

AURORA'S WHOLE REALMS CATALOGUE, v1

*PURVEYORS OF FAERÛN'S FINEST MERCHANDISE,
STOCK No. 9359*

At last! The return of the most famous catalogue in Faerûn, useful for players and Dungeon Masters in any campaign, provides a number of useful items and goods of all kinds. This issue of Aurora's Whole Realms Catalogue contains items of stagecraft from the Actor's Stage and exotic weapons from the Warrior's Rack. In addition we give a new background for those who wish to seek employment with Aurora's! Players' "shopping trips" will never be the same!

Design: Greg Marks
Original Art: Ben Siekert
Foreword: Anne K. Brown



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FOREWORD

Aurora's Whole Realms Catalogue has resumed shipping merchandise! What an exciting time for Faerûn!

After some years without enchanted shipping channels, the retail empire has fired up the teleportation platforms once again, and merchandise is flowing. If Aurora were still with us, she'd have a story to tell. That's where I come in—the original Aurora.

The construction of Aurora's Emporium from creative spark to finished volume was one of the most exhilarating processes I've ever experienced, so I thought I'd take this opportunity to share the tale with anyone who bothers to read the foreword of a book. Sometimes there are hidden gems in a foreword. I'll let you be the judge.

I had the incredible fortune of working as an editor for TSR, Inc., from May 1989 to August 1997. One of our annual tasks was for the entire R&D department to develop the three-year plan. We'd all cram into a conference room right after lunch, close the door, and not come out until each game world had been plotted for the next three years—usually just in time for dinner. Now just imagine about 16 creative geniuses, including the likes of Zeb Cook, Jeff Grubb, and Troy Denning, sitting in a room with a fresh box of dry erase markers, a blank whiteboard, and the question: What do we want to design over the next three years?

I wish smartphones had existed back then, and I wish someone had recorded those meetings, because the creative pinball that ensued was mind-blowing. We hatched all sorts of ideas from the catastrophic ("*What if magic went all wonky in the Realms?*") to the ridiculous ("*Can we have jermlaine riding on stirges?*") to the forbidden ("*No one is allowed to blow up Toril's moon! Why do all the freelancers ask if they can blow up the moon?*") Jeff Grubb would lament.) A lot of really good—and really bad—ideas bounced around those meetings. Perhaps some of them are still floating in those hallowed halls on Sheridan Springs Road in Lake Geneva.

In one of those meetings, I tossed up an idea—and to my surprise, the team was enthusiastic. I had been playing a lot of *Call of Cthulhu*, and I explained that one of our most useful play aids was not even a game

book. It was a replica of a Sears, Roebuck & Co. catalog from 1902. We found all sorts of gear in that book, and we knew everything we needed about bicycles, hand tools, pistols, ladies' corsets, and photography equipment available at the time. "*Why not create a fantasy equivalent of the Sears catalog?*" I asked. The idea was quickly voted onto the schedule, a fantasy marriage of Sears & Roebuck with the *Mother Earth News*. "*What should we call it?*" was the next question. "*How about naming it after my character?*" I proposed. After some linguistic swapping and shuffling, a title was born: *Aurora's Whole Realms Catalogue*.

Months went by before research and design were to start, and eventually, because two heads are better than one, I was paired with J. Robert King to write the book. Rob was the perfect counterpart—a talented writer who could channel the twisted glee of Roald Dahl and Dr. Seuss as needed. We had meetings, wrote equipment lists, and scoured the library at the University of Wisconsin-Milwaukee for odd cultural anthropology tomes to add ethnic doodads and gewgaws to our lists. I wrote the introduction to the book and my husband, Richard Brown, invented Aurora's magical distribution network. We were ready to write.

And then I went on maternity leave.

"*I want to write this,*" I told my boss. "*I can do this. The item descriptions are short. I can do a few each day and it will be just fine.*" Papal dispensation was granted.

