



AURORA'S TRAVELING TRADERS

CONSUMABLES CATALOG
AUTUMN EDITION

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ART

COVER

Publisher Choice Quality Stock Art © Rick Hershey/Fat Goblin Games
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INTERIOR

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Some artwork Designed by Freepik

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SPECIAL THANKS

A very special thanks goes out to my family, friends, and fellow players. They take time out of their lives to endure my antics and stories that I've told them a 100 times before.

ABOUT THE PRODUCT

This collection of magic items are converted from D&D 4e magic items originally found in the books *Adventurers Vault* and *Adventurers Vault 2*. The items are listed alphabetically along with suggested pricing for your home campaign if your game allows for the purchase of magic items. The pricing is derived from the *Dungeon Master's Guide* and from *Xanathar's Guide to Everything*. Feel free to use this product as is or make it your own by changing things around. Permission to have this product printed out for personal use is granted.

ON THE COVER

The scene featured is of Nigel, loyal employee and trade master of Aurora's Traveling Traders Route #13, studying his spellbook in between customers in his traveling store.

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Well met good traveler and patron! I established Aurora's Traveling Traders to continue the traditions that my great-grandmother Aurora the Eclectic started by providing the good people of Faerûn the finest wares, services, and entertainment found anywhere on Toril. This catalog contains a host of exotic magical consumables brought to you from the far reaches of the world and the planes beyond! Here you will find potions, elixirs, spell reagents, and wondrous foodstuffs. New to our catalog this season are spell reagents that have been painstakingly crafted to get the most out of your spellcasting. Please look for us on our trade routes, the Emporium in Waterdeep, or at our Lionshield Coster partner locations where you can order our full line of products from Aurora's Emporium. Nigel, the trade master of Route #13 and featured on the cover of this catalog, will be extending his hours and trading season to bring our newest products and services to all corners of the Faerûn!

Aurora Falconhand

OWNER AND MASTER TRADER

Aurora the Eclectic spent her early life adventuring and made her way throughout most of Toril, from the Sword Coast to the shores of Kara-Tur. She built a network of stores and agents to bring the finest merchandise found in the Realms to satisfy the tastes even the most discriminating of customers.



About the traveling traders:

Aurora's Traveling Traders is a group of the finest guild licensed merchants, master crafters, & entertainers that Faerûn has to offer. The group was established by Aurora Falconhand, the great-granddaughter of Aurora the Eclectic (the original proprietor of *Aurora's Emporium*), as a way to bring the finest wares and exotic experiences from far off lands to the good people of Faerûn. Aurora's Traveling Traders not only brings one-of-a-kind items to auction but has the whole line of *Aurora's Whole Realms Catalogue* for sale as well as traditional staple items and services needed for everyday life in the Realms. Due to a recent partnership with the Lionshield Coster you can also find our finest wares at their locations as well!

NEW RULE: REAGENTS

Reagents empower spells to have a greater effect or additional effects. To use a reagent you must hold it as you would a spell component during the casting of the spell. As you cast the spell the reagent is consumed unlocking its power. You may use only one reagent at a time on a spell.

ASTRAL MEAD

Wondrous item, rare 1000 gp/pint

The sweet light mead sparkles with the essence of psychic energy that permeates the Astral plane. It will refresh you physically and bolster you mentally.

When you drink a pint of the mead as an action, you feel psychic energy infuse your entire being making every nerve in your body tingle. You gain resistance to psychic damage for 8 hours and may immediately spend a number of hit dice equal to your Constitution modifier (minimum of 1) to regain hit points.

BLACK CAVE PEARL

Reagent, rare 4000 gp each

This legendary pearl is found in the darkest subterranean lakes, pools, and rivers. The pure black color pulls your attention as you gaze upon the pearl.

When you cast a spell that charms, controls, or compels a single target you may use the *black cave pearl* to give the target of your spell disadvantage on the spell's saving throw roll. The *black cave pearl* turns transparent and cracks in half after use.

BLACK DRAGON BILE

Reagent, uncommon 500 gp/vial

This caustic substance is cultivated most effectively from a black dragon's acid producing organs, though any acid producing creature can be used to make this reagent.

