



Bazaar of the Bizarre: From the Attic of Alluvius Ruskin

By Jim Auwaerter

Illustrations by Zoltan Boros and Eva Widermann

In Sigil's Market Ward, near the Hive, one tower rises above the general clutter of the city's twisted streets. Tivvum's Antiquities serves as a ready landmark for touts and guides to navigate through the ward. Its green marble walls are studded with small windows that occasionally give off multicolored light that cuts through the gloomy murk of the twilight hours. There is no place better in all of Sigil to purchase the keys to unlock the City of Doors.

Those who enter the store find cluttered pathways between a variety of magical and mundane items, nearly all of which are portal keys—each able to open a particular passage at a particular time to or from Sigil. In the center of the store, a wide iron staircase spirals up through five stories of increasingly rare items. The bottom two floors are simple, usually non-magical keys and bits of junk that power some of the more commonly trafficked portals. Going up a floor or two, a cutter can find ever-frozen ice made of water from the river Styx, a matching ring and circlet fashioned from the antennae of a rust monster and, on the uppermost floor, a balor skull inlaid with gems and a fragment of a sterile seed from the world tree Yggdrasil.

Newcomers to Sigil might be surprised to learn that the proprietor of Tivvum's Antiquities is not

named Tivvum. An elderly tiefling by the name of Alluvius Ruskin took over from her mentor Tivvum several years ago when he either retired or went off adventuring, depending on which story one chooses to believe. Alluvius decided to retain the shop's name, in part because it is carved along the outer walls of the store, winding up the side.

Over the intervening years, Alluvius (or Lu, to her friends and longtime customers) has not shown her age until lately. She has lost weight, giving her a frail appearance, and her bushy hair has thinned, making her horns appear even more prominent. Despite these changes, her personality is just as cheery, and if anyone inquires after her health, she just smiles and says that everyone gets older someday. She reminds most people of a kindly grandmother.

It's common to hear Lu coming before seeing her. She is a little clumsy and nearsighted, and tends to bump into items scattered around the floors. Her spectacles are so thick that it's hard to see her eyes, and she wears leather gloves at all times. "After all," she is fond of saying, "there are plenty of keys that I wouldn't want to touch by accident." Lu's wits have not dimmed, however—she can instantly identify what any of her portal keys are good for, and if someone has a destination in mind, she will probably know

how to get there. She also maintains a list of intangible portal keys such as spoken phrases or thoughts, which she sells to those who need them.

Those who try to take advantage of her frailties and rob her are in for a rude surprise. The last berk who thought he'd steal a portal key learned the meaning of the word "defenestrated" when he was thrown out of a third-story window by some sort of golem that formed itself from things around the floor. In an earlier incident, the shop's open doorway proved to be an impassable barrier to a would-be shoplifter, who found herself unable to walk through it while Lu hobbled over and pointed out where on the thief's person the merchandise had been secreted.

Some say that Lu is not as physically weak as she appears to be, and she has been seen demonstrating her knowledge of ritual magic, leading some to wonder whether she also knows some damage-dealing spells. No one seems eager to find out firsthand.

WHAT CAN WE SHOW YOU?

Tivvum's Antiquities is an ideal place for characters to purchase items that you'd like to make available to them, but that might not fit well thematically in a treasure package. Here are a few examples of how to re-flavor some magic items into goods that Lu might sell.

Merchandise	Magic Item
Razorvine knuckledusters	strikebacks
A hat topped with a cranium rat skull	headband of intellect
A still-mobile glabrezu claw	grasping weapon
The hammer of a dabus	silent tool
A bag of scales from a rust monster	rust bomb

MIMIR

"You've probably seen a few mimirs around Sigil already, but this particular grinner also acts as a key to Hestavar. With it, you can go straight to the Swan Tower in the Bright City. Be a nice change of pace from the weather here, wouldn't it?

"It also does everything a normal mimir does, storing all sorts of information and giving it back whenever you ask for it. I got this one here cheap. The leatherhead who used to own it always left it on, and his wife used it to check up on whether he was spending his time working like he claimed, or out at the Sensorium."

