

The Seer's Catalogue

Quality goods for Quality Wizards and Witches



Slug & Jigger's Apothecary

Potion-making supplies, already completed potions and more. This is a shop that many witches and wizards frequent in order to cure normal ailments and needs as well as for creating their own potions.

Cost	Item	Description
1 galleon	Apprentice's Potion	After drinking this dull gray potion, you have proficiency with cook's utensils until midnight
1 galleon	Philter of Falsetto	It negatively affects Reaction Rolls and makes singing quite impossible Using this potion causes the person that consumes to speak in an annoying high pitched wavering voice
2 galleons	Pewter Cauldron	Standard cauldron for brewing potions
2 galleons	Potion of Potion Identification	This potion gives the drinker the ability to identify potions and their effects for 1 hour
2 galleons	Elixir of Elevation	This potion raises the drinker 2 inches off the ground for an hour. The drinker can walk and run as if on the ground
2 galleons	Potion of Goblinoid	This potion enables the drinker to speak goblinoid for 1 hour The drawback is that the drinker forgets all other languages for that duration
2 galleons	Potion of Slight Increase	This potion gives a +2 for an hour to a random attribute
2 galleons	Potion of Temporary Health	This potion gives 1d4 temporary hit points that last until sunup
2 galleons	Pewter Cauldron	standard issue cauldron
2 galleons	Sleeping Draught	Sleep TWICE AS HARD for four hours You get a full night's rest, but cannot be woken up Unwilling targets get a save
2 galleons	Extinguishing Tonic Potion	Pour on ground to extinguish all fire, magical or otherwise, in a 50' radius
2 galleons	Stink Juice Potion	Smash on ground to cause a major distraction
2 galleons	Potion of enthusiasm	Makes drinker highly enthusiastic about whatever he/she is doing for an hour
5 galleons	Lotion of life	1 application User gains +2 AC for 1 day and +4 against undead
5 galleons	Blink Draft	Potion that teleports the drinker randomly within sight and no farther than 30' away
5 galleons	Color Bomb Potion	Smash on the ground to release a large amount of swirling, colorful smoke. Anyone who sees the smoke is mesmerized by it for d4 rounds
10 galleons	Oil of Unexplainable Speed	This oil gives any living creature with regular speed of 20 ft. or less a +30 for an hour.
10 galleons	Love Potion	Failing a Charisma saving throw, drinker will want to become best friends with nearest being If the nearest being is a sentient of the opposite sex, drinker will fall in love Lasts 1 hour
25 galleons	Troll Jelly	A small jar of troll jelly has enough for 4 applications This jelly, when applied to a wound will heal it 1d4 hp (unless the wound was caused by fire or acid damage)
50 galleons	Potion of healing	When consumed, heals the consumer for 2d4+2 damage.
50 galleons	Silver Cauldron	A more advanced cauldron used for brewing specialty potions. When a potion is brewed in it and the potion is failed, roll a d20. When a 20 is rolled, re-roll the potion check.
100 galleons	Potion of greater healing	When consumed, heals the consumer for 4d4+4 damage.
400 galleons	Golden Cauldron	A sophisticated cauldron used for brewing the most difficult potions. Automatically grants advantage on potions brewed in it.



Quality Quiddditch Supplies

Every self-respecting witch or wizard needs a broomstick. Whether its for practical transportation, racing or other sports, Bromage's Brooms stocks the best on the market

Cost	Item	Description
1 galleon	Broom of Sweeping	It will keep the floor of the room it is left in tidy. Cannot be used for flying though.
2 galleons	Shooting Star	A flying broom with a flight speed of 50' and classic broom at a reasonable price.
10 galleons	Nimbus 4000	Barely faster than the shooting star, but known for its stability. Flight speed of 55' but dexterity saving throws to prevent falling off this broom are made at advantage.
50 galleons	Firebolt Maximus	Considerably faster than the standard broom, but also far less stable. Flight speed of 65' but any speeds over 50' has dexterity checks made at disadvantage
100 galleons	Comet 470	The fastest broom in stock. Flying speed 70' but requires a Dexterity of 16 or greater to safely achieve speeds higher than 65'. If someone using this broom exceeds 65' without a dexterity of 16 or higher, they must make a dexterity saving throw or fall off the broom



Madam Malkin's Robes for All Occasions

Witches and Wizards come here to purchase the latest fashions and classics alike. On top of the enchanted varieties, there are plenty of mundane lines of clothing available at this shop as well.

