

THE DISCERNING MERCHANT'S PRICE GUIDE

An organizational tool for magic items
in Dungeons & Dragons, 5th Edition



Created by
DAVE EISINGER & FEY RUNE LABS
feyrunelabs.com



CREDITS

LAYOUT & DESIGN

Dave Eisinger

COVER ART

Photo by Jazz Eisinger

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SO, YOU WANT TO BE A RELIC MERCHANT LIKE ME, EH? WAIT. MAYBE YOU'RE JUST HERE TO WHEEL THE LOWEST PRICE OUT OF ME THAT YOU CAN. EITHER WAY, JUST WANT TO POINT OUT THAT, LEGALLY SPEAKING, THIS GUIDE DOES NOT GUARANTEE THAT YOU WILL IN ANY WAY, SHAPE, OR FORM BE TRANSFORMED INTO A DISCERNING MERCHANT BY USING IT, AND THAT I CANNOT BE HELD LIABLE FOR ANY DISCERNMENT OR LACK THEREOF WHICH MAY RESULT. YOU KNOW, JUST SO WE'RE CLEAR.
- FARRICK NUCKLESTABLE



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WHAT THIS DOCUMENT IS

The Discerning Merchant's Price Guide is a tool primarily for Dungeon Masters, although players may find it useful as well, particularly in magic-heavy campaigns. It is an organizational tool for magic items in D&D Fifth Edition (but does *not* include artifacts, sentient items, or items that only differ in flavor). It groups magic items together into tables: melee weapons, armor, staves, rings, and so on, similarly to how items were laid out in 3.5e. This should help DMs know exactly where to look and what their options are for handing out a given item.

It additionally provides **suggested costs, attunement requirements, weighted die ranges for randomization**, and other relevant details. I hope it proves helpful to you.

RANDOM DISCERNING MERCHANTS

New to Version 5.0 is a section for DMs needing to quickly roll up their own discerning merchant. This includes random tables for (a) shop names and significant details; (b) the merchant themselves, with their current mood, basic personality, and quirk; and (c) the economy of the shop, from its gold-on-hand to items in stock, from price modifications to what sort of bartering works best against the merchant.

This section begins on page 23.

ORGANIZATIONAL TABLES

The tables in the following pages are intended to assist in quickly finding an item of a particular type. If you're looking for a weapon, alphabetical order isn't real helpful, since they might have many different names. The actual descriptions of these items, however, are not included; those must be found in the appropriate book. Reference page numbers are provided, along with their rarity, attunement requirements, and suggested cost (rather than a simple range). Note that these prices are *suggestions*; feel free to adjust them as you see fit.

These tables follow the rules as written; they contain no homebrew information or modifications, and almost all the suggested prices fall within the ranges suggested for items of their rarity.

PRICING EXCEPTIONS

There are a few notable exceptions to rules-as-written price ranges listed in the Dungeon Master's Guide (DMG). It's doubtful that any player would dish out 25,000.01 gp for a *potion of storm giant strength*, even though that's the minimum "by the book" price for a consumable legendary item. You will find that potion costs, particularly those of high rarities or that provide flight, have been modified.

Several other items also fall outside standard price ranges, primarily because they are underpowered compared to other items of the same tier.

Items with prices intentionally modified beyond the normal range for their rarity are marked with an asterisk (*).

QUICK PRICE ADJUSTMENTS BY LOCATION

Magic items are naturally going to be easier to find in urban centers, but even when available in smaller settlements, residents might be reluctant to part with such treasures. While some DMs may not wish to bother with this degree of granularity, those who

prefer a formulaic approach can consult the following table for a rough guide to modifying prices based on settlement size (or use it as inspiration for your own table). For even more detail, see the tables for rolling up a random discerning merchant (page 23).

QUICK PRICE MODIFIERS

| Settlement Size | Modifier | Example |
|-----------------|----------------|------------------|
| Hamlet | 100% surcharge | A group of farms |
| Village | 50% surcharge | Phandalin |
| Town | 20% surcharge | Greenest |
| City | — | Berdusk |
| Metropolis | 10% cheaper | Waterdeep |
| Megalopolis | 20% cheaper | Ravnica, Sharn |

SORTING & ABBREVIATIONS

On all tables, items are sorted first by rarity, and second alphabetically. The reference column makes use of abbreviations for various D&D source material. These are listed below.

REFERENCE ABBREVIATIONS

| Book | Abbreviation |
|---------------------------------------|--------------|
| Baldur's Gate: Descent into Avernus | BGDA |
| Candlekeep Mysteries | CM |
| Curse of Strahd | CS |
| Dungeon Master's Guide | DMG |
| Eberron: Rising From The Last War | ERLW |
| Fizban's Treasury of Dragons | FTD |
| Ghosts of Saltmarsh | GS |
| Guildmaster's Guide to Ravnica | GGR |
| Hoard of the Dragon Queen | HDQ |
| Icewind Dale: Rime of the Frostmaiden | IDRF |
| Infernal Machine Rebuild | IMR |
| Lost Laboratory of Kwalish | LLK |
| Lost Mine of Phandelver | LMP |
| Mordenkainen's Tome of Foes | MTF |
| Mythic Odysseys of Theros | MOT |
| Out of the Abyss | OA |
| Princes of the Apocalypse | PA |
| The Rise of Tiamat | RT |
| Storm King's Thunder | SKT |
| Strixhaven Curriculum of Chaos | SCC |
| Tales from the Yawning Portal | TYP |
| Tasha's Cauldron of Everything | TCE |
| Tomb of Annihilation | TA |
| Volo's Guide to Monsters | VGM |
| Waterdeep: Dragon Heist | WDH |
| Waterdeep: Dungeon of the Mad Mage | WDMM |
| The Wild Beyond the Witchlight | WBW |
| Xanathar's Guide to Everything | XGE |

POTIONS & OILS

| dl00 | POTION OR OIL | RARITY | SUGGESTED COST | REFERENCE |
|-------|--|-----------|----------------|-------------|
| 1-3 | Perfume of Bewitching | Common | 75 gp | XGE 138 |
| 4-6 | Potion of Climbing | Common | 30 gp | DMG 187 |
| 7-9 | Potion of Comprehension | Common | 25 gp | WDMM 62 |
| 10-13 | Potion of Healing (Common) | Common | 50 gp | DMG 187-188 |
| 14-16 | Potion of Watchful Rest | Common | 35 gp | WDMM 62 |
| 17-19 | Blood of the Lycanthrope Antidote | Uncommon | 500 gp | IMR 94 |
| 20-22 | Bottled Breath | Uncommon | 350 gp | PA 222 |
| 23-25 | Mummy Rot Antidote | Uncommon | 150 gp | IMR 94 |
| 26-28 | Oil of Slipperiness | Uncommon | 250 gp | DMG 184 |
| 29-31 | Philter of Love | Uncommon | 150 gp | DMG 184 |
| 32-34 | Potion of Advantage | Uncommon | 125 gp | WBW 212 |
| 35-37 | Potion of Animal Friendship | Uncommon | 200 gp | DMG 187 |
| 38-40 | Potion of Fire Breath | Uncommon | 350 gp | DMG 187 |
| 41-43 | Potion of Giant Strength (Hill) | Uncommon | 125 gp | DMG 187 |
| 44-46 | Potion of Growth | Uncommon | 300 gp | DMG 187 |
| 47-49 | Potion of Healing (Uncommon) | Uncommon | 300 gp | DMG 187-188 |
| 50-52 | Potion of Poison | Uncommon | 500 gp | DMG 188 |
| 53-55 | Potion of Resistance | Uncommon | 500 gp | DMG 188 |
| 56-58 | Potion of Waterbreathing | Uncommon | 400 gp | DMG 188 |
| 59-60 | Thessalotoxin Antidote | Uncommon | 100 gp | IMR 95 |
| 61-62 | Elixir of Health | Rare | 2,000 gp | DMG 168 |
| 63-64 | Oil of Etherealness | Rare | 2,000 gp | DMG 183 |
| 65-66 | Potion of Aqueous Form | Rare | 1,000 gp | MOT 197 |
| 67-68 | Potion of Clairvoyance | Rare | 900 gp | DMG 187 |
| 69-70 | Potion of Diminution | Rare | 500 gp | DMG 187 |
| 71-72 | Potion of Gaseous Form | Rare | 1,500 gp | DMG 187 |
| 73-74 | Potion of Giant Strength (Frost/Stone) | Rare | 650 gp | DMG 187 |
| 75-76 | Potion of Giant Strength (Fire) | Rare | 1,200 gp | DMG 187 |
| 77-78 | Potion of Healing (Rare) | Rare | 750 gp | DMG 187-188 |
| 79-80 | Potion of Heroism | Rare | 800 gp | DMG 188 |
| 81-82 | Potion of Invulnerability | Rare | 1,500 gp | DMG 188 |
| 83-84 | Potion of Mind Control (beast) | Rare | 1,600 gp | TYP 229 |
| 85-86 | Potion of Mind Control (humanoid) | Rare | 2,500 gp | TYP 229 |
| 87-88 | Potion of Mind Reading | Rare | 1,100 gp | DMG 188 |
| 89 | Oil of Sharpness | Very Rare | 2,200 gp* | DMG 184 |
| 90 | Potion of Flying | Very Rare | 2,500 gp | DMG 187 |
| 91 | Potion of Giant Strength (Cloud) | Very Rare | 1,800 gp* | DMG 187 |
| 92 | Potion of Healing (Very Rare) | Very Rare | 1,500 gp* | DMG 187-188 |
| 93 | Potion of Invisibility | Very Rare | 2,000 gp* | DMG 188 |
| 94 | Potion of Longevity | Very Rare | 3,000 gp | DMG 188 |
| 95 | Potion of Mind Control (monster) | Very Rare | 6,000 gp | TYP 229 |
| 96 | Potion of Speed | Very Rare | 2,000 gp* | DMG 188 |
| 97 | Potion of Vitality | Very Rare | 1,800 gp* | DMG 188 |
| 98 | Potion of Dragon's Majesty | Legendary | 15,000 gp* | FTD 24 |
| 99 | Potion of Giant Size | Legendary | 11,000 gp* | SKT 236 |
| 100 | Potion of Giant Strength (Storm) | Legendary | 8,000 gp* | DMG 187 |

