

MAGICAL ITEMS OF THE OBSCURE VARIETY

NOT YOUR AVERAGE SHOP

Welcome to my store, adventurer. Here, you find the artifacts of the strange and forgotten. In this forgotten shop, relics of a thousand years appear, ready to be bought and sold by the discerning and determined. Hidden in secret rooms, most powerful arcane devices may be used to create anything the mind can envision. The mundane and everyday have no place within these walls. Are you ready?

YOU DESIRE TO MAKE A PURCHASE...

Excellent! There are so many choices. Some will be traded for gold and currency, others for items, and still others for a favor! But beware! Not all of the items are within these walls. Sometimes there are clues, like maps, that will lead to the item you desire! These, too, will cost you; but if you find the item, you keep it. Care to look at the inventory?

THE STASH

All the costs of the items present are measured in 3 ways. First; the cost in **standard currency** payable in platinum, gold, or electrum. Silver and copper pieces will not count towards payments and will be melted down to make arrow and boltheads sold for an exorbitant markup. Second; one or more **items**, to be given to the representative at the time of purchase and to have been verified by our specialists. Third; a favor, a **quest**, if you will, may be a requirement. The item of your choice will be placed on hold for you until evidence of completion is presented, or the item itself is found on the quest.

YOU DESIRE TO CRAFT...

I see. I suppose you'll have to follow me then, into the back rooms. We have, without any doubt, of the most powerful magical artifice devices ever created in this very building. Very well protected, for while others do have a similar apparatus, such as in Candlekeep, nobody can figure out how to build them anymore. For now, at least. There are two main parts to the process: the Forge and the Splitter.

THE SPLITTER

The Splitter is a useful tool to break down the less useful into many, more useful, pieces. Take any magical item you already have, perhaps one relegated to storage or given to the intern, as it is perhaps less useful or contains contradictory properties. Such an item is why the Splitter is in very high demand! When you put an item into the Splitter, it breaks it up into its component parts, leaving you with the physical, nonmagical object the magic was in, and **components** that store the magical properties. Each component represents some specific property the item has. The number of components that can be extracted depends on the fortitude of the object. If it has many abilities, the Splitter might destroy some in the process.

Rarity:	Components:
Common	1
Uncommon	2
Rare	3
Very Rare	4
Legendary	5
Unique	All

Components given include:

- **Bonuses** like +1, +2, and +3 to attack and AC
- **Weapon Types** like *vicious*, *vorpai*, *dancing*, *slaying*
- **Activated Abilities** retaining cost and limitations
- **Physical Properties** while the item is not in use

USING THE SPLITTER

Ophelia has a *Dagger of Venom*. She puts it into the Splitter. First, she gets back the actual physical dagger, now nonmagical, identical in appearance. The first component that appears is the +1 to attack and damage rolls ability, shortened to "**+1 Attack**". Next, the component for the activated poison ability appears. While it can only be fully defined with the exact paragraph describing the *Dagger of Venom*, it can be shortened to "**Venomous**". There are no other properties to the item, but by its rarity 3 components define it. As such, a third component is outputted, consisting of pure magical power. This "**Neutral**" component is useful in the Forge.

The components you've gotten from the Splitter can be sold, yes, but for less than the total combined value of the item. They are better put to use in the Forge, where arcane artifacts can be **created**.

THE FORGE

The Forge is an ancient device which allows all manner of mundane objects to be transformed into magical items. The Forge takes a nonmagical item, called a Focus, to be imbued with arcane power. Next, a range setting should be used, designated where the magic will target. Only one range can be applied. Ranges include:

Self: The power in the item targets the person holding it or using it. This is used for self-beneficial magic. Harmful magics will target the bearer of the item. You must be touching the item.

Melee/Reach: The magic targets an adjacent area or one up to about 10 feet away. The item must touch the target to create the effect. This can be used for close-range combat, or to help adjacent allies.

Thrown: The magic can only be used once the object leaves the bearer's hands. Upon touch, the power activates, targeting who or whatever was touched.

Ranged: The object itself does not contain the magic power; instead, it charges a projectile with the power. It activates on contact with its target. Use on a non-projectile weapon could cause serious problems with the Forge.

CREATE THE PERFECT ITEM

After a Focus and a Range have been chosen, it is time to add components. The easiest way to get components is to use the Splitter, of course, or you can buy them from our special collections room. After you have the chosen components, add them to the Forge. A magic item with the properties you've chosen will be created. The number of components determines the rarity, so you may choose to add a "Neutral" component, or you can save it to help power the Forge. The price is dependent on several factors.

TIME TO PAY UP

One way or another, the Forge has to be powered. There are three ways to give energy to craft your item. Two of them are expensive but safe, and the third asks for no currency but can be... taxing... in other ways.

Arcane Capacitor: We custom-build power cells for the Forge. Using concentrated Weave-flux arcanium chambers allows a huge amount of energy to build up. They are quite expensive; a base cell for one component costs a mere 10 gold pieces. Each additional component multiplies the cost by 10, in succession; a three-component item would cost 1000 gold pieces.