Cost	Item	Description
1 galleon	Boots of Minor Mud Resistance	One charge. These boots will shed mud with ease
1 galleon	Winter Robes	Standard robes for attending Hogwarts.
2 galleons	Hat of Water Repulsion	Wear this hat and not a drop of water will touch your head!
2 galleons	Winter Robes	Standard issue robes. If yours are ever destroyed or ruined, you can buy a replacement set here.
2 galleons	Boots of Independence	When you remove these boots and fail to restrain them (put them in a pack, etc) they will walk back the way they came, all the way back to where you first put them on, with more-or-less the same cadence and sounds. If you walked in a loop somewhere along the line, the boots will get stuck in the loop and repeat
2 galleons	Boots of Daisy Creation	As you walk, a trail of daisies grows in your trail
2 galleons	Boots of Levitation	These boots levitate when not worn 3' off the ground
5 galleons	Endless Boots	Cannot stop walking. Will never tire from walking. Cannot run. Walk, walk, walk. Need someone else to remove them
5 galleons	Cloak of Accompaniment	Blaring horn sections and drums during combat, that sort of thing plays appropriate music for whatever situation you're in
5 galleons	Robe of Dryness	It is of the kind normally worn after the bath, not the common garb of magicians. It has the property of immediately drying anyone that is wrapped in it, clothed or not. Excess moisture is drawn away from the body, and you are dry. It can be used once an hour.
5 galleons	Shield cloak	This cloak is woven from fine silk and has a <i>protega</i> charm imbued into it. The wearer will be granted a AC of 11 + Dex modifier (max 2) while wearing this cloak. Only one cloak may be worn at a time
8 galleons	Cloak of Billowing	this cloak will always billow dramatically behind the wearer, it has no other effects
8 galleons	Boots of the Aristocrat	When you click them together, your clothes become clean, your skin becomes perfumed, and your hair is styled
8 galleons	Dramatic cloak of invisibility	Makes the user invisible, but the cloak begins to loudly narrate his/her actions
10 galleons	Bedazzling cloak	This cloak has a <i>bedazzling hex</i> imbued into it, thus granting it's wearer a level of camouflage. The wearer will be granted a AC of 12 + Dex modifier (max 2) while wearing this cloak. Only one cloak may be worn at a time.
75 galleons	Wet Dog cloak	This cloak provides true invisibility while in shadows, providing a +4 to stealth checks, but as a side effect of it's poor quality charms, it also stinks like a horde of wet dogs. Anyone attempting to detect them has advantage on perception rolls due to the stench.
100 galleons	Demiguise cloak	This cloak is woven from the silvery hair of a Demiguise, a being from the far East capable of turning invisible. The wearer's outline is perpetually obscured thus making it hard to target them providing an AC 13 + Dex modifier (max 2) while wearing this cloak. Only one cloak may be worn at a time.
600 galleons	Disillusionment Cloak	This cloak has a powerful <i>pellucidi pellis</i> charm woven into it and provides a degree of invisibility to its wearer. This near-invisibility provides an AC of 14 + Dex modifier (max 2) while wearing this cloak. Only one cloak may be worn at a time.



Flourish and Blotts

This shop is highly trafficked, not only for its required textbooks but also for the various magical tomes and works they carry. Anyone seeking spellbooks and scrolls will be sure to shop here.

Cost	Item	Description
1 galleon	Book of Confusion	The letters in this book always appear to be upside down, even if viewed from different directions at the same time.
2 galleons	Magical History Textbook	Required text for 1st year students.
2 galleons	Basic spells Textbook	Required text for 1st year students.
2 galleons	Basic Potions Textbook	Required text for 1st year students.
2 galleons	Basic Defense against Dark Arts Textbook	Required text for 1st year students.
2 galleons	Book of Epic Boredom	When reading, save vs sleep (constitution). On a failed roll, reader falls asleep for 1d20 minutes. On a successful saving throw, the book will look blank all of a sudden. No one knows what the book really says.
2 galleons	Library Box	When a non-magical book is placed inside it for 24 hours, another book of the same size will be found within.
2 galleons	Pocket Book	This appears as a normal book with about 150 blank pages. Using a command, a compartment opens up inside that can hold as much as a box of the same size.
2 galleons	A small blank book	As an action you can copy another book or other document into your book. The copy remains until you will it to be erased or copy another document.
5 galleons	Scholar's Monocle	This monocle is a gold-rimmed glass monocle. While wearing this lens in a library, you have advantage on Intelligence (Investigation) checks to find relevant books and information.
15 galleons	Scroll of Vigilatus	See 1st level spell "Vigilatus" for more information.
15 galleons	Scroll of Find familiar	See 1st level spell "Find Familiar" for more information.
15 galleons	Scroll of identify	See 1st level spell "Specialis Revelio" for more information.
30 galleons	Book of ritual casting	A ritual book that lets you cast arcane rituals in half their normal time. This book can stand in for the standard ritual book of a ritualist.