SPELLWROUGHT TATTOOS

| d100 | ITEM | ATTUNE? | SAVE DC | ATTACK BONUS | RARITY | SUGGESTED COST | REFERENCE |
|--------|---------------------------------|---------|---------|--------------|----------|----------------|-----------|
| 1-30 | Spellwrought Tattoo (Cantrip) | No | 13 | +5 | Common | 20 gp | TCE 135 |
| 31-55 | Spellwrought Tattoo (1st Level) | No | 13 | +5 | Common | 35 gp | TCE 135 |
| 56-73 | Spellwrought Tattoo (2nd Level) | No | 13 | +5 | Uncommon | 225 gp | TCE 135 |
| 74-87 | Spellwrought Tattoo (3rd Level) | No | 15 | +7 | Uncommon | 500 gp | TCE 135 |
| 88-95 | Spellwrought Tattoo (4th Level) | No | 15 | +7 | Rare | 1,200 gp | TCE 135 |
| 96-100 | Spellwrought Tattoo (5th Level) | No | 17 | +9 | Rare | 2,100 gp | TCE 135 |

SPELL SCROLLS

| d100 | ITEM | ATTUNE? | SAVE DC | ATTACK BONUS | RARITY | SUGGESTED COST | REFERENCE |
|-------|-------------------------------|---------|---------|--------------|-----------|----------------|--------------|
| 1-20 | Spell Scroll (Cantrip) | No | 13 | +5 | Common | 15 gp | DMG 200 |
| 24-35 | Spell Scroll (1st Level) | No | 13 | +5 | Common | 25 gp | DMG 200 |
| 36-50 | Spell Scroll (2nd Level) | No | 13 | +5 | Uncommon | 150 gp | DMG 200 |
| 51-60 | Spell Scroll (3rd Level) | No | 15 | +7 | Uncommon | 400 gp | DMG 200 |
| 61-69 | Spell Scroll (4th Level) | No | 15 | +7 | Rare | 800 gp | DMG 200 |
| 70-77 | Spell Scroll (5th Level) | No | 17 | +9 | Rare | 1,500 gp | DMG 200 |
| 78-85 | Scroll of Protection | No | — | — | Rare | 3,500 gp | DMG 199 |
| 86-90 | Spell Scroll (6th Level) | No | 17 | +9 | Very Rare | 2,000 gp* | DMG 200 |
| 91-94 | Spell Scroll (7th Level) | No | 18 | +10 | Very Rare | 3,500 gp | DMG 200 |
| 95-97 | Spell Scroll (8th Level) | No | 18 | +10 | Very Rare | 5,000 gp | DMG 200 |
| 98 | Spell Scroll (9th Level) | No | 19 | +11 | Legendary | 20,000 gp* | DMG 200 |
| 99 | Scroll of Tarrasque Summoning | No | — | — | Legendary | 150,000 gp | IDRF 315 |
| 100 | Scroll of the Comet | No | 20 | — | Legendary | 250,000 gp | IDRF 315-316 |

SPELL GEMS

| d100 | GEM | ATTUNE? | SAVE DC | ATTACK BONUS | RARITY | SUGGESTED COST | REFERENCE |
|-------|-----------------------|----------------|---------|--------------|-----------|----------------|----------------|
| 1-25 | Spell Gem (Cantrip) | Yes (optional) | 13 | +5 | Uncommon | 150 gp | OA 223; IMR 95 |
| 26-45 | Spell Gem (1st Level) | Yes (optional) | 13 | +5 | Uncommon | 350 gp | OA 223; IMR 95 |
| 46-60 | Spell Gem (2nd Level) | Yes (optional) | 13 | +5 | Rare | 1,500 gp | OA 223; IMR 95 |
| 61-72 | Spell Gem (3rd Level) | Yes (optional) | 15 | +7 | Rare | 4,000 gp | OA 223; IMR 95 |
| 73-82 | Spell Gem (4th Level) | Yes (optional) | 15 | +7 | Very Rare | 8,000 gp | OA 223; IMR 95 |
| 83-89 | Spell Gem (5th Level) | Yes (optional) | 17 | +9 | Very Rare | 15,000 gp | OA 223; IMR 95 |
| 90-94 | Spell Gem (6th Level) | Yes (optional) | 17 | +9 | Very Rare | 20,000 gp | OA 223; IMR 95 |
| 95-97 | Spell Gem (7th Level) | Yes (optional) | 18 | +10 | Legendary | 35,000 gp | OA 223; IMR 95 |
| 98-99 | Spell Gem (8th Level) | Yes (optional) | 18 | +10 | Legendary | 51,000 gp | OA 223; IMR 95 |
| 100 | Spell Gem (9th Level) | Yes (optional) | 19 | +11 | Legendary | 78,000 gp | OA 223; IMR 95 |

AMMUNITION

| d100 | AMMUNITION | RARITY | SUGGESTED COST | REFERENCE |
|--------|-----------------------------------|-----------|----------------|-----------|
| 1-25 | Unbreakable Arrow (arrow) | Common | 25 gp | XGE 139 |
| 26-50 | Walloping Ammunition (any) | Common | 30 gp | XGE 139 |
| 51-65 | Adamantine Ammunition (10 pieces) | Uncommon | +500 gp | XGE 78 |
| 66-78 | +1 Ammunition (any) | Uncommon | 50 gp | DMG 150 |
| 79-88 | +2 Ammunition (any) | Rare | 250 gp | DMG 150 |
| 89-93 | +3 Ammunition (any) | Very Rare | 1,250 gp* | DMG 150 |
| 94-98 | Arrow of Slaying (any) | Very Rare | 1,000 gp* | DMG 152 |
| 99-100 | Sling Bullets of Althemone | Very Rare | 5,500 gp | MOT 198 |

WEAPONS (ANY TYPE)

| d100 | WEAPON | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--|---------|-----------|----------------|-----------|
| 1-20 | +1 Weapon (any) | No | Uncommon | 500 gp | DMG 213 |
| 21-30 | Dragon's Wrath Weapon (Slumbering) (any) | Yes | Uncommon | 250 gp | FTD 25 |
| 31-40 | Hellfire Weapon (any) | No | Uncommon | 500 gp | BGDA 223 |
| 41-50 | Ild Rune Weapon (any) | No | Uncommon | 400 gp | SKT 235 |
| 51-60 | Weapon of Warning (any) | Yes | Uncommon | 400 gp | DMG 213 |
| 61-69 | +2 Weapon (any) | No | Rare | 2,500 gp | DMG 213 |
| 70-76 | Dragon's Wrath Weapon (Stirring) (any) | Yes | Rare | 3,000 gp | FTD 25 |
| 77-83 | Vicious Weapon (any) | No | Rare | 1,200 gp | DMG 209 |
| 84-90 | Weapon of the Uven Rune (any) | Yes | Rare | 2,000 gp | WDMM 299 |
| 91-95 | +3 Weapon (any) | No | Very Rare | 15,000 gp | DMG 213 |
| 96-99 | Dragon's Wrath Weapon (Wakened) (any) | Yes | Very Rare | 11,000 gp | FTD 25 |
| 100 | Dragon's Wrath Weapon (Ascendant) (any) | Yes | Legendary | 65,000 gp | FTD 25 |

WEAPONS (MELEE)

| d20 | d100 | WEAPON | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--------|---|----------------------|----------|----------------|-----------|
| 1-7 | 1-20 | Armsblade (any one-handed melee weapon) | Yes (warforged) | Common | 100 gp | ERLW 276 |
| | 21-60 | Moon-Touched Sword (any sword) | No | Common | +75 gp | XGE 138 |
| | 61-100 | Veteran's Cane | No | Common | 50 gp | XGE 139 |
| 8-12 | 1-25 | +1 Weapon (any) | No | Uncommon | 500 gp | DMG 213 |
| | 26-35 | Adamantine Weapon (any melee weapon) | No | Uncommon | +500 gp | XGE 78 |
| | 36-40 | Blood Spear | Yes | Uncommon | 375 gp | CS 221 |
| | 41-45 | Dragon's Wrath Weapon (Slumbering) (any) | Yes | Uncommon | 250 gp | FTD 25 |
| | 46-55 | Hellfire Weapon (any) | No | Uncommon | 500 gp | BGDA 223 |
| | 56-60 | Ild Rune Weapon (any) | No | Uncommon | 400 gp | SKT 235 |
| | 61-65 | Javelin of Lightning | No | Uncommon | 350 gp | DMG 178 |
| | 66-70 | +1 Moon Sickle | Yes (druid/ranger) | Uncommon | 1,500 gp* | TCE 133 |
| | 71-75 | Shatterspike (longsword) | Yes | Uncommon | 550 gp | TYP 229 |
| | 76-80 | Skold Rune Weapon (any two-handed melee weapon) | No | Uncommon | 500 gp | SKT 234 |
| | 81-85 | Sword of Vengeance (any sword) | Yes | Uncommon | 400 gp | DMG 206 |
| | 86-90 | Trident of Fish Command | Yes | Uncommon | 300 gp | DMG 209 |
| 13-16 | 91-100 | Weapon of Warning (any) | Yes | Uncommon | 400 gp | DMG 213 |
| | 1-10 | +2 Weapon (any) | No | Rare | 2,500 gp | DMG 213 |
| | 11-13 | Berserker Axe (cursed) | Yes | Rare | 2,000 gp | DMG 155 |
| | 14-16 | Crystal Blade (any sword) | Yes | Rare | 6,000 gp* | FTD 22 |
| | 17-19 | Dagger of Blindsight | Yes | Rare | 1,000 gp | WDMM 86 |
| | 20-22 | Dagger of Venom | No | Rare | 1,500 gp | DMG 161 |
| | 23-25 | Devotee's Censer (flail) | Yes (cleric/paladin) | Rare | 4,500 gp | TCE 126 |
| | 26-29 | Dragon Slayer (any sword) | No | Rare | 4,800 gp | DMG 166 |
| | 30-33 | Dragon's Wrath Weapon (Stirring) (any) | Yes | Rare | 3,000 gp | FTD 25 |
| | 34-36 | Dragontooth Dagger | No | Rare | 5,000 gp | RT 93 |
| | 37-40 | Flame Tongue (any sword) | Yes | Rare | 5,000 gp | DMG 170 |
| | 41-44 | Gambler's Blade (any sword) | Yes | Rare | 10,000 gp* | LLK 55 |
| | 45-48 | Giant Slayer (any axe or sword) | No | Rare | 4,600 gp | DMG 172 |
| | 49-51 | Hew (battleaxe) | No | Rare | 800 gp | LMP |
| | 52-54 | Lightbringer (mace) | No | Rare | 1,600 gp | LMP 48 |

