choose an ability. One of the creatures gains advantage on ability checks and saving throws using that ability; the other creature gains disadvantage on ability checks and saving throws using that ability.
- Choose a type of damage that only one of the creatures is resistant to (if you don't know which types of damage it is resistant to, the GM chooses a damage type the creature is resistant to at random). That creature loses its resistance to damage of that type and the other creature gains resistance to damage of that type.

If a creature is unwilling, it can make a Charisma saving throw against your spell save DC to resist the effect. On a success, neither creature is affected.

The effect lasts for 1 hour. Once used, you can't use this feature again until you finish a short or long rest.

Return Policy

6th-Level College of Commerce Feature

As a bonus action, you can choose a creature you can see within 60 feet that has one of your Bardic Inspiration dice. The creature loses that die and you regain an expended use of your Bardic Inspiration. You can then immediately use your Bardic Inspiration on another creature as part of the same bonus action.

Trickle-Down Inspiration

6th-Level College of Commerce Feature

Whenever a creature expends one of your Bardic Inspiration dice, it can choose another creature it can see within 60 feet of it. Until the end of its next turn, that creature can roll one die of the same size as your Bardic Inspiration die and add the result to one attack roll, ability check, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die, but must decide before the GM says whether the roll succeeds or fails.

Hostile Takeover

14th-Level College of Commerce Feature

When a creature you can see within 60 feet casts a spell, you can use your reaction to force it to make a Charisma saving throw against your spell save DC. On a failure, you are treated as if you are the spell's caster, using your own spellcasting ability. The spell originates from you and you can choose new targets or areas of effects for the spell.

Once used, you can't use this feature again until you finish a long rest.

Balance Domain

Followers of the path of balance believe that any action has a reaction – and that the scales of order must be balanced through fair exchanges. They are often arbitrators and advocates for justice.

Domain Spells

1st-Level Balance Domain Feature

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Balance Domain Spells table, you always have the listed spells prepared.

Domain Spells

Cleric Level	Spells
1st	*Detect Evil And Good, Hellish Rebuke*
3rd	*Lesser Restoration, Warding Bond*
5th	*Counterspell, Dispel Magic*
7th	*Banishment, Death Ward*
9th	*Dispel Evil and Good, Wall of Force*

Paragon of Parity

1st-Level Balance Domain Feature

You gain proficiency with your choice of the Insight, Investigation, or Persuasion skill.

Balanced Blessing

1st-Level Balance Domain Feature

When a creature you can see within 60 feet (this can include yourself) makes an attack roll or saving throw, you can use your reaction to cause the roll to be made with your choice of advantage or disadvantage. If you do, you have disadvantage on the next attack roll or saving throw you make.

Once used, you can't use this feature again until you finish a long rest or you make an attack roll or saving throw with disadvantage.

Channel Divinity: Bond of Equality

2nd-Level Balance Domain Feature

As an action, you can use your Channel Divinity to create a magical bond between two willing creatures (this can include yourself) for 1 hour or until you use this feature again. While the creatures are within 60 feet of each other, they gain the following benefits:

- Whenever either creature makes an ability check or saving throw it isn't proficient with but the other creature is proficient with, it can add half its proficiency bonus, rounded down, to the result.
- Whenever either creature fails an Intelligence, Wisdom, or Charisma saving throw against an effect that doesn't affect the other creature, the other creature can make the same saving throw. On a success, the first creature's saving throw is treated as a success. On a failure, both creatures are affected as if they failed the saving throw against the effect.

Equilibrium

6th-Level Balance Domain Feature

When you deal damage to another creature, you can choose to reduce the damage dealt by half. If you do, you or another creature of your choice you can see within 30 feet regains hit points equal to that amount.

You can use this feature a number of times equal to your Wisdom modifier and regain all expended uses when you finish a long rest.

Potent Spellcasting

8th-Level Balance Domain Feature

You add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Perfect Parity

17th-Level Balance Domain Feature

When one of the creatures bonded by your Bond of Equality is the target of a beneficial spell of 5th level or lower that doesn't target the other creature, such as the *Cure Wounds* or *Death Ward* spells, the spell also targets the other creature. If the bond ends, the spell ends on the other creature if the spell's duration hasn't expired already.

Corsair

The Corsair Ranger is born to the sea and draws much of their training from the motion of the ocean. They are as supple and intangible as the flowing water, yet imbued with all the relentless force and power of the roiling seas.

Oceanic Magic

3rd-Level Corsair Feature

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Oceanic Spells table below. The spell counts as a Ranger spell for you, but it doesn't count against the number of Ranger spells you know.

Oceanic Spells

Ranger Level	Spells
3rd	*Create or destroy water*
5th	*Blur*
9th	*Slow*
13th	*Control water*
17th	*Cone of Cold*

Tidebringer

3rd-Level Corsair Feature

When you hit a creature with a weapon attack, you bring a tide of pain upon it. Until the end of your next turn, the target takes an extra 1d6 damage of the weapon's type the first time each turn it's hit by a weapon attack.

Flowing Tide

7th-Level Corsair Feature

You have learned how to evade capture like the receding tide. You gain the following benefits:

- You have advantage on ability checks and saving throws made to avoid or end the Grappled, Paralyzed, Prone, Restrained, and Stunned conditions on yourself, as well as to avoid being moved against your will.
- You can take the Disengage action as a bonus action.

Whether you're catching sharks, chasing pirates, or just want to get safely to the next port, you'll be hard-pressed to find a better companion on the seven seas than a well-trained corsair!

– *the Wanderer*

Crashing Wave

11th-Level Corsair Feature

As an action, you can move up to your speed (to a maximum of 30 feet) in a straight line, ignoring difficult terrain. This movement doesn't provoke opportunity attacks. For each 5 feet you move, you can make one melee weapon attack against a creature that is within 5 feet of you and that you haven't already made an attack against during this movement. If you are wielding a melee weapon in your off-hand, you can make an additional melee weapon attack with that weapon against one of the creatures.

Like Water

15th-Level Corsair Feature

You have learned to flow like water, turning your foe's advantage into a disadvantage. When a creature makes an attack against you with advantage, you can use your reaction to instead have that creature make the attack with disadvantage.

Moreover, when a creature makes an attack roll against you with disadvantage and misses, you have advantage on the next attack roll you make against that creature until the end of your next turn.

Mirage Sorcery

In the nebulous boundary between reality and illusion lies the source of the Mirage Sorcerer's power. Their magic, born from the dance of shadows and deception, might originate from an ancestral pact with illusionary entities, trickster deities or similar beings. A Mirage Sorcerer's ability to intertwine truth with fiction makes them a figure of both fascination and wariness. In some societies, they're esteemed as master illusionists, while in others, they're seen as threats, ever on the brink of revealing or reshaping realities.

Mirage Magic

1st-Level Mirage Sorcery Feature

You learn additional spells when you reach certain levels in this class, as shown in the Mirage Spells table. Each spell counts as a Sorcerer spell for you, but it doesn't count against the number of Sorcerer spells you know.

Mirage Spells

Sorcerer Level	Spells
1st	*Silent image*
3rd	*Mirror image*
5th	*Major image*
7th	*Hallucinatory terrain*
9th	*Seeming*

Illusion Weaver

1st-Level Mirage Sorcery Feature

You learn the *Minor Illusion* cantrip. Moreover, an illusion created by your *Minor Illusion* cantrip doesn't end the first time you cast the cantrip again.

Phantasmal Manipulation

1st-Level Mirage Sorcery Feature

As a bonus action, you can weave illusions around yourself or another creature you can see within 30 feet, causing one of the following effects of your choice:

Distract. The target must roll a d6 and subtract the result from the next attack roll, ability check, or saving throw it makes.

Illuminate. Illusory light envelops the target. The next attack roll against the target has advantage.