When you cast a spell that causes acid damage you may use a vial of *black dragon bile* to do an additional die of acid damage to the target or the spell's saving throw DC increases by 2. Once used the *black dragon bile* turns into a thick mucus-like jelly.

BRIGHTLEAF

Reagent, uncommon 250 gp each

These leaves are cultivated from a rare tree found in ancient forests where the weather is always warm. The leaves have a slight shimmer to them when inspected in the sunlight and give off a vibrant display when used.

When you cast a spell that causes radiant damage you may use a *brightleaf* to add an additional die of radiant damage or to increase the spell's area of effect by 10 feet (if the spell has an area of effect). The *brightleaf* disintegrates into a cloud of vibrant multi-colored sparks once used.

CLAY OF CREATION

Reagent, uncommon 400 gp/ounce

This clay is mined from the Elemental Plane of Earth, bringing the resilience of the element of earth to your creations.



Jug of Astral Mead, 2 pint container (2000 gp as pictured).

When you cast a spell that creates or summons a single creature or construct you can use 1 ounce of the *clay of creation* to bind with the creature brought forth by the spell. The creature gains a number of temporary hit points equal to your level. The *clay of creation* is absorbed into your body during the casting.

CREEPING GATEVINE

Reagent, uncommon 250 gp/sprig

These dark green vines produce a vibrant red flower and grow exclusively on stones that form the foundation of magical portals or teleportation circles. The creeping gatevine leeches some of the magic that is used to teleport creatures to distant locations.

When you cast a spell that has a teleportation effect you may use a sprig of the *creeping gatevine* to increase the spell's teleport distance. The distance that the spell may teleport the targets is increased by 15 feet. The vine just disappears during the casting.

CRYPTSPAWN POTION

Potion, uncommon 300 gp each

This potion is a clear viscous liquid that smells like the flesh of death itself and tastes exactly like you'd imagine rotting ichor to taste. Its questionable manufacture aside, it provides you with protection from diseases and poisons.

When you drink this potion, you gain advantage on saving throw rolls for effects that cause disease or poison damage. In addition, you gain resistance to poison. These benefits last for 1 hour.

DARK CLOVER

Reagent, uncommon 100 gp/bunch

These dark colored clovers are nearly identical to their mundane cousins. They grow where there is a connection to the Shadowfell. Places where they can be plentiful (if you know what you are looking for) are graveyards, sites of large battles where many died, or places denizens of the Shadowfell enter our world.

When you cast a spell that causes necrotic damage you may use a bunch of the *dark clover* to add an additional die of necrotic damage or increase the spell's saving throw DC by 2. The *dark clover* disintegrates into a cloud of shadow motes.

Deathspawn Potion with decorative container by renown elven jeweler, Sylvain Qu'thoren. Additional 100gp for the container pictured.



DEATHSPAWN POTION

Potion, uncommon

375 gp each

Made from grave dirt, high-proof spirits, and a bit of arsenic this potion can provide you a barrier against the those that wield necrotic power.

For 1 hour after drinking this potion you gain immunity to necrotic damage and poisons.

DESERT ROSE

Reagent, uncommon

400 gp each

This rare yellow flower has the essence of the Weave that can be infused into magical effects. Found only in oases that have a well of deep water that are in the heart of the harshest deserts in Faerûn.

When you cast a spell that requires concentration the stored magic in the flower will fuel the effect for you, allowing you to ignore the concentration requirement of the spell until the end of your next turn. This allows you to briefly have two concentration spells in effect concurrently. At the end of your next turn you must decide which spell to maintain concentration on or both spells will end. The *desert rose* crumbles into sand after use.

DESICCATED MUMMY'S EYE

Reagent, rare (mummy)

2250 gp each

Reagent, rare (mummy lord)

3000 gp each

The desiccated mummy's eye has been ritualistically dried to preserve the powerful magic of a Mummy's dreadful glare.

When you cast a spell that imparts the frightened condition you may use the *desiccated mummy's eye* to freeze the targets with fear. If the targets gain the frightened condition from the spell then they cannot move until they are no longer frightened. If the *desiccated mummy's eye* was created from a mummy lord then the saving throw DC of the spell also increases by 2 in addition to the above effect. Once used the eye will disintegrate into a chalky powder.