WEAPONS (MELEE) (CONT'D)

| d20 | d100 | WEAPON | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|--------------------------------------|---|-------------------------------|-----------|----------------|-------------|
| 13-16 | 55-57 | Mace of Disruption | Yes | Rare | 1,750 gp | DMG 179 |
| | 58-61 | Mace of Smiting | No | Rare | 2,000 gp | DMG 179 |
| | 62-64 | Mace of Terror | Yes | Rare | 3,500 gp | DMG 180 |
| | 65 | Mind Blade (any sword) | Yes (special) | Rare | 2,000 gp | VGM 81 |
| | 66 | Mind Lash (whip) | Yes (mind flayer) | Rare | 750 gp | VGM 81 |
| | 67-69 | +2 Moon Sickle | Yes (druid/ranger) | Rare | 4,000 gp | TCE 133 |
| | 70-72 | Sun Blade (longsword) | Yes | Rare | 3,500 gp | DMG 205 |
| | 73-75 | Sunforger (warhammer) | Yes | Rare | 4,600 gp | GGR 181 |
| | 76-81 | Sword of Life Stealing (any sword) | Yes | Rare | 2,200 gp | DMG 206 |
| | 82-87 | Sword of Wounding (any sword) | Yes | Rare | 2,000 gp | DMG 207 |
| | 88-93 | Vicious Weapon (any weapon) | No | Rare | 1,200 gp | DMG 209 |
| | 94-87 | Weapon of the Uven Rune (any) | Yes | Rare | 2,000 gp | WDMM 299 |
| | 98-100 | Woodcutter's Axe (greataxe) | No | Rare | 1,500 gp | WBW 214 |
| 17-19 | 1-10 | +3 Weapon (any) | No | Very Rare | 15,000 gp | DMG 213 |
| | 11-16 | Blade of the Medusa (any sword) | Yes | Very Rare | 5,500 gp | LLK 53 |
| | 17-22 | Dancing Sword (any sword) | Yes | Very Rare | 10,000 gp | DMG 161 |
| | 23-28 | Dragon's Wrath Weapon (Wakened) (any) | Yes | Very Rare | 11,000 gp | FTD 25 |
| | 29-34 | Dwarven Thrower (warhammer) | Yes | Very Rare | 25,000 gp | DMG 167 |
| | 35-40 | Dyrrn's Tentacle Whip | Yes | Very Rare | 17,000 gp | ERLW 276 |
| | 41-46 | Frost Brand (any sword) | Yes | Very Rare | 11,000 gp | DMG 171 |
| | 47-52 | +3 Moon Sickle | Yes (druid/ranger) | Very Rare | 16,500 gp | TCE 133 |
| | 53-58 | Nine Lives Stealer (any sword) | Yes | Very Rare | 36,000 gp | DMG 183 |
| | 59-64 | Polymorph Blade (any sword) | Yes | Very Rare | 6,500 gp | LLK 56 |
| | 65-70 | Scimitar of Speed | Yes | Very Rare | 7,500 gp | DMG 199 |
| | 71-76 | Silver Sword (greatsword) | No | Very Rare | 16,000 gp | MTF 89 |
| | 77-82 | Spear of Backbiting (spear or javelin) | Yes | Very Rare | 6,500 gp | TYP 229 |
| | 83-88 | Steel (longsword) | Yes (good) | Very Rare | 6,500 gp | WBW 214 |
| | 89-94 | Sword of the Paruns (longsword) | Yes | Very Rare | 16,000 gp | GGR 181 |
| 95-100 | Sword of Sharpness (slashing swords) | Yes | Very Rare | 42,000 gp | DMG 206 | |
| 20 | 1-3 | Azuredge (battleaxe) | Yes | Legendary | 53,000 gp | WDH 189 |
| | 4-6 | Bookmark (dagger) | Yes | Legendary | 30,000 gp* | TA 206 |
| | 7-9 | Dawnbringer (longsword) | Yes (non-evil) | Legendary | 57,000 gp | OA 222 |
| | 10-18 | Defender (any sword) | Yes | Legendary | 55,000 gp | DMG 164 |
| | 19-29 | Dragon's Wrath Weapon (Ascendant) (any) | Yes | Legendary | 65,000 gp | FTD 25 |
| | 30-32 | Dragonlance | Yes | Legendary | 25,000 gp* | FTD 23 |
| | 33-35 | Drown (trident) | Yes | Legendary | 66,000 gp | PA 224 |
| | 36-38 | Fane-Eater (battleaxe) | Yes (evil cleric/ paladin) | Legendary | 55,000 gp | BGDA 223 |
| | 39-41 | Flail of Tiamat (flail) | Yes | Legendary | 70,000 gp | FTD 23 |
| | 42-44 | Gurt's Greataxe | Yes | Legendary | 67,000 gp | SKT 234 |
| | 45-47 | Hammer of Thunderbolts (maul) | Yes | Legendary | 51,000 gp | DMG 173 |
| | 48-50 | Hazirawn (greatsword) | Yes | Legendary | 66,000 gp | HDQ 94 |
| | 51-59 | Holy Avenger (any sword) | Yes (paladin) | Legendary | 65,000 gp | DMG 174 |
| | 60-62 | Ironfang (war pick) | Yes | Legendary | 76,000 gp | PA 224-225 |
| | 63-65 | Korolnor Scepter (club) | Yes | Legendary | 63,000 gp | SKT 234-235 |
| | 66-67 | Luck Blade (any sword) | Yes | Legendary | 100,000 gp | DMG 179 |
| | 68-70 | Matalotok (warhammer) | Yes | Legendary | 70,000 gp | BGDA 224 |

WEAPONS (MELEE) (CONT'D)

| d20 | d100 | WEAPON | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-----|--------|--------------------------------|----------------------------------|-----------|----------------|-----------|
| | 71-73 | Orcsplitter (greataxe) | Yes (good dwarf/fighter/paladin) | Legendary | 60,000 gp | PA 224 |
| | 74-76 | Rakdos Ritekneife (dagger) | Yes | Legendary | 60,000 gp | GGR 180 |
| | 77-79 | Ruinblade (greatsword) | Yes | Legendary | 17,000 gp* | IMR 95 |
| | 80-82 | Snicker-Snack (greatsword) | Yes (non-evil) | Legendary | 80,000 gp | WBW 213 |
| 20 | 83-85 | Sunsword (longsword) | Yes | Legendary | 55,000 gp | CS 223 |
| | 86-88 | Sword of Answering (longsword) | Yes (same alignment) | Legendary | 51,000 gp | DMG 206 |
| | 89-91 | Tinderstrike (dagger) | Yes | Legendary | 71,000 gp | PA 225 |
| | 92-94 | Vorpal Sword (slashing swords) | Yes | Legendary | 75,000 gp | DMG 209 |
| | 95-97 | Waythe (greatsword) | Yes | Legendary | 62,000 gp | TYP 229 |
| | 98-100 | Windvane (spear) | Yes | Legendary | 68,000 gp | PA 225 |

WEAPONS (RANGED)

| d100 | WEAPON | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--|---------|-----------|----------------|-----------|
| 1-10 | +1 Weapon (any) | No | Uncommon | 500 gp | DMG 213 |
| 11-14 | Blood Spear | Yes | Uncommon | 375 gp | CS 221 |
| 15-19 | Dragon's Wrath Weapon (Slumbering) (any) | Yes | Uncommon | 250 gp | FTD 25 |
| 20-24 | Hellfire Weapon (any) | No | Uncommon | 500 gp | BGDA 223 |
| 25-28 | Ild Rune Weapon (any) | No | Uncommon | 400 gp | SKT 235 |
| 29-33 | Javelin of Lightning | No | Uncommon | 350 gp | DMG 178 |
| 34-38 | Seeker Dart | No | Uncommon | 100 gp | PA 223 |
| 39-42 | Storm Boomerang | No | Uncommon | 150 gp | PA 223 |
| 43-46 | Trident of Fish Command | Yes | Uncommon | 300 gp | DMG 209 |
| 47-51 | Weapon of Warning (any) | Yes | Uncommon | 400 gp | DMG 213 |
| 52-57 | +2 Weapon (any) | No | Rare | 2,500 gp | DMG 213 |
| 58-60 | Dagger of Blindsight | Yes | Rare | 1,000 gp | WDMM 86 |
| 61-63 | Dagger of Venom | No | Rare | 1,500 gp | DMG 161 |
| 64-67 | Dragon Wing Bow (any bow) | Yes | Rare | 4,000 gp | FTD 23 |
| 68-70 | Dragon's Wrath Weapon (Stirring) (any) | Yes | Rare | 3,000 gp | FTD 25 |
| 71-73 | Dragontooth Dagger | No | Rare | 5,000 gp | RT 93 |
| 74-76 | Two-Birds Sling | No | Rare | 4,000 gp | MOT 198 |
| 77-79 | Vicious Weapon (any) | No | Rare | 1,200 gp | DMG 209 |
| 80-82 | Weapon of the Uven Rune (any) | Yes | Rare | 2,000 gp | WDMM 299 |
| 83-86 | +3 Weapon (any) | No | Very Rare | 15,000 gp | DMG 213 |
| 87-88 | Dragon's Wrath Weapon (Wakened) (any) | Yes | Very Rare | 11,000 gp | FTD 25 |
| 89-91 | Oathbow (longbow) | Yes | Very Rare | 13,000 gp | DMG 183 |
| 92-93 | Spear of Backbiting (spear or javelin) | Yes | Very Rare | 6,500 gp | TYP 229 |
| 94 | Bookmark (dagger) | Yes | Legendary | 30,000 gp* | TA 206 |
| 95 | Dragon's Wrath Weapon (Ascendant) (any) | Yes | Legendary | 65,000 gp | FTD 25 |
| 96 | Drown (trident) | Yes | Legendary | 66,000 gp | PA 224 |
| 97 | Rakdos Ritekneife (dagger) | Yes | Legendary | 60,000 gp | GGR 180 |
| 98 | Tinderstrike (dagger) | Yes | Legendary | 71,000 gp | PA 225 |
| 99 | Topaz Annihilator (firearm) | Yes | Legendary | 12,000 gp* | FTD 24 |
| 100 | Windvane (spear) | Yes | Legendary | 68,000 gp | PA 225 |