About two weeks later, my phone rang. The saddest James M. Ward I had ever heard was on the other end. "*Anne,*" he said. "*Human Resources is having a fit. They can't let you write while you're on maternity leave. We'd be violating about a million laws. I'm so, so sorry.*"

It was a sad afternoon for me, but one bright spark kept me from despair: I knew that Rob owned this book. We were on exactly the same page. We had talked endlessly about the tone and Aurora and her Emporium and all the weird stuff this book needed. This book was in the best possible hands, including those of some other folks in the R&D department who chipped in.

And the final result was even better than I envisioned. Vintage-style illustrations, wry humor, and every object, no matter how bizarre, with practical



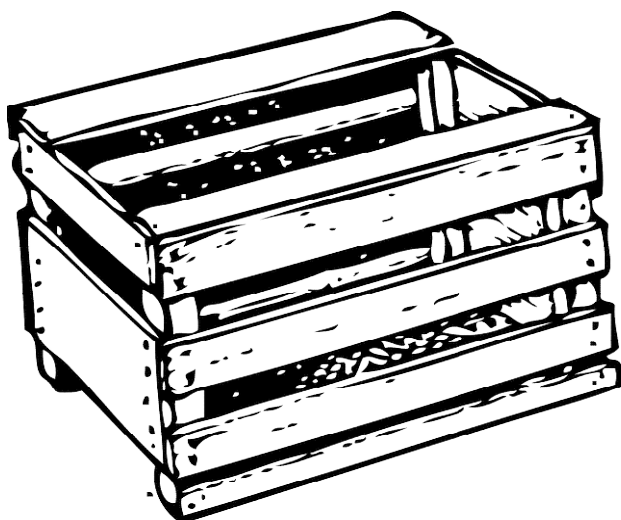
applications—this was a work of art. The book sold well and we received some nice feedback from fans.

I hadn't thought about that project in quite a few years, and I figured Aurora had slipped into obscurity. Then we arrived in Indianapolis for GenCon in 2012, where demos of the *Lords of Waterdeep* game were running. My husband shared some startling news. "*Aurora's Realms Shop is one of the locations on the game board*," he said. My jaw dropped. My namesake was still in business!

Even more exciting was the moment when Greg Marks tapped me on the shoulder at Dan's Con of the Vale—one of the gaming conventions run by Cold Iron Convention—and revealed that he was getting ready to relaunch the catalog. Although Realms time had marched on and Aurora had presumably passed away, the Emporium still lived.

To everyone who helped bring *Aurora's Whole Realms Catalogue* to life—Rob, Rick, Jim, Greg, the TSR design team, and Ned and Marco who provided the artwork—I am forever grateful. And to all the fans that have enjoyed this book over the years and will continue to enjoy it in its new form—I am thrilled by your enthusiasm. To all of you, I can only say: The store is open! Happy shopping!!

Anne K. Brown



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A WORD FROM THE PROPRIETOR

My name is Leleanor, daughter of Lemily and granddaughter of the original Aurora. I am the proprietor of Aurora's Emporium in Westgate and the Whole Realms Catalogue with outlets scattered across Faerûn. Like my grandmother, I am pleased to bring you the widest selection of impeccable merchandise that has made our emporium a household name. Our family business strives to bring the most reliable and unique items to you!

As you peruse this and our other catalogues, I hope you find something you like among the many depictions and illustrations therein, but if what you need is not present, do not hesitate to ask. We are adding new items to our inventory all the time. If the item you wish to purchase is not in stock, my trained staff will help advise you in how to order it and we request a 25% deposit when you place your order, with the balance due when your item is delivered. We will cheerfully refund your deposit if the item becomes no longer available. Before taking delivery, you may also cancel your order and return the product if it does not meet with your satisfaction and your deposit will be returned, less a 5% restocking fee. Once our merchandise leaves our premises (if you come into one of our outlets) or you accept delivery (if shipped directly to you), we can no longer accept any returns or exchanges.

Once again, thank you for shopping with us. We appreciate your patronage.

Leleanor

More Background

Special thanks to my friend Anne K. Brown, whose use of a 1902 catalogue reprint inspired her character Aurora to found the original *Aurora's Whole Realms Catalogue* back in the heady days of AD&D.