Desiccated Mummy's Eye

DREAD NIGHTSHADE

Reagent, rare

3175 gp/bunch

This green leafy plant produces a deep purple berry that can be cultivated to increase the effectiveness of poison effects. This is only sold to the most reputable customers with approval of the local sheriff.

When you cast a spell that causes poison damage you may use a bunch of the *dread nightshade* berries to increase the potency of the poison. Roll all of the dice that cause poison damage twice and add them together. The *dread nightshade* turns into a thick bitter residue once used.

ELIXIR OF ACCURACY

Potion, uncommon

75 gp each

This azure liquid is cultivated from a plant deep in the Feywild, it has a sweet smell and tastes like sour blueberries.

Once you drink this elixir you may double your proficiency bonus to a single attack roll made before the end of your next turn.

Elixir of Accuracy with decorative bottle



ELIXIR OF APTITUDE

Potion, uncommon

75 gp each

This amber liquid has a mild sweet taste. The potion boosts your confidence and calms your nerves.

Once you drink this elixir you double your proficiency bonus to a single ability check roll made before the end of your next turn.

ELIXIR OF DEXTERITY

Potion, rare

500 gp each

This light, slightly oily elixir is created by quickling alchemists, granting those that drink it quick reflexes much like the dexterous quicklings.

For one minute after drinking this elixir, you add double your Dexterity modifier to Dexterity saving throws and ability checks.

ELIXIR OF FORTITUDE

Potion, rare

500 gp each

Legend holds that this fuchsia liquid is distilled from the blood of fallen dwarven heroes and strongest dwarven spirits imbuing you with their toughness.

For one minute after drinking this elixir, you may add double your Constitution modifier to Constitution saving throws and ability checks.

ELIXIR OF WILL

Potion, rare

500 gp each

Brewed from the brains of Mind Flayers you are able to clad your psyche in mental armor.

For one minute after drinking this elixir, you may add double your Wisdom modifier to Wisdom saving throws and ability checks.

FEYBREAD BISCUIT

Wondrous item, common

50 gp each

This hardtack biscuit is a tasty treat that the fey created to aid them on long journeys. The unique combination of wholesome ingredients and a touch of fey magic rejuvenates you throughout the day.

Feybreads are small biscuits that weigh about an ounce.

When you eat one your body gains the sustenance of a full day's meal. You also gain 2 additional hit points for each hit die you spend during your next short rest if taken within 8 hours of eating a biscuit.

FLAME ROSE

Reagent, uncommon

275 gp each

This delicate rose has been infused with energy from the elemental plane of fire. The veins of this rose glow with a slight orange light and the rose feels warm to the touch.

When you cast a spell that causes fire damage you may use the *flame rose* to infuse power into the spell causing the targets of the spell to catch fire and take an additional 5 fire damage at the start of their next turn. The *flame rose* is consumed during the casting of the spell, erupting into a small burst of fire.



Fire Beetle Potion

Glassteel Shard decorated by the renowned dwarven smith, Kelbor Blackhammer



FLASH FLOWER

Reagent, uncommon

125 gp each

Nature has a tendency to absorb the power of the elements or of the Weave itself if the circumstances are right. This flower is normally found near areas that have been struck by lightning or other electrical phenomenon. The flower causes a slight tingle on your skin when touched.

When you cast a spell that causes lightning damage you may expend the *flash flower* to cause the target to be blinded until the end of your next turn. When used, the flower explodes with snap and a slight electrical discharge.

FIRE BEETLE POTION

Potion, rare

300 gp each

This red liquid, distilled from crushed fire beetles, tastes of a strong spirits and cinnamon with a slightly smoky aftertaste.

When you drink this potion, your eyes glow a faint red as if they have fire behind them, your skin also takes on the chitinous feel of the fire beetle. In addition, you gain resistance to fire damage and you may spend a number of hit die equal to your Constitution modifier. For each die spent you gain 5 times the number of hit die spent as temporary hit points. The effects of this potion last for 1 hour.

FUNDAMENTAL ICE

Reagent, uncommon

325 gp each

This ice is rare in Faerûn, however, in the Elemental Plane of Chaos this ice is abundant, floating freely and randomly. The ice has a peculiar property in that it doesn't melt at all even when a heat source is applied.