ARMOR

| d100 | ARMOR | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--|---------------|-----------|----------------|-----------|
| 1-7 | Armor of Gleaming (any medium or heavy) | No | Common | +75 gp | XGE 136 |
| 8-14 | Cast-Off Armor (light, medium, or heavy) | No | Common | +50 gp | XGE 136 |
| 15-21 | Smoldering Armor (light, medium, or heavy) | No | Common | +75 gp | XGE 139 |
| 22-26 | Adamantine Armor (medium or heavy, but not hide) | No | Uncommon | +500 | DMG 150 |
| 27-31 | Mariner's Armor (light, medium, or heavy) | No | Uncommon | +400 | DMG 181 |
| 32-36 | Mind Carapace Armor (any heavy armor) | Yes (special) | Uncommon | +500 gp | VGM 81 |
| 37-41 | Mithral Armor (medium or heavy, but not hide) | No | Uncommon | +450 | DMG 182 |
| 42-46 | Vind Rune Armor (light, medium, or heavy) | Yes | Uncommon | +300 gp | SKT 236 |
| 47-51 | +1 Armor (light, medium, or heavy) | No | Rare | 3,500 | DMG 152 |
| 52-54 | Armor of Resistance (light, medium, or heavy) | Yes | Rare | 3,000 | DMG 152 |
| 55-57 | Armor of Vulnerability (plate) | Yes | Rare | 1,500 | DMG 152 |
| 58-60 | Dragonguard (breastplate) | No | Rare | 4,000 gp | LMP 48 |
| 61-63 | Elven Chain (chain shirt) | No | Rare | 4,500 | DMG 168 |
| 64-66 | Glamoured Studded Leather | No | Rare | 4,800 | DMG 172 |
| 67-69 | Ild Rune Armor (light, medium, or heavy) | Yes | Rare | 3,000 gp | SKT 235 |
| 70-72 | Leather Golem Armor (leather) | Yes | Rare | 3,000 gp | LLK 55 |
| 73-75 | Mizzium Armor (medium or heavy, but not hide) | No | Rare | +1,500 gp | GGR 179 |
| 76-78 | Molten Bronze Skin (breastplate, half plate, or plate) | Yes | Rare | +1300 | MOT 196 |
| 79-81 | Scorpion Armor (plate) | Yes | Rare | 2,100 gp | TA 208 |
| 82-84 | +2 Armor (light, medium, or heavy) | No | Very Rare | 20,000 | DMG 152 |
| 85-86 | Demon Armor (plate) (cursed) | Yes | Very Rare | 7,500 | DMG 165 |
| 87-88 | Dragon Scale Mail | Yes | Very Rare | 15,000 | DMG 165 |
| 89-90 | Dwarven Plate | No | Very Rare | 25,000 | DMG 167 |
| 91-92 | Heward's Hireling Armor (leather) | Yes | Very Rare | 7,000 gp | LLK 55 |
| 93-94 | Living Armor | Yes | Very Rare | 9,500 gp | ERLW 278 |
| 95 | +3 Armor (light, medium, or heavy) | No | Legendary | 51,000 | DMG 152 |
| 96 | Armor of Invulnerability (plate) | Yes | Legendary | 70,000 | DMG 152 |
| 97 | Efreeti Chain (chain mail) | Yes | Legendary | 80,000 | DMG 167 |
| 98 | Obsidian Flint Dragon Plate | No | Legendary | 27,000 gp* | BGDA 224 |
| 99 | Plate Armor of Etherealness | Yes | Legendary | 60,000 | DMG 185 |
| 100 | Powered Armor (plate) | Yes | Legendary | 30,000 gp* | LLK 56 |

NEVER LET A RELIC MERCHANT KNOW THAT YOU ACTUALLY WANT SOMETHING. MAKE THEM CONVINCED YOU, AND BE DIFFICULT TO CONVINCED. POINT OUT HOW RARELY IT WOULD BE USEFUL. AFTER ALL, YOU'RE NOT STUPID ENOUGH TO GO OUT ADVENTURING. WHEN, EVENTUALLY, THEY BELIEVE YOU WILL BE DOING THEM A FAVOR TO PURCHASE IT, SPRING. MAKE THE DEAL AS FAST AS POSSIBLE, AND TELL THEM YOU SUPPOSE THEY ARE RIGHT. THIS MIGHT BE USEFUL AFTER ALL.

- FARRICK NUCKLESTABLE

SHIELDS

| d100 | SHIELD | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|------------------------------|---------|-----------|----------------|-----------|
| 1-15 | Shield of Expression | No | Common | 50 gp | XGE 139 |
| 16-25 | +1 Shield | No | Uncommon | 450 gp | DMG 200 |
| 26-34 | Sentinel Shield | No | Uncommon | 300 gp | DMG 199 |
| 35-41 | +2 Shield | No | Rare | 4,000 gp | DMG 200 |
| 42-47 | Arrow-Catching Shield | Yes | Rare | 4,500 gp | DMG 152 |
| 48-53 | Pariah's Shield | Yes | Rare | 1,500 gp | GGR 180 |
| 54-59 | Shield of Far Sight | No | Rare | 750 gp | VGM 81 |
| 60-65 | Shield of Missile Attraction | Yes | Rare | 1,000 gp | DMG 200 |
| 66-71 | Skold Rune Shield | Yes | Rare | 2,600 gp | SKT 234 |
| 72-77 | Stein Rune Shield | Yes | Rare | 4,600 gp | SKT 235 |
| 78-82 | +3 Shield | No | Very Rare | 22,000 gp | DMG 200 |
| 83-86 | Animated Shield | Yes | Very Rare | 6,000 gp | DMG 151 |
| 87-90 | Sapphire Buckler | Yes | Very Rare | 9,000 gp | FTD 24 |
| 91-94 | Shield of the Uven Rune | Yes | Very Rare | 11,000 gp | WDMM 299 |
| 95-98 | Spellguard Shield | Yes | Very Rare | 36,000 gp | DMG 201 |
| 99-100 | Shield of the Hidden Lord | Yes | Legendary | 86,000 gp | BGDA 225 |

RODS

| d100 | ROD | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|-----------------------------|---------|-----------|----------------|-----------|
| 1-20 | Immovable Rod | No | Uncommon | 500 gp | DMG 175 |
| 21-35 | Rod of the Pact Keeper (+1) | Yes | Uncommon | 500 gp | DMG 197 |
| 36-45 | Rod of Rulership | Yes | Rare | 3,600 gp | DMG 197 |
| 46-55 | Rod of the Pact Keeper (+2) | Yes | Rare | 4,000 gp | DMG 197 |
| 56-65 | Rod of the Vonindod | Yes | Rare | 3,400 gp | SKT 236 |
| 66-76 | Tentacle Rod | Yes | Rare | 2,000 gp | DMG 208 |
| 77-81 | Rod of Absorption | Yes | Very Rare | 48,000 gp | DMG 195 |
| 82-86 | Rod of Alertness | Yes | Very Rare | 11,000 gp | DMG 196 |
| 87-91 | Rod of Security | No | Very Rare | 45,000 gp | DMG 197 |
| 92-96 | Rod of the Pact Keeper (+3) | Yes | Very Rare | 17,000 gp | DMG 197 |
| 97-98 | Rod of Lordly Might | Yes | Legendary | 70,000 gp | DMG 196 |
| 99-100 | Rod of Resurrection | Yes | Legendary | 125,000 gp | DMG 197 |

WANDS

| d100 | WAND | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|-------------------------|-------------------|----------|----------------|------------------|
| 1-6 | Imbued Wood Focus | Yes | Common | 75 gp | ERLW 277 |
| 7-12 | Wand of Conducting | No | Common | 90 gp | XGE 140 |
| 13-18 | Wand of Pyrotechnics | No | Common | 65 gp | XGE 140 |
| 19-24 | Wand of Scowls | No | Common | 60 gp | XGE 140; WBW 214 |
| 25-30 | Wand of Smiles | No | Common | 60 gp | XGE 140; WBW 214 |
| 31-35 | +1 Wand of the War Mage | Yes | Uncommon | 400 gp | DMG 212 |
| 36-40 | Wand of Entangle | Yes (spellcaster) | Uncommon | 300 gp | TYP 229 |
| 41-49 | Wand of Magic Detection | No | Uncommon | 150 gp | DMG 211 |
| 50-54 | Wand of Magic Missiles | No | Uncommon | 300 gp | DMG 211 |

