

## Ashen Reliquary

*Funerary, religious, and warding magic. Stock emphasizes prevention, cleansing, and containment over battlefield dominance.*

Qty	Price	Item	Description
1	200 gp	Scroll of Remove Curse	Ends curses
1	200 gp	Scroll of Revivify	Restore life
2	300 gp	Potion of Poison Resistance	Resist poison
1	400 gp	Consecrated Shroud (homebrew)	Prevents corpse animation
1	1,000 gp	Ring of Warmth	Wards grave chill
1	3,500 gp	Cloak of Protection	Subtle warding
1	4,000 gp	Necklace of Prayer Beads (Basic)	Divine bead set
1	5,000 gp	Lantern of Revealing	Reveals invisibility
1	5,000 gp	Periapt of Health	Immunity to disease
1	5,000 gp	Periapt of Wound Closure	Stabilization and healing
1	7,500 gp	Brooch of Shielding	Absorbs force
1	8,000 gp	Mace of Disruption	Destroys undead and fiends

## Gutterlight Armaments

*Weapons and armor for people who expect trouble. Stock emphasizes reliability, repairability, and known enchantments. Nothing experimental, nothing subtle. Most items are meant to survive street fights, ambushes, and ugly jobs—and a few are genuinely dangerous prizes.*

Qty	Price	Item	Description
1	1,000 gp	+1 Longsword	Reliable +1 enchantment
1	1,500 gp	+1 Shield	Improved defensive enchantment
1	2,200 gp	Frost Brand	Cold damage weapon
1	3,500 gp	Cloak of Protection	+1 AC and saving throws
1	3,500 gp	Ring of Protection	+1 AC and saves
1	4,000 gp	+2 Greatsword	Solid mid-tier enchantment
1	5,000 gp	Flame Tongue (Longsword)	Fire damage on hit
1	6,000 gp	Armor of Resistance (Cold)	Cold damage resistance
1	6,000 gp	Shield of Missile Attraction	Draws ranged attacks
1	6,000 gp	Armor of Resistance (Fire)	Fire damage resistance
1	8,000 gp	Gauntlets of Ogre Power	Strength set to 19
1	9,000 gp	Dwarven Plate	Heavy armor with resilience enchantments
1	12,000 gp	+2 Armor	Strong defensive enchantment
1	16,000 gp	+3 Warhammer	High-tier magical weapon
1	18,000 gp	Armor of Invulnerability	Damage resistance for limited time
1	24,000 gp	Defender (Longsword)	Shift bonus between attack and defense
1	24,000 gp	+3 Shield	Exceptional defensive item

## Spindle & Sig

*Crowded, practical shop of everyday enchantments and dependable magical goods. No weapons, armor, or overtly combat-oriented magic is stocked here.*

Qty	Price	Item	Description
4	180 gp	Potion of Climbing	Grants climbing speed for 1 hour
3	180 gp	Potion of Water Breathing	Breathe underwater for 1 hour
2	200 gp	Potion of Animal Friendship	Charm a beast temporarily
1	200 gp	Mending Stone	Repairs minor damage to objects
1	240 gp	Tinderbox of Endless Flame	Never runs out of tinder
1	250 gp	Hammer of True Strike	Ensures accurate strikes on nails
1	280 gp	Satchel of Sorting	Automatically organizes contents
1	300 gp	Pitcher of Purification	Purifies liquids poured into it
1	320 gp	Chisel of Sharpness	Never dulls, cuts cleanly
1	500 gp	Helm of Comprehending Languages	Understand all spoken languages
2	750 gp	Driftglobe	Floating light source
1	2,000 gp	Sending Stones (pair)	Short-distance communication
1	2,000 gp	Heward's Handy Haversack	Organized extradimensional storage