Mirror. An illusory double of the target appears (as with the *Mirror Image* spell). The illusion vanishes when it is hit by an attack. A creature can't have more than three illusory doubles at a time.

If an effect hasn't ended already, it ends after 1 minute.

Once used, you can't use this feature again until you finish a short or long rest, or cast a spell of 1st-level or higher.

Mirage Spell

6th-Level Mirage Sorcery Feature

When you cast a spell that deals damage or imposes a harmful effect on one or more creatures, you can choose one creature within 30 feet of one of the spell's targets or the spell's area of effect that isn't affected by the spell. That creature must succeed on an Intelligence saving throw against your spell save DC or believe itself to be affected by the spell, as if it was hit by the spell attack or it had failed its saving throw against the spell. It takes damage from the spell as normal, if any, except it takes the damage as Psychic damage. It also suffers any harmful effects imposed by the spell, except that these effects end at the end of its next turn, if the spell's duration has not expired already.

Once used, you can't use this feature again until you finish a short or long rest.

Enhanced Phantasms

14th-Level Mirage Sorcery Feature

You can use your Phantasmal Manipulation to magically teleport to an unoccupied space you can see within 30 feet. Alternatively, you can attempt to teleport to a space you can see within 30 feet that is occupied by a creature that is no more than one size category smaller or larger than you. If you do so, the creature must succeed on a Constitution saving throw against your spell save DC or you magically switch places and illusions cause each of you to assume the other's appearance until the start of your next turn. To any onlooker who can't see through illusions, it appears as if neither of you moved.

Distort Reality

18th-Level Mirage Sorcery Feature

As an action, you create an illusory reality that includes audible, visual, tactile, and olfactory elements in a 30-foot radius around you. Each creature of your choice within 30 feet of you perceives only the illusory reality you have created, unless it has Truesight or can see through illusions. Any creatures and objects you choose not to include in the illusory reality become Invisible to the creature. The illusory reality lasts for 1 hour and you can transform or end the effect at any time (no action required).

At the start of each affected creature's turn, you can cause the illusory reality to affect it in one of the following ways, as it believes it is harmed or hindered by the environment or an illusory object or creature:

Harm. The creature takes 4d8 Psychic damage which it perceives as damage of any type of your choice.

Manipulate. The creature is Charmed, Frightened, or Restrained until the start of its next turn.

The first time each turn the creature takes damage, suffers a condition, or interacts physically with the illusory reality or something in the real world that is hidden by the illusion (such as bumping into an object it doesn't think is there), it can make an Intelligence saving throw against your spell save DC. On a success, it disbelieves the illusory reality, any conditions imposed on it by the illusory reality end, and it is immune to this feature for 24 hours. On a failure, the target rationalizes anything illogical that occurred.

Once used, you can't use this feature again until you finish a long rest.

Feats

Below are three new feats for player characters.

Crafter

You are an expert crafter. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for ability checks you make to craft, enchant, repair, or upgrade items if you're using a skill or tool you're proficient with.
- When you finish a long rest, you can imbue one weapon and one suit of armor you touch with the masterwork property. A masterwork weapon scores a critical hit on a roll of 19 or 20. A masterwork armor turns a critical hit against the wearer into a normal hit. Each item loses the masterwork property once it's been used to score or negate a critical hit, or when you use this feature again after a long rest.

Magic Connoisseur

You are in tune with the weave of magic. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You have advantage on ability checks you make to identify, use, or recall information about magic items and other magical objects or effects.
- As an action, you can attune to a magic item that you touch. The item doesn't count against the maximum number of magic items you can be attuned to at a time, but your attunement to the item ends after 1 hour or if the item is no longer on your person. If another creature is attuned to the item, it must succeed on a Charisma saving throw with a DC of 8 + your Charisma modifier + your proficiency bonus to prevent you from attuning to it. On a failure, the creature's attunement to the item is suppressed while you're attuned to the item. Once used, you can't use this feature again until you finish a long rest.

Trader

You are a born trader. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for ability checks you make to buy, sell, or barter goods, and to ascertain the properties and market value of goods, if you're using a skill you're proficient with.
- When you finish a long rest, you can choose two abilities. Until you finish a long rest, you have advantage on checks and saving throws you make using one of those abilities, and disadvantage on checks and saving throws you make using the other.

APPENDIX A

Magic Item Values

This appendix contains value for magic items found in the fifth edition *Basic Rules, Wanderer's Guide to Enchanted Emporiums, Wanderer's Guide to Merchants & Magic, Milando's Guide to Magical Marvels*, and *Heretic's Guide to Devotion & Divinity.* Some items are omitted because they are too powerful to be bought or sold, including *Candle of Invocation, Deck of Many Things, Orb of Dragonkind, Sphere of Annihilation, Talisman of Pure Good, Talisman of the Sphere, Talisman Of Ultimate Evil, and Well of Many Worlds.*

As a rule of thumb, the item values listed include everything, with the following exceptions:

Armor Cost. If the magic item can be different types of armor, the armor type's value is added to the item's value if it's greater than 100 gp. For example, a *+1 Plate* has a value of 2,500 gp (1,000 gp + 1,500 gp).

Component Cost. If a *Spell Scroll* contains a spell with a costly material component, the component's cost is added to the scroll's value. For example, a *Spell Scroll of Revivify* has a value of 500 gp (300 gp + 200 gp).

Basic Rules

Item	Type	Rarity	Value
Adamantine Armor	Armor (Any Medium or Heavy)	Uncommon	1,000 gp
Ammunition +1	Weapon (Ammunition)	Uncommon	30 gp
Ammunition +2	Weapon (Ammunition)	Rare	300 gp
Ammunition +3	Weapon (Ammunition)	Very Rare	1,000 gp
Amulet of Health (A)	Wondrous Item	Rare	6,000 gp
Amulet of Proof Against Detection and Location	Wondrous Item	Uncommon	200 gp
Amulet of the Planes (A)	Wondrous Item	Very Rare	30,000 gp
Animated Shield (A)	Armor (Shield)	Very Rare	6,000 gp
Apparatus of the Crab	Wondrous Item	Legendary	20,000 gp
Armor +1	Armor (Any)	Rare	1,000 gp
Armor +2	Armor (Any)	Very Rare	10,000 gp
Armor +3	Armor (Any)	Legendary	25,000 gp
Armor of Invulnerability (A)	Armor (Plate)	Legendary	50,000 gp
Armor of Resistance (A)	Armor (Any)	Rare	1,000 gp
Armor of Vulnerability (A)	Armor (Plate)	Rare	1,000 gp
Arrow-Catching Shield (A)	Armor (Shield)	Rare	3,000 gp
Arrow of Slaying	Weapon (Ammunition)	Very Rare	300 gp
Bag of Devouring	Wondrous Item	Very Rare	10,000 gp
Bag of Holding	Wondrous Item	Uncommon	1,000 gp
Bag of Tricks	Wondrous Item	Uncommon	2,000 gp
Bead of Force	Wondrous Item	Rare	500 gp
Belt of Dwarvenkind (A)	Wondrous Item	Rare	4,000 gp
Belt of Hill Giant Strength (A)	Wondrous Item	Rare	4,000 gp
Belt of Frost Giant Strength (A)	Wondrous Item	Very Rare	10,000 gp
Belt of Stone Giant Strength (A)	Wondrous Item	Very Rare	10,000 gp
Belt of Fire Giant Strength (A)	Wondrous Item	Very Rare	15,000 gp
Belt of Cloud Giant Strength (A)	Wondrous Item	Legendary	30,000 gp
Belt of Storm Giant Strength (A)	Wondrous Item	Legendary	50,000 gp
Berserker Axe (A)	Weapon (Any Axe)	Rare	400 gp
Boots of Elvenkind	Wondrous Item	Uncommon	500 gp
Boots of Levitation (A)	Wondrous Item	Rare	1,000 gp
Boots of Speed (A)	Wondrous Item	Rare	3,000 gp
Boots of Striding and Springing (A)	Wondrous Item	Uncommon	500 gp