Magical Menagerie

All pets come with cage and other required supplies. The shop has every shape, color and size imaginable for the animals listed.

Cost	Item	Description
1 galleon	Crab	Standard crab.
1 galleon	Toad	Standard toad.
1 galleon	Lizard	Standard lizard.
1 galleon	Snake	Standard poisonous snake.
1 galleon	Rat	Standard rat.
1 galleon	Weasel	Standard weasel.
5 galleons	Raven	Standard raven. May also be used to send short messages within the school.
5 galleons	Bat	Standard fruit bat. May also be used to send very short messages within the school.
5 galleons	Cat	Standard cat.
5 galleons	Spider	Standard spider.
10 galleons	Owl	Standard Owl. May also be used to send messages outside of the school.
10 galleons	Hawk	Standard hawk. May also be used to send messages outside of the school.
100 galleons	Pseudodragon	A miniature dragon, no larger than a cat. May also be used to send messages outside of the school, but only to other magical individuals. Will not bond with evil players.



Prewett's Packs & Bags

Prewett's sells magical and non-magical storage containers. Nothing much flashy is sold here, just a solid, dependable bag shop.

Cost	Item	Description
1 galleon	Bag of Infinite Manure	There is a nearly infinite supply of manure in this bag. Useful for campfires...
1 galleon	A very small paper box containing a tiny twig	The twig disappears in a puff of smoke when removed, only to reappear in the box 24 hours later.
1 galleon	A bag of Goat Flying Dust	Sprinkled on a goat it allows the goat to fly for 10 minutes. 3 uses.
2 galleons	The Bag of Everything You Don't Need	Twice a day you can pull something out of the bag that is quite useless. Examples are hair ties, bubble gum, scraps of paper, etc.
2 galleons	Bag of Privacy	When you place an object into this bag, say a word or phrase out loud. If a second object is put inside it will be ejected from the bag. This bag can only hold one object. To retrieve the initial object, you must resay the initial word or phrase.
2 galleons	Bag of Mouse Generation	Once a day the bag will generate a live mouse when it is opened The mouse will run away.
2 galleons	Bag of Poverty	This magical bag turns all coins inside of it into copper. Be warned!
2 galleons	Cabbager	This box transforms any food put inside into raw cabbage leaves.
5 galleons	Feather Bag	This small sack will poof out a large cloud of chicken feathers into the air in a 15ft cube when opened, obscuring the area for 1 round, then the feathers disappear. It takes an hour for the feathers to recharge.
5 galleons	Bag of Cheap Facsimile	If an object is put into this bag overnight, a cheap facsimile will be produced inside. If the original object has value, the facsimile will not. Jewels will be glaringly fake, gold will be brass, magical will be non-magical, etc The original object will still be in the bag, along with the cheap facsimile.
8 galleons	Bag of Instant Darkness Powder	When thrown into the air it creates a 20' wide cloud of darkness that no light (mundane or magical) can penetrate Dissipates in 2 minutes.
8 galleons	Miniature Rhinoceros in a Box	When the box is opened, a 6 inch long rhinoceros charges out and away from the box and attempts to attack everyone (AC 18, 1 hp, 0 exp) The rhino cannot cause any damage but might distract opponents.
8 galleons	Box of hidden dimensions	A 1'x1'x1' box that opens on the top and bottom. Each side of the box opens into a separate extra-dimensional space the size of the box.
10 galleons	Insta-Tent	This is a small, round bundle that fits in your hand that will instantly set up a 6 person canvas tent when it's thrown on the ground The tent is tall enough to stand up in (6'5"). To collapse the tent, pull on the corner and it will collapse into the small, round bundle It will not collapse if the tent is not empty.
10 galleons	Do Not Hole	This small handkerchief-sized cloth can be used once a day to cover a hole up to 30'x30' or as a bridge It can support up to 2000lbs The user throws it over the hole and the cloth stretches to fit (up to its maximum size) The effect lasts up to 1 hour To stop it one grabs the corner and gives it a shake.
100 galleons	Backpack of extra dimensions	This backpack has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The backpack can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The backpack weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.