You can find more about Leleanor and Aurora's Whole Realms Catalogue in the Adventurer's League adventure [DDEX2-11 The Oubliette of Fort Iron](#), also from Greg Marks.

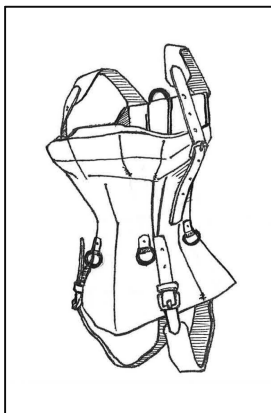


ACTOR'S STAGE

We provide a wide selection of goods useful to bards, actors or those attending a costume ball. While, not intended for illicit purposes, we at Aurora's are aware that sometimes adventurers may use guile in the course of righting wrongs or saving the day. We hope these items serve you well.

Blood Pouch: Sometimes you need to convince your audience that you have suffered a nasty injury, and nothing says stab wound like an impressive blood spray. This leather pouch is filled to the busting with a proprietary red liquid that approximates the color and texture of blood. When pressure is applied, the stitches burst and the fake blood explodes across the stage, lending credence to any death scene. You can purchase a filled blood pouch for 5 gp and fake blood refills, shipped in metal vials, for an additional 1 gp each. A repair kit with thread, needle, and fasteners is necessary to reuse your blood pouch. Aurora's can provide one with enough materials to reuse your blood pouch ten times for 1 sp.

Using a blood pouch gives the character advantage on Charisma (Deception) checks made to feign death.



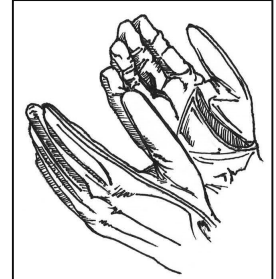
Hidden Harness: Need to be lifted into the rafters or fly through the playhouse but you don't want to cover up your costume with a bulky harness? This slim fitting climbing harness has been modified to be worn under your costume with ample loops and metal rings to clip onto through gaps in your clothing. Now your backstage crew can lift you into the air quickly

without any obvious harness covering up your costume. A size-adjustable harness can be yours for just 8 gp.

A successful DC 15 Wisdom (Perception) check is required to noticed a hidden harness worn under clothing.

Hidden Pockets: Need a costume with a cleverly hidden pocket for stage blood, a fake weapon, or just a prop you won't have time to get during your scene? We offer a number of readymade costumes with exactly what you need. We regularly stock leather gloves with a palm pocket the size of a coin (2 gp), a wide belt with a hidden compartment large enough

for a scroll case (4 gp) and an apron or cloak with numerous pockets of various sizes (5 gp each). Each comes in brown, black, burgundy or olive and can be embroidered with your initials for an addition 2 sp fee.



A successful DC 12 (gloves) to 15 (belt, apron, or cloak) Wisdom (Perception) check is required to notice objects concealed in a hidden pocket.

Quick Change Clothing: These sets of clothing are held in place with loose hidden ties so that they can be removed quickly for those with little time between scene changes. Designed for a generous fit, there is ample room to wear a second set of clothes underneath. Currently we offer the following costumes: Dalelands farmer (7 gp), Waterdeep wizard (10 gp), Cormyrian commoner (7 gp) and Suzail shop keep (8 gp). Other costumes may be available at your local outlet. Custom costumes can be commissioned with prices starting at 20 gp.

Quick change clothes can be removed with a bonus action but take five rounds to properly don them. The costumes give advantage to checks made to disguise one's self.

Religious Primer: We offer a number of small treatises on most recognized religious faiths found in Faerûn. These forty page chapbooks are written for the layman and are sewn between handsome leather covers embossed with the symbol of that deity's faith. In addition, we have provided an additional 16 blank pages for your own notes. These pocket-sized books are a boon for any actor trying to portray a religious figure and have just enough information to make your next performance authentic!