WANDS (CONT'D)

| d100 | WAND | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|-------------------------|---------|-----------|----------------|-----------|
| 55-59 | Wand of Secrets | No | Uncommon | 125 gp | DMG 211 |
| 60-64 | Wand of Web | Yes | Uncommon | 250 gp | DMG 212 |
| 65-67 | +2 Wand of the War Mage | Yes | Rare | 4,000 gp | DMG 212 |
| 68-70 | Wand of Binding | Yes | Rare | 2,500 gp | DMG 209 |
| 71-73 | Wand of Enemy Detection | Yes | Rare | 3,750 gp | DMG 210 |
| 74-76 | Wand of Fear | Yes | Rare | 3,250 gp | DMG 210 |
| 77-79 | Wand of Fireballs | Yes | Rare | 4,800 gp | DMG 210 |
| 80-82 | Wand of Lightning Bolts | Yes | Rare | 4,800 gp | DMG 211 |
| 83-85 | Wand of Paralysis | Yes | Rare | 4,250 gp | DMG 211 |
| 86-88 | Wand of Viscid Globes | Yes | Rare | 900 gp | OA 223 |
| 89-91 | Wand of Winter | Yes | Rare | 4,100 gp | HDQ 94 |
| 92-94 | Wand of Wonder | Yes | Rare | 2,250 gp | DMG 212 |
| 95-96 | +3 Wand of the War Mage | Yes | Very Rare | 14,000 gp | DMG 212 |
| 97-98 | Blast Scepter | Yes | Very Rare | 9,500 gp | WDMM 310 |
| 99-100 | Wand of Polymorph | Yes | Very Rare | 21,000 gp | DMG 211 |

STAFFS

| d100 | STAFF | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--------------------------------|-------------------|-----------|----------------|-------------|
| 1-9 | Staff of Adornment | No | Common | 50 gp | XGE 139 |
| 10-17 | Staff of Birdcalls | No | Common | 70 gp | XGE 139 |
| 18-25 | Staff of Flowers | No | Common | 50 gp | XGE 139 |
| 26-31 | Skyblinder Staff | Yes | Uncommon | 375 gp | GGR 181 |
| 32-37 | Staff of the Adder | Yes | Uncommon | 350 gp | DMG 203 |
| 38-43 | Staff of the Python | Yes | Uncommon | 250 gp | DMG 204 |
| 44-47 | Gulthias Staff | Yes | Rare | 2,200 gp | CS 221 |
| 48-51 | Spider Staff | Yes | Rare | 1,750 gp | LMP 53 |
| 52-55 | Staff of Charming | Yes | Rare | 3,750 gp | DMG 201 |
| 56-59 | Staff of Defense | Yes | Rare | 3,400 gp | LMP 53 |
| 60-64 | Staff of Healing | Yes | Rare | 4,800 gp | DMG 202 |
| 65-68 | Staff of Swarming Insects | Yes | Rare | 4,500 gp | DMG 203 |
| 69-72 | Staff of the Woodlands | Yes | Rare | 4,500 gp | DMG 204 |
| 73-76 | Staff of Withering | Yes | Rare | 2,100 gp | DMG 205 |
| 77-79 | Eldritch Staff | Yes | Very Rare | 2,000 gp* | WBW 209 |
| 80-82 | Staff of Fire | Yes | Very Rare | 18,000 gp | DMG 201 |
| 83-85 | Staff of Frost | Yes | Very Rare | 18,000 gp | DMG 202 |
| 86-88 | Staff of Power | Yes | Very Rare | 46,000 gp | DMG 202 |
| 89-91 | Staff of Striking | Yes | Very Rare | 36,000 gp | DMG 203 |
| 92-94 | Staff of Thunder and Lightning | Yes | Very Rare | 30,000 gp | DMG 204-205 |
| 95-97 | Voyager Staff | Yes (spellcaster) | Very Rare | 10,500 gp | GGR 181 |
| 98 | Blackstaff | Yes (special) | Legendary | 72,000 gp | WDH 190 |
| 99 | Dragonstaff of Anghairon | Yes | Legendary | 50,500 gp | WDH 191 |
| 100 | Staff of the Magi | Yes | Legendary | 98,000 gp | DMG 203 |

RINGS

| d100 | RING | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|---------------------------|---------|-----------|----------------|-----------|
| 1-6 | Guild Signet | Yes | Uncommon | 350 gp | GGR 178 |
| 7-13 | Ring of Jumping | Yes | Uncommon | 250 gp | DMG 191 |
| 14-19 | Ring of Mind Shielding | Yes | Uncommon | 450 gp | DMG 191 |
| 20-26 | Ring of Swimming | No | Uncommon | 300 gp | DMG 193 |
| 27-32 | Ring of Truth Telling | Yes | Uncommon | 150 gp | WDH 192 |
| 33-38 | Ring of Warmth | Yes | Uncommon | 480 gp | DMG 193 |
| 39-44 | Ring of Water Walking | No | Uncommon | 500 gp | DMG 193 |
| 45-48 | Ring of Animal Influence | No | Rare | 1,000 gp | DMG 189 |
| 49-52 | Ring of Evasion | Yes | Rare | 4,900 gp | DMG 191 |
| 53-57 | Ring of Feather Falling | Yes | Rare | 2,200 gp | DMG 191 |
| 58-61 | Ring of Free Action | Yes | Rare | 4,500 gp | DMG 191 |
| 62-66 | Ring of Protection | Yes | Rare | 3,000 gp | DMG 191 |
| 67-71 | Ring of Resistance | Yes | Rare | 3,500 gp | DMG 192 |
| 72-75 | Ring of Spell Storing | Yes | Rare | 3,600 gp | DMG 192 |
| 76-79 | Ring of the Ram | Yes | Rare | 4,000 gp | DMG 193 |
| 80-83 | Ring of X-Ray Vision | Yes | Rare | 3,500 gp | DMG 193 |
| 84-86 | Horned Ring | Yes | Very Rare | 10,000 gp | WDMM 310 |
| 87-89 | Ring of Regeneration | Yes | Very Rare | 40,000 gp | DMG 191 |
| 90-92 | Ring of Shooting Stars | Yes | Very Rare | 20,000 gp | DMG 192 |
| 93-95 | Ring of Telekinesis | Yes | Very Rare | 25,000 gp | DMG 193 |
| 96 | Ring of Djinni Summoning | Yes | Legendary | 125,000 gp | DMG 190 |
| 97 | Ring of Elemental Command | Yes | Legendary | 200,000 gp | DMG 190 |
| 98 | Ring of Invisibility | Yes | Legendary | 75,000 gp | DMG 191 |
| 99 | Ring of Spell Turning | Yes | Legendary | 66,000 gp | DMG 193 |
| 100 | Ring of Three Wishes | No | Legendary | 97,950 gp | DMG 193 |

WONDROUS ITEMS: HEAD

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|----------------------------------|----------------------|----------|----------------|------------------|
| 1-5 | Dread Helm | No | Common | 55 gp | XGE 137; WBW 208 |
| 6-10 | Hat of Vermin | No | Common | 65 gp | XGE 137 |
| 11-15 | Hat of Wizardry | Yes (wizard) | Common | 75 gp | XGE 137 |
| 16-18 | Cap of Water Breathing | No | Uncommon | 450 gp | DMG 157 |
| 19-21 | Cirlet of Blasting | No | Uncommon | 350 gp | DMG 158 |
| 22-24 | Cirlet of Human Perfection | Yes (humanoid) | Uncommon | 200 gp | WDMM 30 |
| 25-28 | Hat of Disguise | Yes | Uncommon | 475 gp | DMG 173 |
| 29-31 | Headband of Intellect | Yes | Uncommon | 450 gp | DMG 173 |
| 32-35 | Helm of Comprehending Languages | No | Uncommon | 200 gp | DMG 173 |
| 36-38 | Helm of Telepathy | Yes | Uncommon | 300 gp | DMG 174 |
| 39-41 | Helm of Underwater Action | Yes | Uncommon | 500 gp | GS 229; IMR 94 |
| 42-44 | Propeller Helm | Yes (Small humanoid) | Uncommon | 250 gp | WDMM 251 |
| 45-47 | Spies' Murmur | Yes | Uncommon | 475 gp | GGR 181 |
| 48-49 | Helm of Teleportation | Yes | Rare | 4,250 gp | DMG 174 |
| 50-51 | Helm of the Gods | Yes | Rare | 1,200 gp | MOT 196 |
| 52-53 | Ioun Stone: Awareness | Yes | Rare | 4,000 gp | DMG 176-177 |
| 54-55 | Ioun Stone: Historical Knowledge | Yes | Rare | 500 gp | LLK 55 |

WONDROUS ITEMS: HEAD (CONT'D)

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|---------------------------------|---------------|-----------|----------------|-------------|
| 56-57 | Ioun Stone: Language Knowledge | Yes | Rare | 500 gp | LLK 55 |
| 58-59 | Ioun Stone: Natural Knowledge | Yes | Rare | 500 gp | LLK 55 |
| 60-61 | Ioun Stone: Protection | Yes | Rare | 3,600 gp | DMG 176-177 |
| 62-63 | Ioun Stone: Religious Knowledge | Yes | Rare | 500 gp | LLK 55 |
| 64-65 | Ioun Stone: Reserve | Yes | Rare | 4,500 gp | DMG 176-177 |
| 66-67 | Ioun Stone: Self-Preservation | Yes | Rare | 750 gp | LLK 55 |
| 68-69 | Ioun Stone: Supreme Intellect | Yes | Rare | 600 gp | LLK 55 |
| 70-71 | Ioun Stone: Sustenance | Yes | Rare | 3,000 gp | DMG 176-177 |
| 72-73 | Knave's Eye Patch | Yes | Rare | 2,000 gp | WDH 191 |
| 74-75 | Helm of Brilliance | Yes | Very Rare | 32,000 gp | DMG 173 |
| 76-77 | Helm of Devil Command | Yes (special) | Very Rare | 21,500 gp | BGDA 223 |
| 78-79 | Ioun Stone: Absorption | Yes | Very Rare | 20,000 gp | DMG 176-177 |
| 80-81 | Ioun Stone: Agility | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 82-83 | Ioun Stone: Fortitude | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 84-85 | Ioun Stone: Insight | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 86-87 | Ioun Stone: Intellect | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 88-89 | Ioun Stone: Leadership | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 90-91 | Ioun Stone: Vitality | Yes | Very Rare | 1,000 gp* | IMR 94 |
| 92-93 | Peregrine Mask | Yes | Very Rare | 6,000 gp | GGR 180 |
| 94-95 | Ioun Stone: Strength | Yes | Very Rare | 8,000 gp | DMG 176-177 |
| 96 | Belashyrra's Beholder Crown | Yes | Legendary | 51,000 gp | ERLW 276 |
| 97 | Ioun Stone: Greater Absorption | Yes | Legendary | 60,000 gp | DMG 176-177 |
| 98 | Ioun Stone: Mastery | Yes | Legendary | 60,000 gp | DMG 176-177 |
| 99 | Ioun Stone: Regeneration | Yes | Legendary | 55,000 gp | DMG 176-177 |
| 100 | Lost Crown of Besilmer | Yes | Legendary | 23,000 gp | PA 223-224 |