Various peddlers and stalls

There are a vast multitude of stalls and vendors throughout Diagon Alley. They sell virtually all manners of things. Who knows what you can find there?

Cost	Item	Description
2 galleons	Bell of distant ringing	A bell that rings from somewhere else. D12 clock number direction from ringer at a distance of 50 ft.
2 galleons	Glow In the Dark Torch	This ingenious device glows in the dark and gives off 10ft bright light and 10ft dim light For it to work it has to be left in the sunlight for at least 4 hours to fully charge For every 2 minutes exposure to sunlight it will glow for 1 minute in darkness when the command word is spoken.
2 galleons	Paired Scrolls	Whatever is written on one appears on the other Give players a 3"x5" card to write on, to limit how much they can write
5 galleons	Moonglasses	A pair of glasses that gives you 10' darkvision.
2 galleons	Hermes Locket	A heart shaped locket that allows you to mentally send up to thirteen words once per day to the person whose name is engraved in the locket. They can immediately respond back with thirteen words.
2 galleons	Petrification ring	A ring that turns a willing wearer to stone until the ring is removed.
5 galleons	Ring of mimicry	A preserved and shrunken eye set in a ring. While worn the bearer has advantage on deception checks when mimicing animal sounds.
5 galleons	Thunderous Pendant	When worn as part of a necklace, the volume of the wearer's voice is greatly amplified. Only by removing the necklace will the wearer's voice cease to be booming and thunderous.
5 galleons	Lock Lotion	Rub into a non-magical lock to unlock.
5 galleons	Umbrella of feather falling	An umbrella that allows you float downwards at 60'/round when open, negating fall damage.
50 galleons	Ring of Good Omen	The first time you fail a save against harmful magic, the ring breaks and you instead make your save.
50 galleons	Dust of De-Appearance	Can make things invisible, but wears off if the object moves, is moved, or even wiggles a bit. Best used on inanimate objects or people who can hold really, really, still. Enough dust for one medium sized person, creature or object or two small objects.
100 galleons	Survivor's Ring	While wearing this ring, you have advantage on Saving Throws against any spell that Targets only you (not in an area of effect). Requires Attunement.
100 galleons	Shield Ring	You gain a +1 bonus to AC and Saving Throws while wearing this ring. Requires Attunement.



Avery's Statuary & Furniture

The store brims with statues of all shapes and sizes. Some of them are animated, while others sit inert. All of them hum with magical potency.

The store also contains a large number of non-magical pieces of furniture such as couches, tables, chairs and cupboards. However, due to many of their antique status, the same pieces have been available in the shop for centuries.

Cost	Item	Description
2 galleons	Recipe Turtle	This hand-sized figurine of a turtle in black wood will start to loudly call out the ingredients of any dish of food that is placed in front of it Not welcome in restaurants Does not work on magic potions or medicines, only those things meant for nourishment.
2 galleons	Bahatmut's blessing	A tiny platinum figurine of Bahatmut that gives the bearer advantage on diplomacy checks with good dragons.
2 galleons	Statue of greed	A small statue of a god that glows when near gold.
5 galleons	A miniature cat statue	This animated statue acts exactly like a cat and may be used as a pet.
5 galleons	Statuette of Incessant Chatter	Will not stop until all leave the area. Whenever a sentient being is within 20' it will begin to chatter non-stop in the language of the first person who enters area.
8 galleons	Comfortable Chair	This miniature chair fits into the palm of your hand until placed on the floor/ground It then transforms into a full sized chair Sitting in it will provoke any humanoid with 8 wisdom or lower within sight to jealousy unless they make a DC 14 saving throw Getting up from the chair will dispel the jealousy in 1d6 rounds.
8 galleons	A jade figurine of a lion	Pulling the tail causes the lion to roar
	A marble statuette of an angel holding an urn	Water trickles from the urn indefinitely but doesn't collect anywhere.
8 galleons	A statue of a cricket	The cricket chirps normally but stops chirping if an invisible or incorporeal creature comes within 10 feet.
15 galleons	Figurine of Cat Summoning	A cat shaped figurine that summons 1d6 normal house cats. It does not allow any sort of control over the animals They will do what cats normally do... determine if you have any food to offer them, and if not, they'll all bugger off.
100 galleons	Silver Raven statuette	This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the animal messenger spell on it at will.