Qty	Price	Item	Description
1	2,500 gp	Eyes of the Eagle	Enhanced visual perception
1	2,500 gp	Boots of Elvenkind	Silent movement
1	2,500 gp	Robe of Useful Items	Patches of tools and objects
1	3,000 gp	Eyes of Charming	Charm humanoids by gaze
1	4,000 gp	Bag of Holding	Extradimensional storage
1	4,200 gp	Stone of Good Luck	Bonus to ability checks
1	5,000 gp	Hat of Disguise	At-will disguise self
1	5,000 gp	Periapt of Health	Immunity to disease
1	5,000 gp	Lantern of Revealing	Illuminates invisible creatures or objects
1	8,000 gp	Broom of Flying	Limited flight
1	8,000 gp	Winged Boots	Short-duration flight

## The Bent Coin Emporium

*Secondhand magic and unreliable enchantments. Everything works, but not always cleanly. Many items are discounted due to quirks, partial depletion, or inconvenient side effects.*

Qty	Price	Item	Description
4	40 gp	Potion of Healing (Cloudy)	Heals 2d4+2 hit points but causes nausea for 1 minute (disadvantage on attacks)
2	75 gp	Scroll of Feather Fall	Reduces falling damage but you still take 1d4 damage from any fall
2	140 gp	Potion of Climbing (Flat)	Grants climbing speed but only lasts 1d6 × 5 minutes instead of 1 hour
1	750 gp	Shield of Expression	Functions as +1 shield but face's expressions give away wearer's true emotions
1	800 gp	+1 Dagger (Unbalanced)	Full +1 to attack and damage in melee; disadvantage when thrown
1	800 gp	Sword of Life Stealing	Functions as +2 longsword but life-steal ability is depleted; deals 1d6 cold to wielder per hit
1	960 gp	Necklace of Fireballs (3 beads)	Contains three beads but one is a dud (roll randomly when detaching)
1	1,200 gp	Goggles of Night	Grant 60 ft darkvision but impose disadvantage on Perception checks while worn
1	1,600 gp	Sending Stones (Mismatched)	Work normally but 1-in-6 chance each use that previous message replays instead
1	2,000 gp	Ring of Jumping	Triples jump distance but landing requires DC 12 Dex save or fall prone
1	2,000 gp	Boots of Elvenkind (Squeaky)	Grant advantage on Stealth on soil/grass; disadvantage on stone/wood floors
1	2,800 gp	Cloak of Protection (Faded)	Grants +1 AC at all times but saving throw bonus only works once per long rest
1	4,000 gp	Hat of Disguise (Stubborn)	Disguise self at will, but illusion drops entirely if wearer takes any damage
1	4,000 gp	Boots of Striding and Springing	Grant full movement benefits but stopping requires action or take 1d6 damage
1	4,000 gp	Periapt of Wound Closure	Stabilizes at 0 HP and doubles healing dice, but wearer has no pain sense
1	4,000 gp	Ring of Evasion	Use reaction to take no damage on successful save, but can't use on natural 1-5
1	4,000 gp	Flame Tongue Shortsword	+2 bonus and 2d6 fire damage but flames take 1 round to ignite (no bonus action)
1	4,800 gp	Alchemy Jug (Cracked)	Produces correct liquids but at half the normal rate per day
1	4,800 gp	Cloak of the Bat	Grants flying and dim light vision but wing sounds impose disadvantage on Stealth
1	4,800 gp	Armor of Resistance (Lightning)	Grants lightning resistance but crackles in rain (disadvantage on Stealth)
1	6,400 gp	Wand of Web (3 charges)	Casts web normally but only regains 1 charge per dawn instead of 1d6+1
1	6,400 gp	Gauntlets of Ogre Power	Set Strength to 19 but impose disadvantage on Dexterity (Sleight of Hand) checks
1	8,000 gp	Wand of Fear	Casts fear spell but save DC is 13 instead of normal DC
1	9,600 gp	Staff of Charming	Casts charm spells normally but wielder has disadvantage on Intimidation checks
1	12,800 gp	Wand of Paralysis	Casts hold person/monster but save DC is 13 instead of 15
1	16,000 gp	Ring of Free Action	Prevents movement restrictions; wearer has speed reduced by 5 for 10 min after

## Three Doors Open

*Magic for travel, access, and escape. Many solutions to movement problems; few to combat.*