Please note that all primers are written by devotees of the faith and thus we only stock primers for non-evil religions. Primers for religions considered evil require a 50% surcharge and may delay delivery by up to two months while our agents attempt to locate an acceptable author who is willing to assist in the creation of your commission.

These beautiful books sell for 50 gp.

Religious primers contain basic information of DC 10 and lower on Intelligence (Religion) checks if the user has ten minutes to consult the book and at the DM's discretion, may allow advantage on Charisma



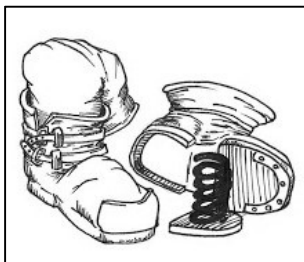
(Deception) checks to impersonate a member of that religion.

Shadow Box: This box, one foot on each side, comes made of the finest Starwood poplar. One side of the box is open with a mount for a candle that is orthogonal to the opening and the sides bracing three angled steel mirrors set to project and amplify the light. A fastener allows you to mount an iron cut out upon the front of the device to project a large silhouette upon a sheet, wall or similar surface. A sliding track upon the front of the device allows you to move the shadow from left to right, giving the illusion of motion. Our base shadow box comes with metal cutouts of knight in armor, a horse, a dragon and a maiden for 25 gp. You can add an angel, demon, dog, dwarf, elven archer, goblin, ogre, pixie, rogue, tower, unicorn, or wizard for 5 sp each.

Useful for Charisma (Deception) checks to conceal your identity from those around corners or otherwise out of line of sight.

Sound Kit: In a solid wooden crate we will ship you a selection of devices to mimic a number of common stage sounds. Included: a large sheet of flexible metal to mimic thunder, a pouch of cornstarch for footsteps crunching on snow, a pair of coconut shells for horse hooves, a can filled with small metal balls to duplicate rain, a rusty hinge, several bells, a common whistle, and a hand broom. All of this for the low cost of 20 gp!

Useful for Charisma (Deception) checks to mimic non-animal sounds.



Spring Boots: These clever boots are equipped with a false sole containing a spring that can be deployed to assist in jumping across the stage. The boots are triggered via tension cables that can be worn

inside the user's clothing and attached by straps to the forearm. Fly through the air like magic, for far lower costs, only 12 gp per pair. Aurora's Whole Realms Catalogue is not responsible for injuries sustained from falls.

Spring boots provide advantage on Strength (Athletics) checks made to jump, but the wearer suffers disadvantage to Dexterity checks after deploying the springs until they are reset. Resetting the boots takes an action.

Theatrical Smoke: Need a quick fog bank or a wave of smoke that won't empty the gallery? This clever

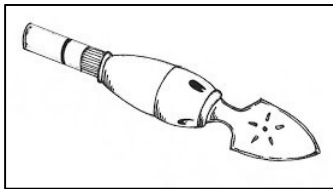
alchemical powder creates an almost instantaneous cloud when mixed with water. Just throw a pinch into a bucket and cover your stage exit! 50 gp gets you an envelope with six pinches.

As a bonus action, a character may toss a pinch into a water source of at least half gallon and have a cloud fill a 10 ft. by 10 ft. area. The cloud heavily obscures vision in the area until it dissipates after two rounds in still air, or sooner in the presence of a wind.



WARRIOR'S RACK

The world is a dangerous place and defending yourself is often not only a matter of having a weapon, but sometimes can be better accomplished by just wearing the most imposing looking weapon to scare off ruffians. We've collected an impressive array of unusual weaponry not commonly provided by your average weapon smith.



Arrow, signal: This arrow is crafted with an ornate perforated head that creates a loud whistle when fired. The whistle can be heard all the way

across the battle field! We can provide arrows with black, green or red fletchings at your request.

Aspergillum: Commonly used by various faiths to dispense holy water, our aspergilla hold one flask of holy water and are made of stout steel construction. You can get them silver-plated (+100 gp) or gold-plated (+250 gp) for an additional cost.