Item	Type	Rarity	Value
Boots of the Winterlands Ⓐ	Wondrous Item	Uncommon	1,000 gp
Bowl of Commanding Water Elementals	Wondrous Item	Rare	5,000 gp
Bracers of Archery Ⓐ	Wondrous Item	Uncommon	500 gp
Bracers of Defense Ⓐ	Wondrous Item	Rare	4,000 gp
Brazier of Commanding Fire Elementals	Wondrous Item	Rare	5,000 gp
Brooch of Shielding Ⓐ	Wondrous Item	Uncommon	1,000 gp
Broom of Flying	Wondrous Item	Uncommon	8,000 gp
Cape of the Mountebank	Wondrous Item	Rare	3,000 gp
Carpet of Flying	Wondrous Item	Very Rare	12,000 gp
Censer of Controlling Air Elementals	Wondrous Item	Rare	5,000 gp
Chime of Opening	Wondrous Item	Rare	500 gp
Circlet of Blasting	Wondrous Item	Rare	500 gp
Cloak of Arachnida Ⓐ	Wondrous Item	Very Rare	2,500 gp
Cloak of Displacement Ⓐ	Wondrous Item	Rare	6,000 gp
Cloak of Elvenkind Ⓐ	Wondrous Item	Uncommon	800 gp
Cloak of Protection Ⓐ	Wondrous Item	Uncommon	3,000 gp
Cloak of the Bat Ⓐ	Wondrous Item	Rare	3,000 gp
Cloak of the Manta Ray	Wondrous Item	Uncommon	1,000 gp
Crystal Ball Ⓐ	Wondrous Item	Very Rare	6,000 gp
Crystal Ball of Mind Reading Ⓐ	Wondrous Item	Legendary	10,000 gp
Crystal Ball of Telepathy Ⓐ	Wondrous Item	Legendary	12,000 gp
Crystal Ball of True Seeing Ⓐ	Wondrous Item	Legendary	10,000 gp
Cube of Force Ⓐ	Wondrous Item	Rare	15,000 gp
Cubic Gate	Wondrous Item	Legendary	50,000 gp
Dagger of Venom	Weapon (Dagger)	Rare	1,000 gp
Dancing Sword Ⓐ	Weapon (Any Sword)	Very Rare	3,000 gp
Decanter of Endless Water	Wondrous Item	Uncommon	1,000 gp
Deck of Illusions	Wondrous Item	Uncommon	1,000 gp
Defender Ⓐ	Weapon (Any Sword)	Legendary	30,000 gp
Demon Armor Ⓐ	Armor (Plate)	Very Rare	4,000 gp
Dimensional Shackles	Wondrous Item	Rare	3,000 gp
Dragon Scale Mail Ⓐ	Armor (Scale Mail)	Very Rare	2,000 gp
Dragon Slayer	Weapon (Any Sword)	Rare	3,000 gp
Dust of Disappearance	Wondrous Item	Uncommon	200 gp
Dust of Dryness	Wondrous Item	Uncommon	100 gp
Dust of Sneezing and Choking	Wondrous Item	Uncommon	100 gp
Dwarven Plate	Armor (Plate)	Very Rare	12,000 gp
Dwarven Thrower Ⓐ	Weapon (Warhammer)	Very Rare	25,000 gp
Efficient Quiver	Wondrous Item	Uncommon	400 gp
Efreeti Bottle	Wondrous Item	Very Rare	25,000 gp
Elemental Gem	Wondrous Item	Uncommon	500 gp
Elven Chain	Armor (Chain Shirt)	Rare	5,000 gp
Eversmoking Bottle	Wondrous Item	Uncommon	500 gp
Eyes of Charming Ⓐ	Wondrous Item	Uncommon	500 gp
Eyes of Minute Seeing	Wondrous Item	Uncommon	300 gp
Eyes of the Eagle Ⓐ	Wondrous Item	Uncommon	300 gp
Feather Token	Wondrous Item	Rare	200 gp
Figurine of Wondrous Power (Bronze Griffon)	Wondrous Item	Rare	2,500 gp
Figurine of Wondrous Power (Ebony Fly)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Golden Lions)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Ivory Goats)	Wondrous Item	Rare	2,000 gp
Figurine of Wondrous Power (Marble Elephant)	Wondrous Item	Rare	2,500 gp

Item	Type	Rarity	Value
Figurine of Wondrous Power (Obsidian Steed)	Wondrous Item	Very Rare	4,000 gp
Figurine of Wondrous Power (Onyx Dog)	Wondrous Item	Rare	500 gp
Figurine of Wondrous Power (Serpentine Owl)	Wondrous Item	Rare	1,500 gp
Figurine of Wondrous Power (Silver Raven)	Wondrous Item	Uncommon	500 gp
Flame Tongue (A)	Weapon (Any Sword)	Rare	5,000 gp
Folding Boat	Wondrous Item	Rare	5,000 gp
Frost Brand (A)	Weapon (Any Sword)	Very Rare	3,000 gp
Gauntlets of Ogre Power (A)	Wondrous Item	Uncommon	1,500 gp
Gem of Brightness	Wondrous Item	Uncommon	1,000 gp
Gem of Seeing (A)	Wondrous Item	Rare	3,000 gp
Giant Slayer	Weapon (Any Axe or Sword)	Rare	3,000 gp
Glamoured Studded Leather	Armor (Studded Leather)	Rare	1,500 gp
Gloves of Missile Snaring (A)	Wondrous Item	Uncommon	500 gp
Gloves of Swimming and Climbing (A)	Wondrous Item	Uncommon	300 gp
Goggles of Night	Wondrous Item	Uncommon	800 gp
Hammer of Thunderbolts (A)	Weapon (Maul)	Legendary	20,000 gp
Handy Haversack	Wondrous Item	Rare	500 gp
Hat of Disguise (A)	Wondrous Item	Uncommon	500 gp
Headband of Intellect (A)	Wondrous Item	Uncommon	1,500 gp
Helm of Brilliance (A)	Wondrous Item	Very Rare	20,000 gp
Helm of Comprehending Languages	Wondrous Item	Uncommon	500 gp
Helm of Telepathy (A)	Wondrous Item	Uncommon	1,000 gp
Helm of Teleportation (A)	Wondrous Item	Rare	20,000 gp
Holy Avenger (A)	Weapon (Any Sword)	Legendary	75,000 gp
Horn of Blasting	Wondrous Item	Rare	1,000 gp
Horn of Valhalla, Brass	Wondrous Item	Rare	15,000 gp
Horn of Valhalla, Bronze	Wondrous Item	Very Rare	20,000 gp
Horn of Valhalla, Iron	Wondrous Item	Legendary	25,000 gp
Horn of Valhalla, Silver	Wondrous Item	Rare	10,000 gp
Horseshoes of a Zephyr	Wondrous Item	Very Rare	1,000 gp
Horseshoes of Speed	Wondrous Item	Rare	1,000 gp
Immovable Rod	Rod	Uncommon	2,500 gp
Instant Fortress	Wondrous Item	Rare	30,000 gp
Ioun Stone of Absorption (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Greater Absorption (A)	Wondrous Item	Legendary	5,000 gp
Ioun Stone of Agility (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Awareness (A)	Wondrous Item	Rare	1,000 gp
Ioun Stone of Fortitude (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Insight (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Intellect (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Leadership (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Mastery (A)	Wondrous Item	Legendary	30,000 gp
Ioun Stone of Protection (A)	Wondrous Item	Rare	1,000 gp
Ioun Stone of Regeneration (A)	Wondrous Item	Legendary	8,000 gp
Ioun Stone of Reserve (A)	Wondrous Item	Rare	5,000 gp
Ioun Stone of Strength (A)	Wondrous Item	Very Rare	2,000 gp
Ioun Stone of Sustenance (A)	Wondrous Item	Rare	1,000 gp
Iron Bands of Binding	Wondrous Item	Rare	1,000 gp
Iron Flask	Wondrous Item	Legendary	50,000 gp
Javelin of Lightning	Weapon (Javelin)	Uncommon	500 gp
Lantern of Revealing	Wondrous Item	Uncommon	400 gp
Luck Blade (A)	Weapon (Any Sword)	Legendary	Varies*