Mimir	Level 18 Uncommon
<i>This small skull made of an unidentified metal floats near you, ready to respond to your inquiries.</i>	
Wondrous Item	85,000 gp
Property	
You gain a +4 item bonus to knowledge checks about life on the planes and to skill checks to perform divination rituals.	
Utility Power ◆ At-Will (Standard Action)	
Effect: The mimir begins recording all sounds that it can detect within 20 squares of it (+13 Perception modifier). You can stop the recording as a free action, and can play any part of the recorded information back as a minor action. The mimir can store an unlimited amount of auditory information.	

KARACH ARMOR

"I'm afraid I've got a lot of this armor here. The basher who sold it to me didn't mention that the portal it was keyed to was temporary. It used to lead to a githzerai monastery in the Elemental Chaos, but now . . . well, it's good armor, I'm told. Still, he better hope that he doesn't come back here again. He'll wish that the Hardheads were still around—they'd punish him less than Estavan will. This old biddy's got a few favors to call in, believe you me.

"Oh, yes, this armor. You don't recognize what it's made of? It's not quite metal, exactly. It's called karach, it's formed from the stuff of Limbo, and it can be shaped by the will of its user. You'll never have a better-fitting set of armor."

Karach Armor	Level 12+ Common
<i>This armor molds itself to you when it is donned, then seems to shimmer and transmute as you move.</i>	
Lvl 12 +3 13,000 gp	Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp	Lvl 27 +6 1,625,000 gp
Armor: Chain, scale, or plate	
Enhancement Bonus: AC	
Property	
This armor has no speed penalty or armor check penalty.	

SPELLSOUL BLADE

"There are a fair number of chivs like this one. Each of them was forged for a specific person, and they each have a tiny piece of that person's soul inside. That soul gives the blade its power. A cutter who's holy-minded has a soul shining with radiant light,



Spellsoul Blade

Level 14+ Uncommon

When you cause this weapon to appear in your hand, you also imbue it with whatever sort of energy your soul desires.

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Weapon: Heavy blade or light blade

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property

When this weapon is created, the DM chooses three of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, thunder.

Utility Power ♦ Encounter (Minor Action)

Effect: Choose one damage type from the three selected when this weapon was created. All untyped damage dealt by weapon attacks using this weapon changes to the chosen type. This effect lasts until the end of your next rest, whether short or extended.

While this effect lasts and you are holding the weapon, you have resist 10 to the chosen damage type.
Level 24 or 29: Resist 15.

Utility Power ♦ At-Will (Minor Action)

Effect: You store this weapon in a secure extradimensional space. You can use a free action to recall the weapon to your hand.

and a Xaositect who got hold of one of these swords made would probably make you half-barmy when he hit you with it. And because the blade's partly made of a soul, you can store it inside your own soul and bring it out when you want.

"When the blood who donated a bit of his soul is written in the dead-book for good, his blade can serve as a key to the location where that person passed away. This blade belonged to a berk who died fighting in a dread domain of the Shadowfell. I don't know how it got out, but if you use it to get back in, you'd better have another way of getting out.

"All these spikes you can come across today are lesser copies of a legendary blade. The way the chant goes, a swordmage from the City of Brass fought with all his being—body and soul—against his foes. When he grew angry, his sword burned with his rage. When

he fought for justice, his sword glowed with golden light. The thing seemed to manifest a force related to what he was feeling, from moment to moment. Eventually, he and his special blade became one, with his whole soul contained within steel.

This legendary weapon is supposed to be more powerful than any of its copies, and might work as a key for any of the portals created by its copies. If you find that sword and bring it here, I'd be willing to pay a lot of jink for such a prize."

MODRON TOY

"This little gewgaw is one of the most powerful keys I have in the place. It's said it was once owned by the Nameless One itself. You haven't heard that name? Well, the tale's too long for me to tell, but if you're curious, you can go to the Red Tabor inn and look for a rogue modron named Nordom to hear the dark of it.