The first attack made with an aspergillum loaded with holy water dispenses that holy water on the target in addition to the weapon's damage. Alternatively, as an action, the wielder can spin the aspergillum and sprinkle holy water in a 10-foot radius. Creatures damaged by holy water, such as fiends or undead, may attempt a DC 10 Dexterity saving throw. Those that succeed take only half damage from the holy water. It takes an action to fling an aspergillum with holy water.

Bullet, signal: This sling bullet has been drilled with perforations that create a loud whistle so loud that it can be heard across the battlefield. Our bullets have a trumpeter engraved upon one side, and the Aurora's Whole Realms Catalogue logo on the other.

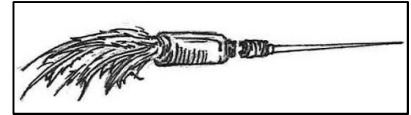
Chakram: The exotic disk-shaped throwing blade originated out of the Shining Lands before most of those nations sank beneath the sea, and some say it is also popular among followers of Shar. Ours are decorated with carvings of snakes, tigers, or shooting stars. Please specify your preference when placing your order. Aurora's sells thick leather gloves for an additional 2 gp for those concerned about keeping their fingers.

At the DM's discretion you may throw this weapon so that it returns to you, much like a boomerang. If your DM allows, you must succeed to DC 10 Dexterity

saving throw to avoid suffering 1d6 slashing damage when you catch the chakram.

Dart, message:

Each of our message darts features a threaded tip that



can be removed to reveal a small hollow space in which a strip of rolled up paper can be inserted to deliver a covert message or hide sensitive information.

A successful DC 10 Wisdom (Perception) is required to locate the hidden space.

Harpoon: Our harpoons are standard fishing spears with a ring attached opposite the bladed end to which a rope or chain may be attached. Whether you need to reel in the big fish or you wish your enemy was just a little closer, these are for you!

Targets hit with a harpoon must succeed in a DC 10 Constitution saving throw or have the harpoon lodge in their body. As an action, a harpooned creature can be pulled 20 feet if the target fails a contested Strength (Athletics) check. The harpoon can be removed safely with a successful DC 15 Wisdom (Medicine) check and 2 minutes. Failing this check deals 1d4 slashing damage to the victim. The target can also remove the harpoon violently as an action, but suffers 1d6 slashing damage for doing so.

Man Catcher: This unusual device, imported from distant Thesk, features two spring-loaded doors on the "front." The weapon is intended for use in catching the limb or neck of a foe that one wishes to capture. Spikes discourage struggling.

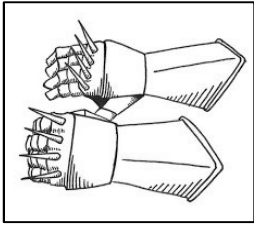
Instead of swinging the weapon as a bludgeon, the wielder can attempt to grapple as an attack. If successful, the weapon does 1d4 piercing damage and the target is grappled. Each time the target attempts to escape the grapple from the man catcher, they suffer 1d4 piercing damage.

Prosthetic Hook: Not every adventurer can afford the cost to have missing limbs regenerated. We offer a utilitarian hook that can be used for a number of activities, including self-defense. Our hook comes with an adjustable cuff and straps to fit just about any arm. Particularly large or small customers may have to come into one of our locations for detailed measurements. Specialty sizes require an additional 3 gp. Not wearable by individuals with hands.



You gain advantage on saving throws to avoid having your prosthetic hook disarmed. It takes 1 minute to properly done a prosthetic hook.

Spiked Chain: I'm not sure why these weapons ever became popular, but if you want one of these heavy barbed chains, we can get you one. I encourage the use of gauntlets and a helmet when attempting to brandish one of these unwieldy weapons.



Spiked Gauntlet: Favored by many of our half-orc and dwarven customers, these fine metal gauntlets sport several solid steel spikes suitable for deterring close combat.

The spiked gauntlet damage replaces your unarmed strike damage.

Whip, barbed: Our whips are made of the finest leather imported from Calaunt in the Vast, with razor sharp barbs embedded in the end. These are weapons of war and not intended for use with domesticated animals.