WONDROUS ITEMS: EYES

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|-----------------------|-----------------------|-----------|----------------|-----------|
| 1-19 | Ersatz Eye | Yes | Common | 75 gp | XGE 137 |
| 20-32 | Eyes of Charming | Yes | Uncommon | 300 gp | DMG 168 |
| 33-45 | Eyes of Minute Seeing | No | Uncommon | 150 gp | DMG 168 |
| 46-58 | Eyes of the Eagle | Yes | Uncommon | 400 gp | DMG 168 |
| 59-71 | Finder's Goggles | Yes (Mark of Finding) | Uncommon | 500 gp | ERLW 277 |
| 72-84 | Goggles of Night | No | Uncommon | 300 gp | DMG 172 |
| 85-97 | Mast of the Beast | No | Uncommon | 200 gp | TA 207 |
| 98-100 | Black Dragon Mask | Yes | Legendary | 95,000 gp | HDQ 94 |

WONDROUS ITEMS: NECK

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--|----------------------------|-----------|----------------|-----------|
| 1-9 | Clockwork Amulet | No | Common | 100 gp | XGE 137 |
| 10-18 | Dark Shard Amulet | Yes (warlock) | Common | 75 gp | XGE 137 |
| 19-25 | Amulet of Proof Against Detection and Location | Yes | Uncommon | 400 gp | DMG 150 |
| 26-31 | +1 Amulet of the Devout | Yes (cleric/paladin) | Uncommon | 425 gp | TCE 119 |
| 32-37 | Brooch of Shielding | Yes | Uncommon | 375 gp | DMG 156 |
| 38-43 | Medallion of Thoughts | Yes | Uncommon | 300 gp | DMG 181 |
| 44-49 | Necklace of Adaptation | Yes | Uncommon | 450 gp | DMG 182 |
| 50-56 | Periapt of Health | No | Uncommon | 250 gp | DMG 184 |
| 57-63 | Periapt of Wound Closure | Yes | Uncommon | 375 gp | DMG 184 |
| 64-67 | Amulet of Health | Yes | Rare | 4,000 gp | DMG 150 |
| 68-71 | Amulet of Protection from Turning | Yes | Rare | 3,600 gp | TYP 228 |
| 72-75 | +2 Amulet of the Devout | Yes (cleric/paladin) | Rare | 4,250 gp | TCE 119 |
| 76-79 | Charm of Plant Command | Yes | Rare | 1,500 gp | GS 229 |
| 80-83 | Necklace of Fireballs | No | Rare | 4,350 gp | DMG 182 |
| 84-87 | Necklace of Prayer Beads | Yes (cleric/druid/paladin) | Rare | 5,000 gp | DMG 182 |
| 88-91 | Periapt of Proof Against Poison | No | Rare | 4,700 gp | DMG 184 |
| 92-93 | Amulet of the Black Skull | Yes | Very Rare | 6,400 gp | TA 206 |
| 94-95 | +3 Amulet of the Devout | Yes (cleric/paladin) | Very Rare | 14,500 gp | TCE 119 |
| 96-97 | Amulet of the Planes | Yes | Very Rare | 43,000 gp | DMG 150 |
| 98 | Holy Symbol of Ravenkind | Yes (good cleric/paladin) | Legendary | 51,000 gp | CS 222 |
| 99 | Platinum Scarf | Yes | Legendary | 20,000 gp* | FTD 24 |
| 100 | Scarab of Protection | Yes | Legendary | 58,000 gp | DMG 199 |

WONDROUS ITEMS: SHOULDERS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|------------------------------|--------------------|-----------|----------------|------------------|
| 1-10 | Cloak of Billowing | No | Common | 100 gp | XGE 136 |
| 11-20 | Cloak of Many Fashions | No | Common | 90 gp | XGE 136; WBW 208 |
| 21-28 | Cloak of Elvenkind | Yes | Uncommon | 250 gp | DMG 158 |
| 29-36 | Cloak of Protection | Yes | Uncommon | 400 gp | DMG 159 |
| 37-44 | Cloak of the Manta Ray | No | Uncommon | 350 gp | DMG 159 |
| 45-52 | Nature's Mantle | Yes (druid/ranger) | Uncommon | 325 gp | TCE 133 |
| 53-60 | Piwafwi (Cloak of Elvenkind) | Yes | Uncommon | 200 gp | OA 222 |
| 61-64 | Cape of the Mountebank | No | Rare | 3,900 gp | DMG 157 |
| 65-68 | Cloak of Displacement | Yes | Rare | 3,600 gp | DMG 158 |
| 69-72 | Cloak of the Bat | Yes | Rare | 4,600 gp | DMG 159 |
| 73-76 | Hell Hound Cloak | Yes | Rare | 1,700 gp | TYP 228 |
| 77-80 | Ise Rune Cloak | Yes | Rare | 1,200 gp | SKT 237 |
| 81-84 | Mantle of Spell Resistance | Yes | Rare | 4,200 gp | DMG 180 |
| 85-88 | Piwafwi of Fire Resistance | Yes | Rare | 1,400 gp | OA 222 |
| 89-92 | Vind Rune Cloak | Yes | Rare | 650 gp | SKT 236 |
| 93-96 | Wings of Flying | Yes | Rare | 3,600 gp | DMG 214 |
| 97-99 | Cloak of Arachnida | Yes | Very Rare | 14,000 gp | DMG 158 |
| 100 | Cloak of Invisibility | Yes | Legendary | 54,000 gp | DMG 158-159 |

WONDROUS ITEMS: ARMS & WRISTS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|--------------------------|-------------------|-----------|----------------|-------------------|
| 1-20 | Prosthetic Limb | Yes | Common | 100 gp | ERLW 278; TCE 134 |
| 21-40 | Wand Sheath | Yes (warforged) | Common | 75 gp | ERLW 279 |
| 41-55 | Bracers of Archery | Yes | Uncommon | 350 gp | DMG 156 |
| 56-67 | Bracer of Flying Daggers | Yes | Rare | 1,000 gp | WDH 190 |
| 68-79 | Bracers of Defense | Yes | Rare | 4,000 gp | DMG 156 |
| 80-86 | Arcane Propulsion Arm | Yes | Very Rare | 5,100 gp | ERLW 276 |
| 87-93 | Bracelet of Rock Magic | Yes | Very Rare | 9,000 gp | TYP 228 |
| 94-100 | Illusionist's Bracers | Yes (spellcaster) | Very Rare | 13,500 gp | GGR 178 |

WONDROUS ITEMS: HANDS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|---------------------------------|---------|-----------|----------------|----------------|
| 1-16 | Prosthetic Limb | Yes | Common | 100 gp | ERLW 278 |
| 17-28 | Gauntlets of Ogre Power | Yes | Uncommon | 450 gp | DMG 171 |
| 29-40 | Gloves of Missile Snaring | Yes | Uncommon | 325 gp | DMG 172 |
| 41-52 | Gloves of Swimming and Climbing | Yes | Uncommon | 250 gp | DMG 172 |
| 53-64 | Gloves of Thievery | No | Uncommon | 300 gp | DMG 172 |
| 65-76 | Living Gloves | Yes | Uncommon | 500 gp | ERLW 278 |
| 77-85 | Claws of the Umber Hulk | Yes | Rare | 4,300 gp | PA 222; IMR 94 |
| 86-94 | Gauntlets of Flaming Fury | Yes | Rare | 2,000 gp | BGDA 223 |
| 95-100 | Arcane Propulsion Arm | Yes | Very Rare | 5,100 gp | ERLW 276 |

WONDROUS ITEMS: WAIST

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|--------------------------------------|------------|-----------|----------------|-----------|
| 1-19 | Dragonhide Belt (Uncommon) | Yes (monk) | Uncommon | 400 gp | FTD 23 |
| 20-34 | Belt of Dwarvenkind | Yes | Rare | 5,000 gp | DMG 155 |
| 35-49 | Belt of Giant Strength (Hill) | Yes | Rare | 4,000 gp | DMG 155 |
| 50-64 | Dragonhide Belt (Rare) | Yes (monk) | Rare | 4,000 gp | FTD 23 |
| 65-74 | Belt of Giant Strength (Stone/Frost) | Yes | Very Rare | 12,000 gp | DMG 155 |
| 75-84 | Belt of Giant Strength (Fire) | Yes | Very Rare | 36,000 gp | DMG 155 |
| 85-94 | Dragonhide Belt (Very Rare) | Yes (monk) | Very Rare | 14,000 gp | FTD 23 |
| 95-97 | Belt of Giant Strength (Cloud) | Yes | Legendary | 66,000 gp | DMG 155 |
| 98-100 | Belt of Giant Strength (Storm) | Yes | Legendary | 100,000 gp | DMG 155 |

WHEN IT COMES TO RELICS AND OTHER MAGICAL FIDDLE FADDE,
GO FOR NONDESCRIPT. TRY TO FIND A RING OF RESISTANCE THAT
LOOKS LIKE EVERY OTHER RING OF RESISTANCE. IF IT HAS A
MAKER'S MARK, WORRY. IF IT'S GOT A NAME INSCRIBED, SELL IT TO
THE NEXT PERSON YOU SEE.