Transmuter: A helpful device that converts magical objects into energy for the Forge, working like a simple furnace except capturing the magical energies of the fuel. Each component burned in the Transmuter gives the Forge enough power for 1 component.

Essence Collector: A controversial method of powering the Forge, the Collector drains the soul energy of the forgemaster when activated. It is kept under lock, key, and guard at all times. A single component asks 1000 experience of the creator, and each additional component multiplies the previous value by 2. For example, a three-component item would cost 4000 experience. Unfortunately, from exceptionally powerful individuals, the collector may drain more than the above. We don't really know, since it has only been tested once.

CRAFTING TIPS

The price may be high, but don't be afraid! Each of the three methods can be combined, ensuring that in the hands of a capable forgemaster, the two exponentially-stacking ones can not bubble out of control. There are several important notes:

- **Complexity of Base Item:** A customized, mechanically modified base item will need a high level of power and input from the forgemaster to assure that it functions correctly. A custom blade given 1 component is more likely to break than one given 4. Also, certain magical properties will require a customized base item. For example, a crossbow with magic that can shoot multiple arrows will still not be able to do so unless its "Loading" property has been mechanically bypassed.
- **Ranges:** A projectile weapon with a healing ability with range "Self" will heal the bearer on activation. Range "Ranged" means that the bearer needs to shoot a healable target to activate the healing. "Thrown" means that the weapon itself, not the launched projectiles, must touch the target. Be wise when choosing range. The magical range choice has no bearing on the actual range of a weapon when an attack is made with it. Selecting "Ranged" on a longsword might make the Forge explode.
- **Magical Level:** The more components used to create an item, the more resilient and magical it will be. High-component items are less likely to break, emit a stronger magic signature, and have a higher chance to have special properties. Lower-component items are more mundane, easily broken, less detectable, and have a higher chance of error in the forging process.

FORGE EXAMPLE

Ghesh has a crossbow. He wants to make it magical, so he puts it into the Forge. He has a "+1 Attack" component and a "Venomous" component Ophelia gave him from a *Dagger Of Venom*. He wants to add them. He needs to spend enough for two components. To add the first, he puts the "Neutral" component from the *Dagger Of Venom* into the Transmuter. That adds the "+1 Attack" component. He then purchases an Arcane Capacitor for 1 component, which costs 10 gold pieces. Ghesh waits while the Forge applies the components. He now has a *Crossbow of Venom*.

INVENTORY - SUMMARY

Item	Cost	Trade	Quest
Khadath's Lenses	500 GP	None	None
Keystone of Tluth	750 GP	Magi-lock	None
Arcane Nullifier	250 GP	Any Scroll	Abandoned Lab
Curious Dagger	None	Blade, Hilt	Ancient Armory
Forbidden Tome	None	None	Noble Library

Item	Cost	Trade	Quest
Ancient Tablet	500 GP	Restorer Tools	Dig Site
Opalescent Eye	1000 GP	Any Rare Item	None
Yld's Mechanism	None	Mysterian Key	Mysterium
Darkened Crystal	500 GP	Repository	None
Bronze Chalice	250 GP	None	Old Temple

THE ITEMS

Each item will be followed by as in-depth a description as we can provide, followed by the requirements for acquisition.

KHADATH'S LENSES

A strange set of implements, like specialist's spectacles. They have a variety of curious lenses to modify the viewer's perceptions. Not all see only in this plane. These strange, spectacle-like implements **see through nonliving matter**. As an action, you look through the lenses. All creatures within 60 feet are illuminated, their general features and actions visible, even through walls, dirt, and solid objects. However, you can barely see the world around you: the maximum safe speed you can move at is 10 feet, and you may not dash. Your hearing is enhanced when you look at an illuminated creature, for eavesdropping or any other, law-abiding, pastime. It is a bonus action to take them off.

KEYSTONE OF TLUTH

This curious, angled charm of an unknown metal allows you to **enter doors** not meant for you. You must provide a powerful magical lock to attune the keystone to, it can only be used on locks of around that power level or less. You can attune the keystone to a different lock later if you find a more powerful one. It is an action to use the keystone. Touching the keystone to a door automatically unlocks and opens it, and it has effects similar to *knock* when touched to a lock. Also, you may use it to gain advantage on Intelligence checks used to search for hidden doors, and when within 10 feet of a hidden door the keystone notifies you it is there. You may use it a number of times before a long rest equal to your Intelligence modifier. The keystone senses adjacent secret doors and may hint at whether or not the door is trapped or alarmed.

ARCANE NULLIFIER

The Arcane Nullifier can be found in the Abandoned Lab. About 50 years ago, experiments concerning some kind of absorbion magic were conducted. The lab's funding was cut off after a strange explosion. There's been no evidence that any of the researchers survived. However, we have some reliable intelligence that there is most likely an intact prototype of the Nullifier hidden somewhere in the lab.