Qty	Price	Item	Description
3	50 gp	Charm of Water Breathing	Breathe underwater
3	90 gp	Potion of Warmth	Resist cold for 1 hour
1	100 gp	Enduring Spellbook	Durable tome

Qty	Price	Item	Description
3	180 gp	Potion of Climbing	Climbing speed
2	180 gp	Potion of Water Breathing	Breathe underwater for 1 hour
2	270 gp	Potion of Growth	Increase size
2	270 gp	Potion of Diminution	Decrease size
2	300 gp	Potion of Gaseous Form	Misty movement
1	350 gp	Boots of False Tracks	Conceal travel
1	400 gp	Compass of Civilization	Points to nearest settlement
1	450 gp	Compass of Water	Points to nearest fresh water
1	500 gp	Pathfinder's Knot (homebrew)	Once/day find safest route
1	500 gp	Compass of Safe Haven	Points to nearest inn or shelter
1	500 gp	Lens of Translation	Read any written language
1	600 gp	Compass of Portals	Points to nearest planar portal
1	800 gp	Tent of Respite (homebrew)	Creates dome shelter (per Leomund's Tiny Hut)
1	1,000 gp	Eversmoking Bottle	Obscuring smoke
1	1,500 gp	Necklace of Adaptation	Breathe in any environment
1	2,000 gp	Sending Stones	Short communication
1	2,000 gp	Ring of Feather Falling	Prevent fall damage
1	2,500 gp	Eyes of Minute Seeing	Inspect details
1	2,500 gp	Horseshoes of Speed	Mount gains increased speed
1	4,000 gp	Boots of Levitation	Levitate
1	5,000 gp	Lantern of Revealing	See invisibility
1	6,000 gp	Cloak of the Manta Ray	Swim speed
1	8,000 gp	Cape of the Mountebank	Short teleport
1	8,000 gp	Broom of Flying	Limited flight

## Remedies and Maladies

*A well-stocked apothecary specializing in potions, poisons, and alchemical concoctions. The proprietor asks no questions about intended use.*

Qty	Price	Item	Description
4	25 gp	Holy Water (flask)	2d6 radiant to undead/fiends
12	50 gp	Potion of Healing	Heals 2d4+2 hit points
3	50 gp	Acid (vial)	2d6 acid damage
3	90 gp	Philter of Love	Charm person for 1 hour
3	100 gp	Potion of Poison	DC 13 Con save or 3d6 poison damage and poisoned
3	100 gp	Basic Poison (vial)	DC 10 Con save or 1d4 poison damage
2	120 gp	Elixir of Health	Cure disease or one condition
3	120 gp	Dust of Dryness (1 pellet)	Absorbs water or creates water
2	120 gp	Keoghtom's Ointment (per dose)	Heals 2d8+2 or cures disease/poison
8	150 gp	Potion of Greater Healing	Heals 4d4+4 hit points
2	150 gp	Antitoxin	Advantage on saves vs poison for 1 hour
4	150 gp	Potion of Fire Breath	Breathe fire 3 times in 1 hour
2	150 gp	Alchemist's Fire (flask)	1d4 fire damage, continues burning
6	180 gp	Potion of Climbing	Grants climbing speed for 1 hour
6	180 gp	Potion of Water Breathing	Breathe underwater for 1 hour
4	180 gp	Potion of Heroism	10 temp HP and immunity to fear for 1 hour
3	180 gp	Potion of Mind Reading	Detect thoughts for 1 minute
2	180 gp	Potion of Invisibility	Invisibility for 1 hour or until attack
4	200 gp	Potion of Animal Friendship	Charm a beast for 1 hour
3	200 gp	Oil of Slipperiness	Freedom of movement for 8 hours
2	200 gp	Assassin's Blood (ingested)	DC 10 Con save or 6 poison damage and poisoned
2	250 gp	Wyvern Poison (injury)	DC 15 Con save or 7d6 poison damage
3	270 gp	Potion of Growth	Enlarge for 1d4 hours
3	270 gp	Potion of Diminution	Reduce size for 1 hour
3	300 gp	Potion of Resistance (Fire)	Fire resistance for 1 hour
3	300 gp	Potion of Resistance (Cold)	Cold resistance for 1 hour
3	300 gp	Potion of Resistance (Poison)	Poison resistance for 1 hour
2	300 gp	Potion of Resistance (Acid)	Acid resistance for 1 hour
2	300 gp	Potion of Resistance (Lightning)	Lightning resistance for 1 hour
2	300 gp	Potion of Gaseous Form	Become gaseous for 1 hour
2	300 gp	Dust of Disappearance	Invisibility for 2d4 minutes