*A *Luck Blade* has a base value of 2,000 gp + 50,000 gp per wish charge it has

Item	Type	Rarity	Value
Mace of Disruption Ⓐ	Weapon (Mace)	Rare	2,000 gp
Mace of Smiting	Weapon (Mace)	Rare	1,500 gp
Mace of Terror Ⓐ	Weapon (Mace)	Rare	2,000 gp
Mantle of Spell Resistance Ⓐ	Wondrous Item	Rare	5,000 gp
Manual of Bodily Health	Wondrous Item	Very Rare	30,000 gp
Manual of Gainful Exercise	Wondrous Item	Very Rare	30,000 gp
Manual of Golems	Wondrous Item	Very Rare	5,000 gp
Manual of Quickness of Action	Wondrous Item	Very Rare	30,000 gp
Marvelous Pigments	Wondrous Item	Very Rare	5,000/pot gp
Medallion of Thoughts Ⓐ	Wondrous Item	Uncommon	500 gp
Mirror of Life Trapping	Wondrous Item	Very Rare	10,000 gp
Mithral Armor	Armor (Any Medium or Heavy)	Uncommon	500 gp
Necklace of Adaptation Ⓐ	Wondrous Item	Uncommon	500 gp
Necklace of Fireballs	Wondrous Item	Rare	200/bead gp
Necklace of Prayer Beads Ⓐ	Wondrous Item	Rare	Varies*
Nine Lives Stealer Ⓐ	Weapon (Any Sword)	Very Rare	Varies**
Oathbow Ⓐ	Weapon (Longbow)	Very Rare	5,000 gp
Oil of Etherealness	Potion	Rare	1,000 gp
Oil of Sharpness	Potion	Very Rare	500 gp
Oil of Slipperiness	Potion	Uncommon	200 gp
Pearl of Power Ⓐ	Wondrous Item	Uncommon	1,000 gp
Periapt of Health	Wondrous Item	Uncommon	300 gp
Periapt of Proof against Poison	Wondrous Item	Rare	2,500 gp
Periapt of Wound Closure Ⓐ	Wondrous Item	Uncommon	1,000 gp
Philter of Love	Potion	Uncommon	300 gp
Pipes of Haunting	Wondrous Item	Uncommon	800 gp
Pipes of the Sewers Ⓐ	Wondrous Item	Uncommon	500 gp
Plate Armor of Etherealness Ⓐ	Armor (Plate)	Legendary	5,000 gp
Portable Hole	Wondrous Item	Rare	2,000 gp
Potion of Animal Friendship	Potion	Uncommon	50 gp
Potion of Clairvoyance	Potion	Rare	100 gp
Potion of Climbing	Potion	Common	25 gp
Potion of Diminution	Potion	Rare	50 gp
Potion of Flying	Potion	Very Rare	200 gp
Potion of Gaseous Form	Potion	Rare	200 gp
Potion of Hill Giant Strength	Potion	Uncommon	100 gp
Potion of Frost/Stone Giant Strength	Potion	Rare	200 gp
Potion of Fire Giant Strength	Potion	Rare	400 gp
Potion of Cloud Giant Strength	Potion	Very Rare	600 gp
Potion of Storm Giant Strength	Potion	Legendary	1,000 gp
Potion of Growth	Potion	Uncommon	100 gp
Potion of Healing	Potion	Common	50 gp
Potion of Greater Healing	Potion	Uncommon	100 gp
Potion of Superior Healing	Potion	Rare	300 gp
Potion of Supreme Healing	Potion	Very Rare	600 gp
Potion of Heroism	Potion	Rare	200 gp
Potion of Invisibility	Potion	Very Rare	200 gp
Potion of Mind Reading	Potion	Rare	100 gp
Potion of Poison	Potion	Uncommon	100 gp
Potion of Resistance	Potion	Uncommon	100 gp

* A *Necklace of Prayer Beads* has a value of 100 gp per bead of Bless, 200 gp per bead of Branding Smite/Cure Wounds/Lesser Restoration, 500 gp per bead of Greater Restoration, and 1,000 gp per bead of Planar Ally/Wind Walk.
** A *Nine Lives Stealer* sword has a value of 5,000 gp + 1,000 gp per charge it has.

Item	Type	Rarity	Value
Potion of Speed	Potion	Very Rare	300 gp
Potion of Water Breathing	Potion	Uncommon	50 gp
Restorative Ointment	Wondrous Item	Uncommon	100/dose gp
Ring of Animal Influence	Ring	Rare	500 gp
Ring of Djinni Summoning (A)	Ring	Legendary	50,000 gp
Ring of Elemental Command (A)	Ring	Legendary	20,000 gp
Ring of Evasion (A)	Ring	Rare	2,500 gp
Ring of Feather Falling (A)	Ring	Rare	400 gp
Ring of Free Action (A)	Ring	Rare	2,500 gp
Ring of Invisibility (A)	Ring	Legendary	8,000 gp
Ring of Jumping (A)	Ring	Uncommon	300 gp
Ring of Mind Shielding (A)	Ring	Uncommon	500 gp
Ring of Protection (A)	Ring	Rare	3,000 gp
Ring of Regeneration (A)	Ring	Very Rare	5,000 gp
Ring of Resistance (A)	Ring	Rare	1,000 gp
Ring of Shooting Stars (A)	Ring	Very Rare	5,000 gp
Ring of Spell Storing (A)	Ring	Rare	8,000 gp
Ring of Spell Turning (A)	Ring	Legendary	6,000 gp
Ring of Swimming	Ring	Uncommon	500 gp
Ring of Telekinesis (A)	Ring	Very Rare	6,000 gp
Ring of the Ram (A)	Ring	Rare	1,000 gp
Ring of Three Wishes	Ring	Legendary	50,000/wish gp
Ring of Warmth (A)	Ring	Uncommon	1,000 gp
Ring of Water Walking	Ring	Uncommon	500 gp
Ring of X-ray Vision (A)	Ring	Rare	1,500 gp
Robe of Eyes (A)	Wondrous Item	Rare	5,000 gp
Robe of Scintillating Colors (A)	Wondrous Item	Very Rare	8,000 gp
Robe of Stars (A)	Wondrous Item	Very Rare	20,000 gp
Robe of the Archmagi (A)	Wondrous Item	Legendary	75,000 gp
Robe of Useful Items	Wondrous Item	Uncommon	1,500 gp
Rod of Absorption (A)	Rod	Very Rare	8,000 gp
Rod of Alertness (A)	Rod	Very Rare	10,000 gp
Rod of Lordly Might (A)	Rod	Legendary	25,000 gp
Rod of Rulership (A)	Rod	Rare	5,000 gp
Rod of Security	Rod	Very Rare	20,000 gp
Rope of Climbing	Wondrous Item	Uncommon	300 gp
Rope of Entanglement	Wondrous Item	Rare	500 gp
Scarab of Protection (A)	Wondrous Item	Legendary	6,000 gp
Scimitar of Speed (A)	Weapon (Scimitar)	Very Rare	10,000 gp
Shield +1	Armor (Shield)	Uncommon	1,000 gp
Shield +2	Armor (Shield)	Rare	10,000 gp
Shield +3	Armor (Shield)	Very Rare	25,000 gp
Shield of Missile Attraction (A)	Armor (Shield)	Rare	800 gp
Slippers of Spider Climbing (A)	Wondrous Item	Uncommon	500 gp
Sovereign Glue	Wondrous Item	Legendary	500/ounce gp
Spell Scroll (1st)	Scroll	Common	50 gp
Spell Scroll (2nd)	Scroll	Uncommon	100 gp
Spell Scroll (3rd)	Scroll	Uncommon	200 gp
Spell Scroll (4th)	Scroll	Rare	500 gp
Spell Scroll (5th)	Scroll	Rare	1,000 gp
Spell Scroll (6th)	Scroll	Very Rare	1,500 gp
Spell Scroll (7th)	Scroll	Very Rare	2,500 gp