When you cast a spell that causes cold damage you may use the *fundamental ice* to cause one target of the spell to be restrained until the end of their next turn. The *fundamental ice* is consumed, turning into a cold vapor before dissipating.

GLASSTEEL SHARD

Reagent, uncommon

200 gp each

This tempered glass is as strong as steel and is incredibly hard to make, it's secrets only known to high level alchemists and a few dwarven smiths.

When you cast a spell that causes force damage you may use a *glassteel shard* to push one target 10 feet away unless they succeed on a Strength saving throw roll. The DC is equal to the caster's spell saving throw DC. If the spell already pushes the target then the pushing effect of the shard has no effect. The *glassteel shard* shatters into very fine shards when used.

LIFE SHROUD

Wondrous item, uncommon

275 GP each

These linens are specially prepared by sacred rites to help preserve a corpse from decaying or being fouled by necromantic magics.

A corpse wrapped in this shroud cannot be turned into an undead nor do they decay. Any undead that tries to touch a corpse wrapped in a corpse shroud must succeed on a DC 15 Wisdom saving throw or be forced to stay 10 feet away from the corpse. The magic of the shroud doesn't activate until you have wrapped a corpse fully with the shroud and the magic dissipates if the shroud is removed.

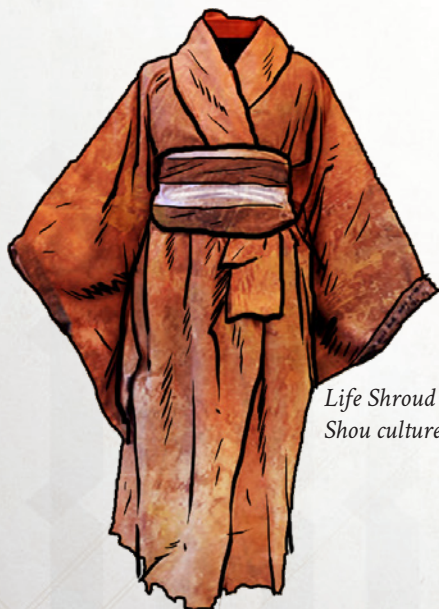
MIND DUST

Reagent, uncommon

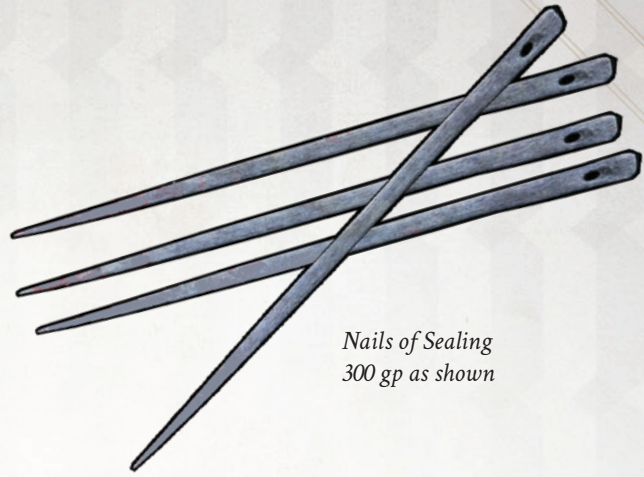
225 gp/vial

This powder is created by harvesting the brain of a mind flayer and preparing it through a secret process that results in a powder you breathe in to give more power to psychic attacks.

When you make an attack roll with a spell that causes psychic damage you may breathe in a vial of the *mind dust*. You gain advantage on the spell's attack roll. After using the *mind dust* roll a d20, if the roll is a 1 then you gain a random short-term madness as listed in the *Dungeon Masters Guide*.



Life Shroud in the style of the Shou culture



*Nails of Sealing
300 gp as shown*

NAIL OF SEALING

Wondrous item, uncommon

75 gp each

This large steel nail is covered with arcane sigils that invoke the power to hold closeable objects shut.

As an action, you can press this nail into the material of the closeable object to seal it shut as if you had cast the spell *arcane lock* on the object. The object that the nail is used on must be a legal target for the *arcane lock* spell, otherwise the *nail of sealing* will not activate. The effect of the nail can be dispelled or suppressed in the same way as the *arcane lock*. Once used the nail melts into the object.

