

KATTY'S CURIOS

A SMALL SHOP LOCATED IN THE MIDDLE OF THE MAGIC MARKET, KATTY'S IS SAID TO BE THE ONLY LEGIT PLACE HERE IN CALICOM FOR MAGIC ITEMS.

RINGS

1. Ring of Delver's Luck : This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a [Dexterity] (<https://www.5esrd.com/using-ability-scores#TOC-Dexterity>) saving throw while wearing it, you can use your [reaction] (<https://www.5esrd.com/gamemastering/combat#TOC-Reactions>) to expend 1 of its charges to succeed on that saving throw instead. | 20 Gold
2. Dorian's Defensive Earings | You gain a +1 bonus to AC and saving throws while wearing this ring. | 10 Gold
3. Amelia's Periapt | Resistance to Psychic DMG | 45 Gold
4. Ring of Spell Storing | This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. | 25 Gold
5. Dexterous Miss Measly's Ring | Increase Dex by 2 to a maximum of 20
6. Ring of Inner Beauty | Self-explanatory really | 5 Gold

CURIOS

1. Deck of Illusions | A Full Deck of 34 playing cards with arcane runes on the back, The player must select a card at random for the magic to take effect. If the player draws a card an illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent. | 60 Gold
2. Periapt of Wound Closure | While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. | 30 Gold
3. The Haunting Flute | You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn. | 40 Gold
4. Hat of Disguise | While wearing this hat, you can use an action to cast the ** disguise self ** spell from it at will. The spell ends if the hat is removed.