- FARRICK NUCKLESTABBLE

WONDROUS ITEMS: BODY

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|------------------------------|---------------|-----------|----------------|-------------|
| 1-11 | Clothes of Mending | No | Common | 50 gp | XGE 137 |
| 12-22 | Glamerweave (common) | No | Common | 50 gp | ERLW 277 |
| 23-33 | Shiftweave | No | Common | 100 gp | ERLW 279 |
| 34-41 | Glamerweave (uncommon) | No | Uncommon | 150 gp | ERLW 277 |
| 42-49 | Mizzium Apparatus | Yes (special) | Uncommon | 500 gp | GGR 179 |
| 50-57 | Robe of Serpents | Yes | Uncommon | 375 gp | SKT 236 |
| 58-65 | Robe of Useful Items | No | Uncommon | 400 gp | DMG 195 |
| 66-73 | Wingwear | Yes | Uncommon | 300 gp | PA 223 |
| 74-79 | Lord's Ensemble | Yes | Rare | 5,000 gp | WDH 191 |
| 80-85 | Robe of Eyes | Yes | Rare | 5,000 gp | DMG 193-194 |
| 86-91 | Robe of Summer | Yes | Rare | 2,900 gp | TYP 229 |
| 92-95 | Robe of Scintillating Colors | Yes | Very Rare | 27,000 gp | DMG 194 |
| 96-99 | Robe of Stars | Yes | Very Rare | 45,000 gp | DMG 194 |
| 100 | Robe of the Archmagi | Yes | Legendary | 75,000 gp | DMG 194 |

WONDROUS ITEMS: FEET

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|---------------------------------|---------|----------|----------------|-----------|
| 1-14 | Boots of False Tracks | No | Common | 60 gp | XGE 136 |
| 15-28 | Prosthetic Limb | Yes | Common | 100 gp | ERLW 278 |
| 29-36 | Boots of Elvenkind | No | Uncommon | 400 gp | DMG 155 |
| 37-44 | Boots of Striding and Springing | Yes | Uncommon | 200 gp | DMG 156 |
| 45-52 | Boots of the Winterlands | Yes | Uncommon | 300 gp | DMG 156 |
| 53-60 | Slippers of Spider Climbing | Yes | Uncommon | 500 gp | DMG 200 |
| 61-68 | Stein Rune Boots | Yes | Uncommon | 350 gp | SKT 235 |
| 69-76 | Winged Boots | Yes | Uncommon | 5,000 gp* | DMG 214 |
| 77-82 | Boots of Levitation | Yes | Rare | 4,500 gp | DMG 155 |
| 83-88 | Boots of Speed | Yes | Rare | 3,000 gp | DMG 155 |
| 89-94 | Ise Rune Boots | Yes | Rare | 2,650 gp | SKT 237 |
| 95-100 | Vind Rune Boots | Yes | Rare | 650 gp | SKT 236 |

WONDROUS ITEMS: TATTOOS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|----------------------------|--|-----------|----------------|-------------|
| 1-15 | Illuminator's Tattoo | Yes | Common | 65 gp | TCE 129 |
| 16-30 | Masquerade Tattoo | Yes | Common | 75 gp | TCE 131 |
| — | Spellwrought Tattoo | <i>See Spellwrought Tattoos (page 5)</i> | | | TCE 135 |
| 31-41 | Barrier Tattoo (Uncommon) | Yes | Uncommon | 200 gp | TCE 122 |
| 42-52 | Coiling Grasp Tattoo | Yes | Uncommon | 500 gp | TCE 123 |
| 53-63 | Eldritch Claw Tattoo | Yes | Uncommon | 500 gp | TCE 126-127 |
| 64-71 | Barrier Tattoo (Rare) | Yes | Rare | 1,500 gp | TCE 122 |
| 72-79 | Shadowfell Brand Tattoo | Yes | Rare | 1,100 gp | TCE 134-135 |
| 80-84 | Absorbing Tattoo | Yes | Very Rare | 8,000 gp | TCE 119 |
| 85-89 | Barrier Tattoo (Very Rare) | Yes | Very Rare | 6,000 gp | TCE 122 |
| 90-94 | Ghost Step Tattoo | Yes | Very Rare | 9,000 gp | TCE 128 |
| 95-99 | Lifewell Tattoo | Yes | Very Rare | 5,100 gp | TCE 129 |
| 100 | Blood Fury Tattoo | Yes | Legendary | 32,000 gp* | TCE 122 |

WONDROUS ITEMS: INSTRUMENTS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|---|------------|-----------|----------------|-----------------|
| 1-12 | Instrument of Illusions | Yes | Common | 100 gp | XGE 137 |
| 13-23 | Instrument of Scribing | Yes | Common | 80 gp | XGE 138; WBW211 |
| 24-31 | Instrument of the Bards (Doss Lute) | Yes (bard) | Uncommon | 250 gp | DMG 176 |
| 32-39 | Instrument of the Bards (Fochlucan Bandore) | Yes (bard) | Uncommon | 350 gp | DMG 176 |
| 40-47 | Instrument of the Bards (Mac-Fuimidh Cittern) | Yes (bard) | Uncommon | 450 gp | DMG 176 |
| 48-55 | Pipes of Haunting | No | Uncommon | 300 gp | DMG 185 |
| 56-63 | Pipes of the Sewers | Yes | Uncommon | 150 gp | DMG 185 |
| 64-71 | +1 Rhythm-Maker's Drum | Yes (bard) | Uncommon | 425 gp | TCE 134 |
| 72-75 | Instrument of the Bards (Canaith Mandolin) | Yes (bard) | Rare | 3,750 gp | DMG 176 |
| 76-79 | Instrument of the Bards (Cli Lyre) | Yes (bard) | Rare | 4,250 gp | DMG 176 |
| 80-83 | Lyre of Building | Yes (bard) | Rare | 4,750 gp | TCE 131 |
| 84-87 | Reveler's Concertina | Yes (bard) | Rare | 4,250 gp | TCE 134 |
| 88-91 | +2 Rhythm-Maker's Drum | Yes (bard) | Rare | 4,250 gp | TCE 134 |
| 92-95 | Siren Song Lyre | Yes | Rare | 650 gp | MOT 198 |
| 96-97 | Instrument of the Bards (Anstruth Harp) | Yes (bard) | Very Rare | 17,500 gp | DMG 176 |
| 98-99 | +3 Rhythm-Maker's Drum | Yes (bard) | Very Rare | 14,500 gp | TCE 134 |
| 100 | Instrument of the Bards (Ollamh Harp) | Yes (bard) | Legendary | 51,000 gp | DMG 176 |

WONDROUS ITEMS: SPELL BOOKS

| d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|--------|---------------------------------|--------------|-----------|----------------|-------------|
| 1-20 | Enduring Spellbook | No | Common | 100 gp | XGE 137 |
| 21-30 | +1 Arcane Grimoire | Yes (wizard) | Uncommon | 425 gp | TCE 120 |
| 31-36 | +2 Arcane Grimoire | Yes (wizard) | Rare | 4,250 gp | TCE 120 |
| 37-42 | Alchemical Compendium | Yes (wizard) | Rare | 3,000 gp | TCE 119 |
| 43-48 | Astromancy Archive | Yes (wizard) | Rare | 3,300 gp | TCE 120 |
| 49-54 | Atlas of Endless Horizons | Yes (wizard) | Rare | 3,750 gp | TCE 120 |
| 55-60 | Duplicitous Manuscript | Yes (wizard) | Rare | 3,000 gp | TCE 126 |
| 61-66 | Fulminating Treatise | Yes (wizard) | Rare | 4,000 gp | TCE 128 |
| 67-72 | Heart Weaver's Primer | Yes (wizard) | Rare | 3,000 gp | TCE 128-129 |
| 73-78 | Libram of Souls and Flesh | Yes (wizard) | Rare | 4,200 gp | TCE 129 |
| 79-84 | Planecaller's Codex | Yes (wizard) | Rare | 3,500 gp | TCE 134 |
| 85-90 | Protective Verses | Yes (wizard) | Rare | 3,500 gp | TCE 134 |
| 91-94 | +3 Arcane Grimoire | Yes (wizard) | Very Rare | 14,500 gp | TCE 120 |
| 95-98 | Crystalline Chronicle | Yes (wizard) | Very Rare | 6,500 gp | TCE 124-125 |
| 99-100 | The Incantations of Iriolarthas | No | Legendary | 100,000 gp | IDRF 317 |

