

BRIGVAT'S ARTIFICER EMPORIUM

Welcome again! Looking to enchant another magic item? As long as you have the materials and the money, I am willing to enchant whatever you so desire. Everything has a price, but I usually find myself quite generous in that regard.

THE CATALOGUE

BOOTS OF THE WINDING PATH - 750 GP

A staple among assassins, these boots allows one to be as slippery as an eel. As a bonus action, you can teleport up to fifteen feet to a place you have previously occupied on that turn. Requires attunement.

RADIANT WEAPON - 1000 GP

A weapon imbued with the power of a paladin or a cleric. This weapon acts as a +1 weapon, and the wielder can use a bonus action to light up their surroundings. Whenever an enemy hits you with a melee attack, you can use your reaction to attempt to blind them by forcing them to make a DC 16 Con saving throw. Requires attunement.

RING OF WATER WALKING - 500 GP

A useful utility item. When equipped, the wearer can walk on water. If the wearer is submerged in water, this ring will try and bring them to the surface. It's a very useful failsafe against drowning.

CLOAK OF ELVENKIND - 1500 GP

The one item that all rogues want. Simple but effective, this cloak allows one to blend in with their surroundings. You have advantage to hide, and enemies have disadvantage to see you. Requires attunement.

ROPE OF CLIMBING - 250 GP

The ultimate adventuring tool. If you need to climb a tall tower or mountain, this magic item is for you. You can use a bonus action to move the rope 10 feet in any direction, for a total distance of 60 feet. This rope can fasten itself to objects.

EYES OF CHARMING - 500 GP

Pesky shopkeepers robbing you of your gold? This magic item allows you to cast the Charm Person (DC 13) three times per day. Requires attunement.

ENHANCED WEAPON - PRICE VARIES

Make your weapons hit harder, swing faster, and do more damage. A +1 weapon costs 750 GP, a +2 weapon costs 3,000 GP, and a +3 weapon costs 12,000 GP.

ENHANCED ARMOR - PRICE VARIES

Make yourself harder to hit. +1 armor costs 1,000 GP, +2 armor costs 4,000 GP, and +3 armor costs 16,000 GP.