Item	Type	Rarity	Value
Spell Scroll (8th)	Scroll	Very Rare	5,000 gp
Spell Scroll (9th)	Scroll	Legendary	10,000 gp
Spell Scroll (cantrip)	Scroll	Common	25 gp
Spellguard Shield Ⓐ	Armor (Shield)	Very Rare	8,000 gp
Staff of Charming Ⓐ	Staff	Rare	6,000 gp
Staff of Fire Ⓐ	Staff	Very Rare	8,000 gp
Staff of Frost Ⓐ	Staff	Very Rare	10,000 gp
Staff of Healing Ⓐ	Staff	Rare	5,000 gp
Staff of Power Ⓐ	Staff	Very Rare	50,000 gp
Staff of Striking Ⓐ	Staff	Very Rare	20,000 gp
Staff of Swarming Insects Ⓐ	Staff	Rare	10,000 gp
Staff of the Magi Ⓐ	Staff	Legendary	75,000 gp
Staff of the Python Ⓐ	Staff	Uncommon	1,000 gp
Staff of the Woodlands Ⓐ	Staff	Rare	10,000 gp
Staff of Thunder and Lightning Ⓐ	Staff	Very Rare	12,000 gp
Staff of Withering Ⓐ	Staff	Rare	1,500 gp
Stone of Controlling Earth Elementals	Wondrous Item	Rare	5,000 gp
Stone of Good Luck Ⓐ	Wondrous Item	Uncommon	1,500 gp
Sun Blade Ⓐ	Weapon (Longsword)	Rare	10,000 gp
Sword of Life Stealing Ⓐ	Weapon (Any Sword)	Rare	500 gp
Sword of Sharpness Ⓐ	Weapon (Any Slashing Sword)	Very Rare	500 gp
Sword of Wounding Ⓐ	Weapon (Any Sword)	Rare	1,500 gp
Tome of Clear Thought	Wondrous Item	Very Rare	30,000 gp
Tome of Leadership and Influence	Wondrous Item	Very Rare	30,000 gp
Tome of Understanding	Wondrous Item	Very Rare	30,000 gp
Trident of Fish Command Ⓐ	Weapon (Trident)	Uncommon	400 gp
Universal Solvent	Wondrous Item	Legendary	200 gp
Vicious Weapon	Weapon (Any)	Rare	300 gp
Vorpal Sword Ⓐ	Weapon (Any Slashing Sword)	Legendary	50,000 gp
Wand of Binding Ⓐ	Wand	Rare	5,000 gp
Wand of Enemy Detection Ⓐ	Wand	Rare	500 gp
Wand of Fear Ⓐ	Wand	Rare	2,000 gp
Wand of Fireballs Ⓐ	Wand	Rare	5,000 gp
Wand of Lightning Bolts Ⓐ	Wand	Rare	4,000 gp
Wand of Magic Detection	Wand	Uncommon	500 gp
Wand of Magic Missiles	Wand	Uncommon	1,500 gp
Wand of Paralysis Ⓐ	Wand	Rare	8,000 gp
Wand of Polymorph Ⓐ	Wand	Very Rare	8,000 gp
Wand of Secrets	Wand	Uncommon	300 gp
Wand of the War Mage +1 Ⓐ	Wand	Uncommon	400 gp
Wand of the War Mage +2 Ⓐ	Wand	Rare	2,000 gp
Wand of the War Mage +3 Ⓐ	Wand	Very Rare	5,000 gp
Wand of Web Ⓐ	Wand	Uncommon	2,000 gp
Wand of Wonder Ⓐ	Wand	Rare	800 gp
Weapon +1	Weapon (Any)	Uncommon	500 gp
Weapon +2	Weapon (Any)	Rare	5,000 gp
Weapon +3	Weapon (Any)	Very Rare	15,000 gp
Wind Fan	Wondrous Item	Uncommon	200 gp
Winged Boots Ⓐ	Wondrous Item	Uncommon	6,000 gp
Wings of Flying Ⓐ	Wondrous Item	Rare	4,000 gp

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Item	Type	Rarity	Value
Aboleth's Armament Ⓐ	Wondrous Item	Rare	1,500 gp
Abyssal Heart Ⓐ	Wondrous Item	Rare	3,000 gp
Arc of Ignis Ⓐ	Weapon (Handaxe)	Rare	2,000 gp
Arcanist's Conduit Ⓐ	Staff	Rare	3,000 gp
Assassin's Glove	Wondrous Item	Uncommon	500 gp
Astral Echo Earrings Ⓐ	Wondrous Item	Uncommon	500 gp
Azurescale Cowl Ⓐ	Wondrous Item	Uncommon	1,000 gp
Birch's Beak Ⓐ	Weapon (Warpick)	Uncommon	500 gp
Blood Armor Ⓐ	Armor (Any)	Very Rare	4,000 gp
Blood Armor, Infused Ⓐ	Armor (Any)	Very Rare	8,000 gp
Blood Helmet Ⓐ	Wondrous Item	Very Rare	3,000 gp
Blood Helmet, Infused Ⓐ	Wondrous Item	Very Rare	6,000 gp
Blood Shard Ⓐ	Wondrous Item	Rare	3,000 gp
Blood Wand Ⓐ	Wand	Uncommon	1,000 gp
Bloodbone Kris Ⓐ	Weapon (Dagger)	Common	100 gp
Bottle of Indecision	Wondrous Item	Uncommon	500 gp
Bottled Fiend	Wondrous Item	Rare	1,500 gp
Bracers of Illumination Ⓐ	Wondrous Item	Common	50 gp
Bucaneer's Ring	Ring	Common	50 gp
Candle of the Delver	Wondrous Item	Uncommon	500 gp
Cauldron of Curses	Wondrous Item	Rare	2,000 gp
Circlet of the Cosmos Ⓐ	Wondrous Item	Very Rare	12,000 gp
Commander's Cuirass Ⓐ	Armor (Any Medium or Heavy)	Rare	2,000 gp
Conman's Coat	Armor (Leather)	Common	100 gp
Constricting Hammer	Weapon (Any Hammer)	Common	100 gp
Coral Cutlass Ⓐ	Weapon (Scimitar)	Rare	4,000 gp
Corsair's Compass Ⓐ	Wondrous Item	Rare	3,000 gp
Damnation Ⓐ	Weapon (Any Sword)	Rare	2,000 gp
Deathlord's Guard Ⓐ	Armor (Shield)	Uncommon	1,000 gp
Devil's Aegis Ⓐ	Armor (Shield)	Very Rare	10,000 gp
Elemental Potion of Air	Potion	Very Rare	500 gp
Elemental Potion of Earth	Potion	Very Rare	500 gp
Elemental Potion of Fire	Potion	Very Rare	500 gp
Elemental Potion of Water	Potion	Very Rare	500 gp
Emberlord's Gauntlet Ⓐ	Wondrous Item	Very Rare	8,000 gp
Eyepeeler's Bola	Weapon (Bola)	Uncommon	500 gp
Fell Pauldron Ⓐ	Wondrous Item	Rare	4,000 gp
Flask of the Fallen	Wondrous Item	Rare	1,500 gp
Forger's Fury Ⓐ	Weapon (Warhammer)	Rare	3,000 gp
Gloomwhisper Ⓐ	Weapon (Greataxe)	Very Rare	8,000 gp
Grifter's Gold Ⓐ	Wondrous Item	Common	50 gp
Gruesome Weapon	Weapon (Any)	Common	50 gp
Hand of the Spellbinder Ⓐ	Wondrous Item	Very Rare	6,000 gp
Hand of the Spellthief Ⓐ	Wondrous Item	Very Rare	8,000 gp
Harp of Charming Ⓐ	Wondrous Item	Rare	1,500 gp
Hellrider's Sling	Weapon (Sling)	Common	50 gp
Helmet of the Harbinger Ⓐ	Wondrous Item	Rare	5,000 gp
Hive's Sting Ⓐ	Weapon (Any Crossbow)	Rare	1,500 gp
Illusionist's Flute Ⓐ	Wondrous Item	Common	100 gp
Jawcrusher's Pauldron Ⓐ	Wondrous Item	Rare	1,500 gp