A long, wood-and-metal device meant to be held horizontally, with a glass phial and bulb screwed into the side, the Nullifier uses **powerful absorbion magic**. You can stop someone from casting a spell, and use it against them. You can capture energy and contain it for later research. This allows you to magical energies and use them for yourself. You can use it twice per day (before a long rest), with the following options.

- You may cast *counterspell*. If you successfully counter the spell, you absorb it into the glass phial. Drinking the contained liquid restores a spell slot equal to the spell slot expended to cast the spell you countered. If your class has no spell slots, you gain nothing.
- You may cast *dispel magic*, following the above rules for absorbing it and gaining a spell slot. If the magic does not have a spell level, the DM must assign it a level and you make an ability check similar to casting *counterspell*.
- You may cast *shield* to block any attack. If the attack misses, the DM rolls damage anyway. The phial then fills with healing liquid. The liquid, when drunk, heals for the number of points of damage that would have been dealt.

CURIOUS DAGGER

The Curious Dagger is sequestered in the formidable Ancient Armory. The Armory belonged to an alliance of lords and noblemen for many years, and functioned as a secret stronghold. It has fallen into disuse in recent decades. Its origins are unknown, but reports say that it is estimated to be of immense age, and that it was not built by the previous alliance. The Armory is guarded by varied and extremely dangerous traps that are still functional. Once the hilt and the blade of this dagger are found, our specialists can forge them together.

FORBIDDEN TOME

The Noble Library ranks among the greatest libraries in its wealth of knowledge and elaborate decorations. The rich and powerful of the realm gather there to make connections and show off fabulous collections of wisdom. Among these is the obscure *Book of the Stranger*. This book contains frightening and powerful secrets, and is hidden in an unbreakable vault deep below the library with other special volumes. However, the anonymous donor requested that it be showcased at an auction every Winterfell. Of course, it has never been purchased; not even the most discerning collector knows of its true value. A heist of grand proportions will be required to obtain the tome.

ITEMS

ANCIENT TABLET

Deep within the deserts to the east, a large ruin has been unearthed. The dig is currently underway and has ties to underground societies and other clandestine organizations. Not much is known about the objective of the dig, except for legends of a tablet upon which "aeons have been catalogued by scribes of fate". Considering this bit of lore, expect the site to be heavily guarded by elite operatives and fortune hunters. They'll probably have specialized tools for analysis and preservation of archaeomagic artifacts; you'll need to acquire those, as we are under-equipped in this area.

OPALESCENT EYE

The Eye is one of the most captivating and powerful objects we have known yet in our many years of research. The exorbitant price and required trade are simply because we are recalcitrant to part with this enigmatic, entrancing beauty.

The Opalescent Eye is a mineral sphere that glows faintly from within. As an action, the eye's power floods into you; you immediately take 1d8 psychic damage and have **vulnerability** to all types of damage, as you are weakened physically by the energy. However:

- You roll initiative with advantage.
- When you move on your turn, cast *misty step* instead of moving. If you use the dash action, you may cast it again.
- Your attacks have +2 to attack rolls and +2 damage.

As a bonus action, you may immediately end all above effects and close the eye.

MECHANISM OF YLD

Interesting. Let me show you where we keep this. In here, we have what we are sure is at least part of the so-called Yld Mechanism. The Mechanism has sat here since the creation of this place, because it belonged to the founder, Yld. We don't know where it came from or what it does; soon after Yld's death his journals were lost. A secret letter passed down to his only heir, my great-grandfather, said that the key to activating the Mechanism is in the *Mysterium*. Nobody has heard of such a place; we don't have even a single lead. Each member of our institution since the founder has tried and failed to fix the Mechanism, but without the original owner's knowledge, I fear its eldritch gears may never turn, and its secrets will stay buried. If you can find the *Mysterium*, you may be able to complete its design and find out what the founder was hiding.

DARKENED CRYSTAL

The crystal is a singularly chilling object. We know what it does. However, we have no idea what it was created to do. We must be using it incorrectly. It hasn't gotten nearly as much research as some of our other items, as it seems impossible to make any headway. The energy within it seems to have drained off of some other source and into the crystal. Yes, the location of the source is classified. All we ask is that you provide us with a magical container of similar strength so we can recollect the energy and continue research, and you can have the crystal. Such a storage device would have to be exceptionally strong and stable. Good luck.

When holding the crystal, you may use an action and specify a target. Roll d8 times on the **wild magic table**. All effects occur simultaneously.

THE CHALICE

The Old Temple hidden deep within the jungles to the south is an enormous complex, almost all of which is unknown to us. All we know is that the worshippers there have gotten ahold of a legendary artifact of some kind. Our spy, shortly before he was discovered and sacrificed, sent us a letter indicating the codename of the artifact is "The Chalice". It will cost only a small fee for a map, and then you may be on your way. The Chalice in the hands of zealots and cultists will cause disaster.

TO THE DUNGEON MASTER

This can be used in any setting. The shop can be in any city, or in a secret, hidden area in the wilderness. The quests are generic, and are meant to be a jumping point for the dungeon master. I do not recommend giving the players unrestricted access to this; instead, feel free to limit access to certain items and information.