Qty	Price	Item	Description
1	300 gp	Torpor (ingested)	DC 15 Con save or poisoned and incapacitated
1	400 gp	Burnt Othur Fumes (inhaled)	DC 13 Con save or 3d6 poison and unconscious
2	400 gp	Potion of Speed	Haste for 1 minute
1	450 gp	Potion of Superior Healing	Heals 8d4+8 hit points
1	480 gp	Dust of Sneezing and Choking	5d4 poison damage, constitution save or death
2	500 gp	Potion of Flying	Flying speed 60 ft for 1 hour
1	500 gp	Pale Tincture (ingested)	DC 16 Con save or 3 poison damage and poisoned
1	600 gp	Midnight Tears (ingested)	DC 17 Con save at midnight or 9d6 poison
1	960 gp	Potion of Clairvoyance	Clairvoyance for 10 minutes
1	960 gp	Potion of Vitality	Remove exhaustion, immunity to poison/disease
1	1,350 gp	Potion of Supreme Healing	Heals 10d4+20 hit points
2	1,920 gp	Oil of Etherealness	Etherealness for 1 hour
1	3,200 gp	Oil of Sharpness	Weapon becomes +3 for 1 hour
1	3,840 gp	Potion of Invulnerability	Resistance to all damage for 1 minute

## The Inkbound Scriptorium

*A cramped workshop where a solitary wizard produces spell scrolls. Only wizard spells, only levels 1-3, all carefully transcribed by hand. Stock varies based on what the proprietor has been working on recently.*

Qty	Price	Item	Description
3	50 gp	Scroll of Alarm	Set magical alarm
2	50 gp	Scroll of Comprehend Languages	Understand any language
3	50 gp	Scroll of Detect Magic	Sense magical auras
2	50 gp	Scroll of Absorb Elements	Reduce elemental damage
3	50 gp	Scroll of Identify	Learn item properties
2	50 gp	Scroll of Mage Armor	AC 13 + Dex modifier
1	50 gp	Scroll of Protection from Evil	Ward against certain creatures
2	50 gp	Scroll of Shield	+5 AC reaction
1	50 gp	Scroll of Unseen Servant	Invisible servant
2	120 gp	Scroll of Arcane Lock	Magically lock door
1	120 gp	Scroll of Darkness	Create magical darkness
2	120 gp	Scroll of Invisibility	Turn invisible
1	120 gp	Scroll of Knock	Open locks
2	120 gp	Scroll of Levitate	Rise into the air
1	120 gp	Scroll of Magic Mouth	Deliver recorded message
1	120 gp	Scroll of Misty Step	Teleport 30 feet
1	120 gp	Scroll of See Invisibility	See invisible creatures
1	120 gp	Scroll of Spider Climb	Climb walls like a spider
1	200 gp	Scroll of Clairvoyance	See/hear distant location
1	200 gp	Scroll of Counterspell	Interrupt a spell
1	200 gp	Scroll of Dispel Magic	End magical effects
1	200 gp	Scroll of Fly	Gain flying speed
1	200 gp	Scroll of Haste	Speed up an ally
1	200 gp	Scroll of Lightning Bolt	Line of lightning damage
1	200 gp	Scroll of Protection from Energy	Resist one damage type
1	200 gp	Scroll of Sending	Send message to distant creature
1	200 gp	Scroll of Tongues	Understand all languages
1	200 gp	Scroll of Water Breathing	Breathe underwater