Item	Type	Rarity	Value
Kraken Hat Ⓐ	Wondrous Item	Uncommon	500 gp
Lawmaker's Pen	Wondrous Item	Common	100 gp
Lich's Die	Wondrous Item	Rare	3,000 gp
Luminous Larvae	Wondrous Item	Common	100 gp
Merchant's Headwear Ⓐ	Wondrous Item	Very Rare	6,000 gp
Midas Khanjar	Weapon (Dagger)	Common	100 gp
Mind's Bite Ⓐ	Weapon (Morningstar)	Rare	2,000 gp
Mistweaver's Cloak Ⓐ	Wondrous Item	Uncommon	1,000 gp
Navigator's Eye Ⓐ	Wondrous Item	Common	100 gp
Orb of Ill Omen Ⓐ	Wondrous Item	Uncommon	1,000 gp
Potion of Monstrosity	Potion	Common	100 gp
Pseudodragon's Staff Ⓐ	Staff	Uncommon	1,000 gp
Psion's Skull Ⓐ	Wondrous Item	Rare	4,000 gp
Ratter's Club Ⓐ	Weapon (Mace)	Uncommon	1,000 gp
Reaper's Claw Ⓐ	Wondrous Item	Rare	1,500 gp
Requiem Ⓐ	Weapon (Glaive)	Very Rare	7,000 gp
Ring of Truth Ⓐ	Ring	Uncommon	1,000 gp
Rings of Fire Ⓐ	Ring	Rare	3,000 gp
Runecarver's Whetstone	Wondrous Item	Uncommon	500 gp
Rustward	Armor (Shield)	Uncommon	500 gp
Scavenger's Might Ⓐ	Weapon (Flail)	Rare	4,000 gp
Scoundrel's Sidearm	Weapon (Blowgun)	Uncommon	500 gp
Screeching Blade	Weapon (Dagger)	Common	50 gp
Scroll of Convenience	Scroll	Uncommon	500 gp
Scroll of Quickening	Scroll	Common	100 gp
Seraphim's Crossbow	Weapon (Any Crossbow)	Rare	2,000 gp
Shadecarver Ⓐ	Weapon (Any Sword)	Rare	2,000 gp
Shadowweave Boots Ⓐ	Wondrous Item	Uncommon	500 gp
Shield of Stabilization	Armor (Shield)	Common	100 gp
Shield of the Ancient Ⓐ	Armor (Shield)	Very Rare	8,000 gp
Shield of the Ancient, Awakened Ⓐ	Armor (Shield)	Very Rare	14,000 gp
Solar's Crest Ⓐ	Armor (Any Medium or Heavy)	Very Rare	8,000 gp
Spellcleaver Ⓐ	Weapon (Any Axe)	Uncommon	1,000 gp
Spellgaze Amulet Ⓐ	Wondrous Item	Rare	1,500 gp
Spellwarper's Mantle Ⓐ	Wondrous Item	Very Rare	15,000 gp
Sphere of Foresight Ⓐ	Wondrous Item	Uncommon	1,000 gp
Starforged Trinket Ⓐ	Wondrous Item	Common	100 gp
Stargazer's Spyglass	Wondrous Item	Rare	3,000 gp
Steelsting Pauldron Ⓐ	Wondrous Item	Uncommon	500 gp
Tome of Mystix Ⓐ	Wondrous Item	Very Rare	10,000 gp
Turtle's Shelter Ⓐ	Armor (Shield)	Common	100 gp
Unraveling Ammunition	Weapon (Ammunition)	Rare	300 gp
Vial of Bloodboil Poison	Potion	Very Rare	2,000 gp
Vial of Dread Poison	Potion	Uncommon	500 gp
Vial of Phasing Poison	Potion	Uncommon	200 gp
Vial of Spell Conduit Poison	Potion	Rare	1,000 gp
Vial of Unraveling Poison	Potion	Rare	1,000 gp
Voltspire Ⓐ	Staff	Rare	4,000 gp
Wayfarer's Armor Ⓐ	Armor (Any)	Common	100 gp
Wyrmheart Amulet Ⓐ	Wondrous Item	Rare	2,000 gp

Wanderer's Guide to Merchants & Magic

Item	Type	Rarity	Value
Aegis of Dread Ⓐ	Armor (Shield)	Uncommon	500 gp
Amulet of Freshness	Wondrous Item	Common	100 gp
Angel's Heart Ⓐ	Wondrous Item	Very Rare	5,000 gp
Animated Painting, CR 0–3	Wondrous Item	Rare	2,000 gp
Animated Painting, CR 4–7	Wondrous Item	Very Rare	8,000 gp
Animated Painting, CR 8–10	Wondrous Item	Legendary	20,000 gp
Animator's Quill	Wondrous Item	Uncommon	300 gp
Arctic Ring Ⓐ	Ring	Very Rare	8,000 gp
Argh'yak Bow Ⓐ	Weapon (Shortbow)	Rare	2,500 gp
Arrow of Seeking	Weapon (Arrow)	Rare	300 gp
Assassin's Blade Ⓐ	Weapon (Shortsword)	Very Rare	5,000 gp
Bag of Cooling	Wondrous Item	Common	50 gp
Bag of Monsters Ⓐ	Wondrous Item	Very Rare	5,000 gp
Bag of Shared Holding	Wondrous Item	Uncommon	800 gp
Baneful Weapon Ⓐ	Weapon (Any)	Uncommon	500 gp
Basilisk's Blade Ⓐ	Weapon (Dagger)	Rare	2,000 gp
Beacon Shuriken	Weapon (Dart)	Uncommon	200 gp
Beauty's Bane	Wondrous Item	Uncommon	500 gp
Bladesinger's Spear Ⓐ	Weapon (Spear)	Very Rare	5,000 gp
Bone Merchant's Coin	Wondrous Item	Uncommon	300 gp
Brightmind Cap Ⓐ	Wondrous Item	Uncommon	500 gp
Buckleshot Belt	Wondrous Item	Common	100 gp
Caged Star Ⓐ	Weapon (Flail)	Rare	2,000 gp
Cat's Eye Amulet Ⓐ	Wondrous Item	Rare	2,000 gp
Champion's Shield Ⓐ	Armor (Shield)	Rare	2,500 gp
Charmer's Tambourine Ⓐ	Wondrous Item	Uncommon	800 gp
Chronomancer's Staff Ⓐ	Staff	Legendary	50,000 gp
Clockwork Sword Ⓐ	Weapon (Longsword)	Rare	2,000 gp
Commander's Helmet Ⓐ	Wondrous Item	Uncommon	1,000 gp
Dancer's Boots	Wondrous Item	Common	100 gp
Death Petal Rose Ⓐ	Wondrous Item	Common	100 gp
Deathgrasp Glove Ⓐ	Wondrous Item	Uncommon	1,500 gp
Djinni's Bracers Ⓐ	Wondrous Item	Very Rare	4,000 gp
Dragon's Scepter Ⓐ	Rod	Very Rare	10,000 gp
Dragonskull Helmet Ⓐ	Wondrous Item	Very Rare	8,000 gp
Dreamwalker's Amulet Ⓐ	Wondrous Item	Rare	3,000 gp
Envisioner's Compass	Wondrous Item	Rare	1,500 gp
Extending Staff	Staff	Common	100 gp
Flask of Cloning	Wondrous Item	Very Rare	5,000 gp
Furnace Flail Ⓐ	Weapon (Flail)	Rare	3,000 gp
Gauntlets of Restoration Ⓐ	Wondrous Item	Rare	2,500 gp
Ghost Shroud Ⓐ	Wondrous Item	Rare	3,000 gp
Glove of the Woodland Ⓐ	Wondrous Item	Very Rare	5,000 gp
Goblet of Confidence	Wondrous Item	Common	100 gp
Goodberry Hat	Wondrous Item	Common	100 gp
Grinsplitter Weapon	Weapon (Any Slashing)	Uncommon	300 gp
Hag's Delight	Wondrous Item	Rare	2,500 gp
Hat of Naivety	Wondrous Item	Common	100 gp
Heartlock Armor Ⓐ	Armor (Studded Leather)	Uncommon	1,000 gp
Iceshard Whip	Weapon (Whip)	Very Rare	5,000 gp