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Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Aspergillum	12 gp	1d6 bludgeoning	4 lb.	Special
Prosthetic Hook	5 gp	1d4 piercing	1 lb.	Light, special
Spiked Gauntlet	4 gp	1d4 piercing	1 lb.	Light
<i>Simple Ranged Weapons</i>				
Dart, message	1 sp	1d4 piercing	1/4 lb.	Finesse, thrown (20/60)
Harpoon	3 gp	1d6 piercing	6 lb.	Special, thrown (10/40)
<i>Martial Melee Weapons</i>				
Man Catcher	25 gp	1d6 bludgeoning	10 lb.	Heavy, reach, special, two-handed
Spiked Chain	30 gp	2d4 piercing	9 lb.	Finesse, reach, two-handed
Whip, barbed	5 gp	1d6 slashing	4 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Chakram	3 gp	1d6 slashing	1 lb.	Thrown (30/80)
<i>Ammunition</i>				
Arrow, signal	5 sp	-	1/20 lb.	Ammunition
Bullet, signal	1 sp	-	1/10 lb.	Ammunition



FOR YOUR GAME

Catalogue Agent (Background)

You are one of the spirited agents of Aurora's Whole Realms Catalogue. When not scouring the globe for new products, you are searching for new markets or business contacts to expand the reach of the catalogue. You are well traveled and good at making contacts in any land, no matter how exotic it might be. One-part merchant and one-part explorer, you are all adventurer.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: vehicles (your choice of land or water)

Languages: One of your choice

Equipment: an explorer's pack, a glass bottle, 5 pieces of chalk (your choice of colors), crowbar, 3 pouches, 2 sacks, a merchant's scale, a copy of Aurora's Whole Realms Catalogue, one piece of equipment from the Catalogue worth 5 gp or less and 5 gp.

Feature: Friends in the Right Places

As an agent of Aurora's Whole Realms catalogue you have friends in most large cities and quite a few in out of the way places as well. Where you do not have the right contact, someone you know probably does. Once per adventure you can put the word out that you are looking for information on a subject and your contacts will go to work for you. Within in a day you will be approached by one of your contacts or someone directed to you by the same. This individual will have useful information (decided by your DM), but will expect to be rewarded for sharing it.

1d8	Personality Traits
1	I do things for the excitement of it.
2	I love collecting rare art or unusual equipment.
3	My travels have taught me that anyone can be a hero, regardless of the circumstances of their birth.
4	I make friends easily.
5	I am searching for the perfect dish, wine, or other culinary delight.
6	I leave broken hearts in the wake of my travels.
7	I am very precise and take detailed notes of everything of I see.
8	I am a well-known traveler and am always surprised when my name is not recognized.



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1d6	Ideals
1	Civilizing: I spread trade to bring civilization to the edges of the world. (Lawful)
2	Prepared: Survival requires having the right plan and the right equipment for any occasion. (Any)
3	Greed: I want it all, and I want it now. (Evil)
4	Change: I need a new sight or experience frequently. (Chaotic)
5	Diverse: I want to share the cultures of others with the world. (Any)
6	Heroic: I want to right wrongs and overthrow tyranny. (Good)

1d6	Bonds
1	During my travels I witnessed some horrible event that happened to a contact. I seek to prevent it from happening again to my surviving contacts and friends.
2	I couldn't do this without a team. I form close relationships.
3	My parents were merchants or explorers and I want to follow in their footsteps and make them proud.
4	I guard my things jealously.
5	The deal is everything to me. Once agreed to I will never go back on my promises as long as you do the same.
6	The Catalogue is my nation and its operatives are my family.

1d6	Flaws
1	I am in it for the money. I'm always looking for more.
2	I am a thrill seeker and am likely to take chances with my life and the lives of others.
3	I know a false face and dishonest words will get me farther than the truth.
4	I am an equipment snob. I only use the latest, most expensive gear.
5	Travel has made me unable to sit still. I am uncomfortable staying in place for more than one night.
6	I love being the center of attention.