"Oh, but this here! This toy acts as a key to the plane of Mechanus, and even if you're not in Sigil, it can open a portal to a demiplane near there. The place used to be part of a town on Mount Celestia, till a rogue modron broke it off. Now it looks like a piece of home, at least if you consider a mesh of interlocking gears home. Time flows funny in there—sometimes fast, sometimes slow, though it all seems the same to those inside. Just be careful when you leave—some modrons take offense at those who abuse portals to Mechanus.

"This gadget also can summon a modron to serve you that will treat you as its lawful superior. Those modrons—all about the law.

"The Guvners who moved out of Sigil would give a lot to buy this, but they're afraid to come back after the Lady's pronouncement. If you've got the jink, you might be able to turn a pretty profit by selling it to them. My old bones aren't interested in traveling around to see who's interested."

Modron Toy

Level 23 Uncommon

This small toy is shaped like a rogue modron. You can manipulate it to bring forth its remarkable powers.

Wondrous Item 425,000 gp

Utility Power ♦ Daily (Standard Action)

Effect: You open a portal in an unoccupied square adjacent to you. This portal leads to a pocket dimension bounded by interlocked gears, about 100 feet on a side. The portal remains open until the end of your next turn.

After the portal closes, the DM rolls a d20. On a roll of 15 or higher, time flows quickly, and 8 hours within the pocket dimension are equivalent to 4 hours outside it. On a roll of 5 or lower, time flows slowly, and 8 hours within the pocket dimension are equivalent to 16 hours outside it.

After 8 hours in the pocket dimension, everything within it returns to the area where the portal opened or to a random location in Mechanus (DM's choice).

Utility Power (Summoning) ♦ Daily (Minor Action)

Effect: You summon a duodrone balancer in an unoccupied space within 10 squares of you. The balancer is an ally to you and your allies, and acts on your turn.

The balancer lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the balancer's description. You must have line of effect to the balancer to command it. When you command the balancer, you and the balancer share knowledge but not senses.

When you take a move action, you can also command the balancer to move up to its speed.

When the balancer makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The balancer lasts until you use this power again, until it drops below 1 hit point, or until it ends its turn more than 10 squares away from the *modron toy*. If the balancer drops below 1 hit point, you lose a healing surge (or hit points equal to your surge value if you have no surges left). You can dismiss the balancer as a minor action.

Duodrone Balancer Summoned Creature

Medium immortal animate, modron

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the balancer if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 5, fly 5 (clumsy)

TRAITS

Implacable

An enemy cannot enter the balancer's space by any means.

STANDARD ACTIONS

⚔ Remove Outlier ⚔ At-Will

Attack: Melee 1 (one creature); your level + 5 vs. AC

Hit: 2d6 + your level damage, and the target cannot score critical hits until the end of your next turn.

TRIGGERED ACTIONS

Probabilistic Understanding ⚔ **Recharge** when an enemy within 10 squares of the balancer scores a critical hit

Trigger: The balancer's summoner makes a d20 roll.

Effect (Free Action): The summoner treats the triggering roll as though he or she rolled a 10.

⚔ Impose Order ⚔ At-Will

Trigger: An enemy willingly leaves a square adjacent to the balancer without shifting or teleporting.

Effect (Opportunity Action): The balancer uses *remove outlier* against the triggering enemy.

About the Author

Jim Auwaerter is from a village by the Lugotak Sea. He is the author of several recent D&D *Insider* articles, such as "Tools of Two Trades" in *Dragon* 402 and "Monk Basics" in *Dragon* 404.

Developer

Tanis O'Connor

Managing Editor

Kim Mohan

Development and Editing Lead

Jeremy Crawford

Senior Producer

Christopher Perkins

Producers

Greg Bilsland, Stan!

Senior Creative Director

Jon Schindehette

Art Director

Kate Irwin

Illustrators

Zoltan Boros,

Eva Widermann

Digital Studio Consultant

Dan Helmick

Graphic Production Manager

Angie Lokotz



DUNGEONS & DRAGONS

The D&D Next playtest has begun!

We're looking to you, the legions of D&D fans, to help shape the next iteration of Dungeons & Dragons.

Get started today and download your playtest packet.