Item	Type	Rarity	Value
Incense of Erudition	Wondrous Item	Uncommon	600 gp
Incense of Fortitude	Wondrous Item	Uncommon	600 gp
Incense of Restoration	Wondrous Item	Uncommon	400 gp
Jug of Endless Wind	Wondrous Item	Uncommon	800 gp
Katana of the Deathtouched Ⓐ	Weapon (Longsword)	Very Rare	5,000 gp
Key to Anywhere	Wondrous item	Very rare	15,000 gp
Liar's Stone Ⓐ	Wondrous Item	Common	50 gp
Living Spellbook Ⓐ	Wondrous Item	Rare	4,000 gp
Lux's Teacup Holster	Wondrous Item	Common	100 gp
Mage's Blood	Potion	Uncommon	200 gp
Mage's Diadem Ⓐ	Wondrous Item	Very Rare	6,000 gp
Magical Tattoo Ink	Wondrous Item	Common	25/oz gp
Maiming Weapon	Weapon (Any)	Uncommon	200 gp
Map of Many Places	Wondrous Item	Common	100 gp
Mithrandine Armor	Armor (Any Medium or Heavy)	Rare	2,000 gp
Morphing Weapon	Weapon (Any)	Uncommon	200 gp
Nemesis Weapon Ⓐ	Weapon (Any)	Uncommon	500 gp
Observer's Spyglass	Wondrous Item	Uncommon	500 gp
Orb of Spell Storing	Wondrous Item	Common	100 gp
Orb of Greater Spell Storing	Wondrous Item	Uncommon	300 gp
Orb of Superior Spell Storing	Wondrous Item	Rare	1,500 gp
Phasing Slippers Ⓐ	Wondrous Item	Rare	2,000 gp
Potion of Empowerment	Potion	Common	50 gp
Potion of Greater Empowerment	Potion	Uncommon	200 gp
Potion of Superior Empowerment	Potion	Rare	500 gp
Potion of Expertise	Potion	Rare	200 gp
Potion of Luck	Potion	Rare	200 gp
Potion of Magic Resistance	Potion	Rare	300 gp
Potion of Renewal	Potion	Common	50 gp
Potion of Greater Renewal	Potion	Uncommon	100 gp
Potion of Superior Renewal	Potion	Rare	200 gp
Potion of the Phoenix	Potion	Legendary	5,000 gp
Raven's Feathers Ⓐ	Wondrous Item	Rare	2,000 gp
Ring of Alarm Ⓐ	Ring	Uncommon	400 gp
Ring of Legendary Resistance Ⓐ	Ring	Very Rare	6,000 gp
Ring of Shadows Ⓐ	Ring	Very Rare	6,000 gp
Ring of the Blood Pact Ⓐ	Ring	Rare	5,000 gp
Ring of Tranquility Ⓐ	Ring	Rare	2,000 gp
Rod of Mimicry Ⓐ	Rod	Rare	2,500 gp
Rod of Rimefrost Ⓐ	Rod	Rare	1,500 gp
Rope of Reaching	Wondrous Item	Uncommon	1,000 gp
Safety Shell	Wondrous Item	Uncommon	100 gp
Sands of Reminiscence	Wondrous Item	Rare	1,500 gp
Scabbard of Sharpening	Wondrous Item	Uncommon	500 gp
Scroll of Time Travel	Scroll	Legendary	10,000 gp
Serpent's Maul Ⓐ	Weapon (Maul)	Rare	800 gp
Shapeshifter's Sickle Ⓐ	Weapon (Sickle)	Rare	1,500 gp
Silence Serum	Potion	Rare	300 gp
Smothering Cape Ⓐ	Wondrous Item	Rare	3,000 gp
Sojourner's Flute Ⓐ	Wondrous Item	Very Rare	10,000 gp
Spellbreaker's Axe Ⓐ	Weapon (Greataxe)	Very rare	10,000 gp
Spider's Kiss Ⓐ	Weapon (Longbow)	Very Rare	5,000 gp

Item	Type	Rarity	Value
Strongspirit Mug	Wondrous Item	Common	100 gp
Sultan's Khanjar Ⓐ	Weapon (Dagger)	Rare	1,500 gp
Survivor's Armor Ⓐ	Armor (Any)	Very Rare	5,000 gp
Tattoo of Absorption Ⓐ	Wondrous Item	Common	50 gp
Tattoo of Greater Absorption Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Superior Absorption Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Death Ward Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Devastation Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Freedom Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Heroism Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Power Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Speed Ⓐ	Wondrous Item	Common	50 gp
Tattoo of Greater Speed Ⓐ	Wondrous Item	Uncommon	100 gp
Tattoo of Superior Speed Ⓐ	Wondrous Item	Rare	200 gp
Tattoo of Spell Turning Ⓐ	Wondrous Item	Rare	200 gp
Temperate Blanket	Wondrous Item	Common	75 gp
Temporal Amulet Ⓐ	Wondrous Item	Very Rare	8,000 gp
Thornbow Ⓐ	Weapon (Longbow)	Uncommon	1,000 gp
Thunderbolt Trident Ⓐ	Weapon (Trident)	Rare	2,000 gp
Tinker's Glasses	Wondrous Item	Uncommon	500 gp
Tonguelasher	Weapon (Rapier)	Very rare	8,000 gp
Transmuter's Robe Ⓐ	Wondrous Item	Rare	3,000 gp
Transmuter's Stone Ⓐ	Wondrous Item	Rare	3,000 gp
Trekker's Helmet Ⓐ	Wondrous Item	Uncommon	400 gp
Truestrike Crossbow Ⓐ	Weapon (Any Crossbow)	Rare	1,500 gp
Vial of Spiders	Wondrous Item	Common	100 gp
Wand of Quickness Ⓐ	Wand	Rare	1,500 gp
Wand of the Director	Wand	Uncommon	300 gp
Watcher's Visage Ⓐ	Wondrous Item	Rare	1,500 gp
Wondrous Bestiary Ⓐ	Wondrous Item	Rare	1,000 gp

