

ARCANE EMPORIUM

A heavy, sheltered carriage creaks into the square, coming to rest in a wide space amidst the market stalls. Already folk have begun to stare—such conveyances are seldom so large, after all—but the strangeness was just beginning.

When a brass-scaled half-dragon emerges from the carriage, nearby folk abandon all pretense of distraction and begin to openly stare. Few have ever seen one of dragon blood, let alone one clad in such regal finery. From his oiled leather boots to his gold-trimmed cloak, the half-dragon is attired more appropriately to a noble court than the road, yet his appearance is immaculate, showing no indication that he had just arrived from travelling.

Seemingly heedless of the attention, the half-dragon steps around the wagon, waving his clawed hand about. At each gesture, a large panel is revealed in the sides of the carriage, which opens to allow large shelves to extend—so large as to be impossible for the size of the carriage. Each shelf is laden with wares of all varieties—potions, scrolls, even weapons. Above it all, a hanging banner unfurls to reveal the words Arcane Emporium in bold, silver letters.

“Come one, come all”, the half-dragon announces once his stall is arranged, “don’t be shy, I don’t bite. I offer magical services of all varieties—divining your fortune, identifying that family heirloom’s magical properties—I even sell magical tools and weapons for a fair price! Come and see the wonderful wares of Balthazar’s Arcane Emporium!”

FROM A FARAWAY LAND

The Arcane Emporium is a travelling magical shop owned and operated by the half-dragon archmage Balthazar. A master artificer, Balthazar has spent years gleaning the secrets of magical items and spells that have been lost to the ages—as well as making a few himself. Trust that, whenever he comes through town, he has a few new options for your perusal.

NEW MAGIC ITEMS

Below are a number of new magic items that Balthazar has discovered or fashioned:

GEM OF WHISPERS

Wondrous item, rarity varies

When you touch a *gem of whispers*, you can use an action to cast the *message* spell from it without the requisite spell components. The target is the bearers of the other gems in this set. You need not know the location of the targets to use this item. These items come in sets that are determined during creation. Once a set has been fashioned, the number of gems in the set cannot be changed, although gems may be destroyed. The number of gems determines the rarity of the item, as shown in the Gem of Whispers table.

GEM OF WHISPERS

Number of Gems	Rarity
3	Uncommon
4	Rare
5	Very rare

WAR WIZARD'S STAFF, +1, +2, OR +3

Staff, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster)

You gain a bonus to spell attack rolls made using this staff as an arcane focus. The bonus is determined by the item's rarity. In addition, melee weapon attacks made using this staff use your spellcasting ability instead of Strength for the attack and damage rolls.

NEW SPELLS

Below are a number of new spell options, as well as some new ways that Balthazar has worked out to cast familiar spells:

ARCANE WEAPON

Evocation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: M (a quarterstaff)

Duration: 1 minute

You imbue a quarterstaff with arcane power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage type becomes force, with a damage die of d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Starting at 5th level, you can deal additional damage to one creature you hit. You deal an additional 1d8 damage when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). This additional damage can only trigger once per round, regardless of how many attacks you can make.

MAGE ARMOUR

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a strip of cured leather)

Duration: 8 hours

This spell functions as presented in chapter 11, “Spells” in *The Player's Handbook*, with the following additional text:

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's base AC increases by a further 1 for every two levels above 1st, to a maximum of 16 + the target's Dexterity modifier with a spell of 7th level or higher.

PSYCHIC REBUKE

2nd-level abjuration

Casting Time: 1 reaction, which you take in response to succeeding a Wisdom saving throw against an effect made by a creature that would sense your emotions, read your thoughts, or apply a mind-affecting effect on you, or 10 minutes (see text)

Range: Self

Components: M (silvered glass shards, which must be sprinkled in a circle around the recipient, see text)

Duration: Instantaneous



You respond to mental intrusion with a psychic thrust. The creature must succeed a Wisdom saving throw. It takes 3d10 psychic damage on a failed saving throw, or half as much damage on a successful one.

Alternatively, you may cast this spell as a ritual with a casting time of 10 minutes on a willing recipient to ward them against psychic intrusion. The recipient of the spell must remain inside a circle of silvered glass shards to benefit from this spell, which lasts for up to 8 hours, or until the spell is triggered. The standard version of the spell does not require material components.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d10 for each spell level above 2nd. If you cast this spell as a ritual on a willing recipient, the spell instead lasts an additional 8 hours for each spell level above 2nd.

REBUKING STRIKE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: M (a melee weapon)

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

SPELL TURNING

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a polished mirror)

Duration: Concentration, up to 1 minute

You gain advantage on saving throws against spells. Additionally, you reflect spells that target you back on their caster. The abjuration only affects spells that have either you or your square as a target; it does not affect area spells that include your square but are not centred on it. For example, a *fireball* that is centred on your square would be affected by this spell, but a *lightning bolt* that crosses through your square would not. Reflected spells use the slot level, spell save DC, attack bonus, and spellcasting ability of the original caster. Area spells that are reflected target the original spellcaster's square.

The abjuration has a number of charges equal to 1d4 + your spellcasting ability modifier. When a spell is turned by this abjuration, that spell's level is subtracted from the number of charges remaining on the abjuration. The spell ends if the duration elapses or all the charges are depleted.

If this abjuration would reflect a spell of a level greater than the total number of charges remaining, you take half damage and the original caster, if they are also affected by the spell, also takes half damage.

If you and a spellcasting attacker both have spell turning effects, a resonance field is created. If a spell would be reflected twice, roll randomly on the Spell Turning table.

At Higher Levels. When you cast this spell at 8th level or higher, the abjuration's number of charges increases by 1d4 for every level above 7th.

SPELL TURNING

d% Effect

01- 74 The spell drains away without effect.

75- 99 Both spell turning effects are suppressed for 1d4 rounds

100 A rift to another plane opens and swallows both casters. The rift forms halfway between both casters and is 5 feet in diameter. The rift exerts a powerful attraction on its surroundings, and creatures that begin their turn within 30 feet must succeed a DC 15 Strength saving throw or be pulled 10 feet closer to the rift. The rift can only be closed by casting a *gate* spell into the space of the rift, with the intention of closing the door between the planes.

CREDITS

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