POTION OF STORMSHIELD

Wondrous Item, uncommon

200 gp each

This chalky gray potion smells faintly of ozone and has a bitter metallic taste to it.

When you drink this potion your skin and eyes will take on a slight silvery sheen. As a reaction, when you take lightning or thunder damage you may reduce the damage by 5 + your Constitution modifier (minimum 1).

POTION OF VIGOR

Reagent, very rare

20,000 gp each

This deep purple liquid tastes of sweet grapes and tingles as you consume it. The potion invigorates you and bolsters your life-force.

You may drink this potion during a short rest before you spend hit dice. Once you drink this potion any number of hit dice that you spend during the short rest will give you temporary hit points instead of hit points as normal. You gain a number of temporary hit points equal to the total result rolled from all spent hit dice. These temporary hit points last for eight hours unless another source gives you a greater number of temporary hit points, they are depleted, or until you take a long rest.

RUST BARK

Reagent, common

50 gp/ounce

The bark of the ironwood tree is ground into a fine red dust and magically treated to help it conduct the energies of the Weave increasing the area of effect.

When you cast a spell that has an area of effect, you may use 1 ounce of *rust bark* to increase the area of effect by 5 feet. The *rust bark* is consumed during the casting of the spell.

SILVER SAND

Reagent, uncommon 150 gp/ounce

No one is sure how the silver sand is formed but it can often be found around temples or shrines that are dedicated to healing and the reduction of suffering. The sand helps to maximize healing effects from spells.

When you cast a healing spell, you may use 1 ounce of *silver sand* to boost the effectiveness of the spell. Roll 1 additional die when determining the amount of hit points that the spell heals. The sand flows into the target of the spell when used.

STONEMEAL BISCUIT

Wondrous item, common 50 gp each

This biscuit is as rough as the dwarves that created it, however, it will keep you going during a long day's work. It's made of coarse cornmeal, oats, dwarven ale, and a touch of magic. Most claim it's only fit for a dwarf to eat.

For eight hours after eating a stonemeal biscuit you gain advantage to any Constitution saving throw or Constitution ability check that would result in exhaustion being gained.

TERROR ICHOR

Reagent, rare 3000 gp/vial

This dark viscous liquid is rumored to be blood taken from pixies or other fey creatures. When used as a reagent for a spell the *Ichor* creates vivid visions of terror in the victim of the spell. Note: this will only be sold to those of reputable dispositions

When you cast a spell that causes the frightened condition you may use the *terror ichor* to create an additional effect.

If target becomes frightened as a result of the spell you may use *terror ichor* to create vivid hallucinations of horrendous and vile creatures. Until the frightened condition is removed the target must use their action to Attack the creature that is closest to them each round. The *terror ichor* transforms into a clear jelly substance once used.

UNGUENT OF BLINDSIGHT

Wondrous item, rare 500 gp/use

This greasy white cream allows you to sense those invisible dangers that lurk around every corner.

As an action, smear the white cream on your eyelids. You gain blindsight out to a range of 10 feet for 1 hour

UNGUENT OF DARKVISION

Wondrous item, uncommon 200 gp/use

Many times, it is safer to travel under the cover of darkness, however, many creatures don't have darkvision to help them navigate. This greasy black ointment will grant you darkvision.

As an action, smear the ointment on your eyelids. You gain darkvision out to a range of 60 feet for 8 hours.

VORTEX STONE

Reagent, rare 5000 gp each

Occasionally artifacts of the Shadowfell are found in the lands of Faerûn. Vortex Stones are stones, rocks, or other minerals that were taken from the Shadowfell or magically created by siphoning off energy from the Shadowfell. These stones are typically used to take the fight out of your enemies.

When you cast a conjuration spell that requires a Strength saving throw, you may use the *vortex stone* to weaken those affected by the spell. When the target of your spell fails their Strength saving throw they gain disadvantage on attack rolls. This effect lasts until they are successful on a Strength saving throw equal to your spell's saving throw DC. Those affected make additional saving throws at the end of their turn to overcome the effect. One used, the *vortex stone* cracks and turns transparent.

Vortex Stone inset in a platinum ring (5500 gp as picture). Ring design by renown halfling jeweler Alton Quickfinger.



Terror Ichor in a decorative bottle, stylizing the horns and armor of a demon.