Milando's Guide to Magical Marvels

Item	Type	Rarity	Value
Arkrune	Wondrous Item	Legendary	25,000 gp
Azureheart Runestone (A)	Wondrous Item	Rare	4,000 gp
Betrayer's Blade (A)	Weapon (Dagger)	Rare	4,000 gp
Bloodrager's Axe (A)	Weapon (Any Axe)	Rare	5,000 gp
Bloodrager's Axe, Furious (A)	Weapon (Any Axe)	Rare	8,000 gp
Bloodrager's Belt (A)	Wondrous Item	Rare	5,000 gp
Bloodrager's Belt, Furious (A)	Wondrous Item	Rare	8,000 gp
Bloodrager's Helmet (A)	Wondrous Item	Rare	5,000 gp
Bloodrager's Helmet, Furious (A)	Wondrous Item	Rare	8,000 gp
Demon's Metamorphosis (A)	Armor (Any)	Very Rare	5,000 gp
Devil's Luck (A)	Wondrous Item	Uncommon	500 gp
Emblazon Erratica (A)	Armor (Shield)	Very Rare	6,000 gp
Empowering Crystal	Wondrous Item	Uncommon	500 gp
Manual of Runewrought Golems	Wondrous Item	Very Rare	5,000 gp
Mask of Malediction (A)	Wondrous Item	Uncommon	500 gp
Mythward Ring (A)	Ring	Very Rare	6,000 gp
Mythward Ring, Awakened (A)	Ring	Very Rare	12,000 gp
Mythward Scepter (A)	Rod	Very Rare	5,000 gp
Mythward Scepter, Awakened (A)	Rod	Very Rare	10,000 gp
Portal Wand (A)	Wondrous Item	Rare	2,000 gp
Potion of Raw Magic	Potion	Rare	400 gp
Ring of the Ember Maiden (A)	Ring	Rare	3,000 gp
Runewalker's Boots (A)	Wondrous Item	Rare	3,000 gp
Runewrought Grenade, Flashbang	Wondrous Item	Common	100 gp
Runewrought Grenade, Gravity	Wondrous Item	Uncommon	200 gp
Runewrought Grenade, Shrapnel	Wondrous Item	Uncommon	200 gp
Runewrought Grenade, Spell	Wondrous Item	Rare	500 gp
Runewrought Prosthetic Arm (A)	Wondrous Item	Rare	3,000 gp
Runewrought Prosthetic Eye (A)	Wondrous Item	Rare	5,000 gp
Runewrought Prosthetic Leg (A)	Wondrous Item	Rare	2,000 gp
Scoundrel's Earring (A)	Wondrous Item	Rare	1,500 gp
Scoundrel's Earring, Awakened (A)	Wondrous Item	Rare	3,000 gp
Scoundrel's Lute (A)	Wondrous Item	Very Rare	4,000 gp
Scoundrel's Lute, Awakened (A)	Wondrous Item	Very Rare	6,000 gp
Snail Mail	Armor (Any Heavy)	Rare	2,000 gp
Snallygast Amulet (A)	Wondrous Item	Uncommon	800 gp
Soulgrip Whip (A)	Weapon (Whip)	Rare	3,000 gp
Spellshot Bow (A)	Weapon (Any Bow)	Very Rare	6,000 gp
Spellwarper's Touch (A)	Wondrous Item	Uncommon	800 gp
Tingelaw (A)	Weapon (Warhammer)	Legendary	10,000 gp
Tingelaw, Awakened (A)	Weapon (Warhammer)	Legendary	20,000 gp
Tingelaw, Anointed (A)	Weapon (Warhammer)	Legendary	30,000 gp
Umbra's Claw (A)	Wondrous Item	Very Rare	4,000 gp
Umbra's Claw, Awakened (A)	Wondrous Item	Very Rare	8,000 gp
Umbra's Mantle (A)	Wondrous Item	Very Rare	4,000 gp
Umbra's Mantle, Awakened (A)	Wondrous Item	Very Rare	6,000 gp
Viper's Blade (A)	Weapon (Rapier)	Rare	2,000 gp
Warden Runestone (A)	Wondrous Item	Uncommon	500 gp
Warping Blade (A)	Weapon (Any Sword)	Very Rare	6,000 gp

Heretic's Guide to Devotion & Divinity

Item	Type	Rarity	Value
Amulet of Rationality Ⓐ	Wondrous Item	Rare	1,500 gp
Bedlam, Dormant Ⓐ	Weapon (Shortsword)	Legendary	5,000 gp
Bedlam, Anointed Ⓐ	Weapon (Shortsword)	Legendary	14,000 gp
Bedlam, Consecrated Ⓐ	Weapon (Shortsword)	Legendary	25,000 gp
Consecrated Aegis Ⓐ	Armor (Breastplate)	Rare	3,000 gp
Consecrated Crescent Ⓐ	Weapon (Greataxe)	Rare	2,500 gp
Dawnbreaker's Warhammer	Weapon (Warhammer)	Uncommon	1,000 gp
Dawnbringer's Crown Ⓐ	Wondrous Item	Very Rare	10,000 gp
Diadem of Acuity Ⓐ	Wondrous Item	Rare	1,500 gp
Earthmother's Vine, Dormant Ⓐ	Staff	Legendary	25,000 gp
Earthmother's Vine, Awakened Ⓐ	Staff	Legendary	50,000 gp
God's Tree Leaf	Wondrous Item	Uncommon	300 gp
Guardian's Wings Ⓐ	Wondrous Item	Rare	1,500 gp
Harbinger's Blade Ⓐ	Weapon (Dagger)	Rare	2,000 gp
Incense of Blessings	Wondrous Item	Rare	500 gp
Incense of Premonition	Wondrous Item	Rare	500 gp
Incense of Sacred Warding	Wondrous Item	Rare	1,000 gp
Incense of Understanding	Wondrous Item	Uncommon	200 gp
Instrument of the Heavens Ⓐ	Wondrous Item	Rare	2,500 gp
Mantle of Radiance Ⓐ	Wondrous Item	Very Rare	8,000 gp
Martyr's Amulet Ⓐ	Wondrous Item	Rare	2,000 gp
Morningstar of Orcus Ⓐ	Weapon (Morningstar)	Very Rare	15,000 gp
Potion of Divine Essence	Potion	Legendary	5,000 gp
Potion of Poverty	Potion	Uncommon	500 gp
Redemption Ⓐ	Weapon (Any Sword)	Rare	2,500 gp
Ring of Perpetual Sanctification Ⓐ	Ring	Very Rare	10,000 gp
Ring of the Undying Ⓐ	Ring	Rare	2,000 gp
Seer's Veil Ⓐ	Wondrous Item	Rare	3,000 gp
Seraph's Ruin	Weapon (Any Bow)	Rare	2,000 gp
Skeptic's Shelter Ⓐ	Armor (Shield)	Uncommon	800 gp
Staff of Focus Ⓐ	Staff	Rare	5,000 gp
Staff of the Skull Cult, Dormant Ⓐ	Staff	Legendary	8,000 gp
Staff of the Skull Cult, Profane Ⓐ	Staff	Legendary	16,000 gp
Staff of the Skull Cult, Desecrated Ⓐ	Staff	Legendary	50,000 gp
Sunbeam Spear Ⓐ	Weapon (Spear)	Uncommon	800 gp
Sword of Balance	Weapon (Longsword)	Uncommon	800 gp
Timepiece of Equilibrium Ⓐ	Wondrous Item	Legendary	25,000 gp
Totem of Seraphs Ⓐ	Wondrous Item	Rare	3,000 gp
Totem of Weavebending Ⓐ	Wondrous Item	Rare	4,000 gp
Unicorn's Horn Ⓐ	Weapon (Dagger)	Uncommon	1,000 gp
Vajra Scepter Ⓐ	Weapon (Mace)	Rare	3,000 gp
Waxing Moon Chakram	Weapon (Dart)	Uncommon	400 gp

APPENDIX B

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