Borgin & Burkes

Known for carrying borderline illegal dark magic items, this shop is filled with eerie and strange shapes and items ranging from macabre and complete skeletons to desiccated organs of all shapes and sizes. The non-creepy items are often the ones to fear, ranging from cursed items to powerful artifacts safely kept in dour glass displays. All throughout the shop are signs stating "Don'T Touch!" or "Cursed, touch at your own risk." Simple white lines are drawn on the floor with engraved sigils and symbols throughout them, likely forming protective spells.

Cost	Item	Description
1 galleon	Hungry coin	Cursed. Will attempt to eat other coins that it comes into contact with Eats 100 coins an hour.
1 galleon	Bad Penny	This cursed copper piece is always in the way. Whenever you reach inside of something, the first thing you pull out is always the Bad Penny. It requires a Remove Curse spell or similar to be able to get rid of it.
1 galleon	Cursed matches (1d6)	When lit, the match does not ignite. Instead, whatever the PC is looking at catches fire (Tiny match-sized fire. Does no damage unless allowed to progress).
1 galleon	A glass eyeball	The eyeball looks about of its own accordance, and can roll around.
2 galleons	Scroll of Unseen Servant	See the 1st level Conjuraton spell unseen servant for more information.
2 galleons	Necklace of biting	A necklace of animal teeth. Once per long rest as a bonus action you can cause the necklace to bite you dealing 1 point of piercing damage. Perfect for those blessed with fade.
5 galleons	Skeleton gourd	This gourd has a peephole Anyone holding the gourd up to their face and looking into the peephole will be paralyzed for 10 minutes while their brain is filled with visions of dancing skeletons.
5 galleons	A finger bone from an executed man in a small wooden box	You have +1 on death saving throws while it's in your possession.
5 galleons	Arrow of undeath	This fine arrow of yew wood and shrike feathers is tipped with a sharp hydra's tooth. When you hit a target with it, the arrow deals an extra 3d6 necrotic damage. If you miss, the arrow lands in a DM-selected square, within 20 feet of intended target At start of the next round, an undead skeleton claws out of the ground in that square The skeleton acts on its own initiative, and attacks the nearest living creature until reduced to 0 hit points.
5 galleons	A glowing crystal	A glowing crystal that focuses your senses. Once per day you can detect undead, at up to 90 feet.
8 galleons	Ghostly Shawl	When worn, this garment causes the wearer to take on a faded, apparition or ghost-like appearance. It bestows no other powers Real undead will see though the illusion after a short while.
8 galleons	Corpse ring	Ring that makes the wearer appear to be dead and rotten.
8 galleons	Eye of spell deflection	A gemstone with a bloodshot and constantly roving beholder eye visible deep inside it. Once per day the owner can gain 1d4 to a saving throw against a spell.
8 galleons	Necromancer's trinket	A symbol that can once per day use it to animate a tiny beast. The tiny skeleton or zombie remains under your control until it is destroyed or you animate a new undead (AC 10, 1hp and unable to deal damage).
10 galleons	A 6 inch long crystal coffin	When empty, if touched to a dead body the body is shrunken and placed inside the coffin. The body can be released from the coffin by opening it. While in the coffin the body is under the effects of a gentle repose spell.
20 galleons	Bone of animal speech	A fetish made of bone and feathers that lets you cast the ritual Speak With Animals in 1 minute, if you can normally cast it as a ritual.
85 galleons	Cold Stare Skull	This tiny enchanted fox's skull gives the carrier the ability to stand cold temperatures without winter clothing. It doesn't give any resistance to cold damage, though.
100 galleons	Whispering Amulet	A silver amulet with an onyx stone in the center. Once attuned to the amulet the creature will occasionally have auditory hallucinations. The amulet contains 3 charges of Dissonant whispers (save DC 12). Once all three charges are spent the amulet becomes mundane.