WONDROUS ITEMS: OTHER & NONE

| d20 | d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE | |
|------|--------|----------------------------------|------------------------|----------|----------------|------------------|------------------|
| | 1-3 | Bead of Nourishment | No | Common | 25 gp | XGE 136 | |
| | 4-6 | Bead of Refreshment | No | Common | 25 gp | XGE 136 | |
| | 7-8 | Bottle of Boundless Coffee | No | Common | 50 gp | SCC 38 | |
| | 9-11 | Candle of the Deep | No | Common | 50 gp | XGE 136 | |
| | 12-13 | Charlatan's Die | Yes | Common | 80 gp | XGE 136 | |
| | 14-16 | Chest of Preserving | No | Common | 100 gp | WDMM 139 | |
| | 17-19 | Cleansing Stone | No | Common | 50 gp | ERLW 276 | |
| | 20 | Cuddly Strixhaven Mascot | No | Common | 100 gp | SCC 38 | |
| | 21-23 | Ear Horn of Hearing | No | Common | 75 gp | XGE 137 | |
| | 24-26 | Everbright Lantern | No | Common | 100 gp | ERLW 277 | |
| | 27-29 | Feather Token | No | Common | 25 gp | ERLW 277 | |
| | 30-32 | Heward's Handy Spice Pouch | No | Common | 100 gp | XGE 137 | |
| | 33-35 | Horn of Silent Alarm | No | Common | 85 gp | XGE 137 | |
| | 36-37 | Keycharm | Yes (Mark of Warding) | Common | 50 gp | ERLW 277 | |
| | 38-40 | Lantern of Tracking | No | Common | 75 gp | IDRF 314-315 | |
| | 41-42 | Lock of Trickery | No | Common | 50 gp | XGE 138 | |
| | 43-44 | Moodmark Paint | No | Common | 50 gp | GGR 180 | |
| | 45-47 | Mystery Key | No | Common | 50 gp | XGE 138 | |
| 1-7 | 48-50 | Orb of Direction | No | Common | 50 gp | XGE 138; WBW 212 | |
| | 51-53 | Orb of Gonging | No | Common | 50 gp | WDMM 174 | |
| | 54-56 | Orb of Shielding | Yes | Common | 80 gp | ERLW 278 | |
| | 57-59 | Orb of Time | No | Common | 50 gp | XGE 138 | |
| | 60-62 | Pipe of Remembrance | No | Common | 50 gp | GS 229 | |
| | 63-65 | Pipe of Smoke Monsters | No | Common | 50 gp | XGE 138; WBW 212 | |
| | 66-68 | Pole of Angling | No | Common | 50 gp | XGE 138 | |
| | 69-71 | Pole of Collapsing | No | Common | 55 gp | XGE 138; WBW 212 | |
| | 72 | Pot of Awakening | No | Common | 85 gp | XGE 138; IMR 95 | |
| | 73-75 | Pressure Capsule | No | Common | 25 gp | GS 229 | |
| | 76-78 | Rope of Mending | No | Common | 50 gp | XGE 138 | |
| | 79-81 | Ruby of the War Mage | Yes (spellcaster) | Common | 100 gp | XGE 138 | |
| | 82-84 | Scribe's Pen | Yes (Mark of Scribing) | Common | 60 gp | ERLW 278-279 | |
| | 85-86 | Sekolahian Worshipping Statuette | No | Common | 50 gp | GS 229 | |
| | 87-89 | Spellshard | No | Common | 100 gp | ERLW 279 | |
| | | 90 | Strixhaven Pennant | No | Common | 50 gp | SCC 39 |
| | | 91-92 | Talking Doll | Yes | Common | 75 gp | XGE 139; WBW 214 |
| | 93-95 | Tankard of Plenty | No | Common | 25 gp | HDQ 74 | |
| | 96-98 | Tankard of Sobriety | No | Common | 80 gp | XGE 139 | |
| | 99-100 | Thermal Cube | No | Common | 50 gp | IDRF 316 | |
| 8-12 | 1-2 | +1 All-Purpose Tool | Yes (artificer) | Uncommon | 1,500 gp* | TCE 119 | |
| | 3-4 | +1 Bloodwell Vial | Yes (sorcerer) | Uncommon | 425 gp | TCE 122 | |
| | 5-6 | Alchemy Jug | No | Uncommon | 100 gp | DMG 150 | |
| | 7-10 | Bag of Holding | No | Uncommon | 500 gp | DMG 153-154 | |
| | 11-12 | Bag of Tricks | No | Uncommon | 350 gp | DMG 154 | |
| | 13-14 | Balance of Harmony | No | Uncommon | 200 gp | TYP 228 | |
| | 15-16 | Balloon Pack | No | Uncommon | 275 gp | PA 222 | |
| | 17 | Broom of Flying | No | Uncommon | 7,500 gp* | DMG 156 | |
| | 18 | The Codicil of White | No | Uncommon | 500 gp | IDRF 317 | |

WONDROUS ITEMS: OTHER & NONE (CONT'D)

| d20 | d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|------|-------|---|-----------------------|----------|----------------|-----------------|
| | 19 | Cursed Luckstone | Yes | Uncommon | 250 gp | GS 229 |
| | 20-21 | Decanter of Endless Water | No | Uncommon | 300 gp | DMG 161 |
| | 22-23 | Deck of Illusions | No | Uncommon | 450 gp | DMG 161-162 |
| | 24-25 | Dragon Vessel (Slumbering) | Yes | Uncommon | 500 gp | FTD 27 |
| | 26-27 | Dragon-Touched Focus (Slumbering) | Yes (spellcaster) | Uncommon | 400 gp | FTD 26 |
| | 28-29 | Driftglobe | No | Uncommon | 100 gp | DMG 166 |
| | 30-31 | Dust of Corrosion | No | Uncommon | 150 gp | WBW 209 |
| | 32-33 | Dust of Disappearance | No | Uncommon | 200 gp | DMG 166 |
| | 34-35 | Dust of Dryness | No | Uncommon | 350 gp | DMG 166 |
| | 36-37 | Dust of Sneezing and Choking | No | Uncommon | 150 gp | DMG 166 |
| | 38 | Earworm | Yes | Uncommon | 225 gp | ERLW 277 |
| | 39-40 | Elemental Gem | No | Uncommon | 250 gp | DMG 168 |
| | 41-42 | Emerald Pen | No | Uncommon | 250 gp | FTD 23 |
| | 43-44 | Eversmoking Bottle | No | Uncommon | 270 gp | DMG 168 |
| | 45-46 | Feywild Shard | Yes (sorcerer) | Uncommon | 250 gp | TCE 127 |
| | 47-48 | Figurine of Wondrous Power (Silver Raven) | No | Uncommon | 380 gp | DMG 170 |
| | 49-50 | Gem of Brightness | No | Uncommon | 250 gp | DMG 171 |
| | 51-52 | Guardian Emblem | Yes (cleric/paladin) | Uncommon | 300 gp | TCE 128 |
| | 53 | Guild Charms | No | Uncommon | 450 gp | GGR 173 |
| | 54 | Infernal Puzzle Box | No | Uncommon | 3,500 gp* | BGDA 224 |
| | 55 | Insignia of Claws | No | Uncommon | 450 gp | HDQ 94 |
| | 56-57 | Keoghtom's Ointment | No | Uncommon | 400 gp | DMG 179 |
| | 58-59 | Lantern of Revealing | No | Uncommon | 500 gp | DMG 179 |
| 8-12 | 60 | Lorehold Primer | Yes (spellcaster) | Uncommon | 300 gp | SCC 39 |
| | 61-62 | Night Caller | No | Uncommon | 350 gp | TYP 228 |
| | 63-64 | Paper Bird | No | Uncommon | 350 gp | WDH 191; IMR 94 |
| | 65-67 | Pearl of Power | Yes (spellcaster) | Uncommon | 400 gp | DMG 184 |
| | 68-69 | Pixie Dust | No | Uncommon | 1,000 gp* | WBW 212 |
| | 70 | Prismari Primer | Yes (spellcaster) | Uncommon | 300 gp | SCC 39 |
| | 71-72 | Psi Crystal | Yes (Intelligence 3+) | Uncommon | 500 gp | IDRF 315 |
| | 73 | Pyroconverger | Yes | Uncommon | 250 gp | GGR 180 |
| | 74 | Quandrix Primer | Yes (spellcaster) | Uncommon | 300 gp | SCC 39 |
| | 75-76 | Quiver of Ehlonna | No | Uncommon | 250 gp | DMG 189 |
| | 77 | Rakdos Keyrune | Yes (special) | Uncommon | 400 gp | GGR 178 |
| | 78-79 | Rope of Climbing | No | Uncommon | 350 gp | DMG 197 |
| | 80-81 | Saddle of the Cavalier | No | Uncommon | 250 gp | DMG 199 |
| | 82-83 | Scaled Ornament (Slumbering) | Yes | Uncommon | 200 gp | FTD 27 |
| | 84-86 | Sending Stones | No | Uncommon | 500 gp | DMG 199 |
| | 87 | Silverquill Primer | Yes (spellcaster) | Uncommon | 300 gp | SCC 39 |
| | 88 | Simic Keyrune | Yes (special) | Uncommon | 500 gp | GGR 178 |
| | 89-90 | Smokepowder | No | Uncommon | 325 gp | WDH 192 |
| | 91-92 | Soul Coin | No | Uncommon | 250 gp | BGDA 225 |
| | 93-94 | Stone of Good Luck | Yes | Uncommon | 400 gp | DMG 205 |
| | 95-96 | Stone of Ill Luck | Yes | Uncommon | 400 gp | TYP 229 |
| | 97 | Wheel of Wind and Water | No | Uncommon | 350 gp | ERLW 280 |
| | 98-99 | Wind Fan | No | Uncommon | 150 gp | DMG 213 |
| | 100 | Witherbloom Primer | Yes (spellcaster) | Uncommon | 300 gp | SCC 39 |

WONDROUS ITEMS: OTHER & NONE (CONT'D)

| d20 | d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|-------|--|---------------------|--------|----------------|-------------|
| | 1-2 | +2 All-Purpose Tool | Yes (artificer) | Rare | 4,500 gp | TCE 119 |
| | 3-4 | +2 Bloodwell Vial | Yes (sorcerer) | Rare | 4,250 gp | TCE 122 |
| | 5 | Astral Shard | Yes (sorcerer) | Rare | 4,200 gp | TCE 120 |
| | 6 | Azorius Keyrune | Yes (special) | Rare | 1,000 gp | GGR 177 |
| | 7 | Badge of the Watch | Yes (special) | Rare | 3,250 gp | WDH 189 |
| | 8-9 | Bag of Beans | No | Rare | 4,200 gp | DMG 152 |
| | 10 | Banner of the Krig Rune | Yes | Rare | 4,400 gp | SKT 233 |
| | 11-12 | Bead of Force | No | Rare | 3,000 gp | DMG 154 |
| | 13-14 | Bell Branch | Yes (druid/warlock) | Rare | 750 gp | TCE 122 |
| | 15 | Blod Stone | Yes | Rare | 6,500 gp | SKT 233 |
| | 16 | Boros Keyrune | Yes (special) | Rare | 3,500 gp | GGR 177 |
| | 17-18 | Bowl of Commanding Water Elementals | No | Rare | 4,700 gp | DMG 156 |
| | 19-20 | Brazier of Commanding Fire Elementals | No | Rare | 4,700 gp | DMG 156 |
| | 21 | Bridle of Capturing | No | Rare | 4,500 gp | IMR 94 |
| | 22 | Cauldron of Plenty | No | Rare | 3,500 gp | IDRF 314 |
| | 23-24 | Censer of Controlling Air Elementals | No | Rare | 4,700 gp | DMG 158 |
| | 25-27 | Chime of Opening | No | Rare | 3,000 gp | DMG 158 |
| | 28 | Chromatic Rose | No | Rare | 500 gp | WBW 208 |
| | 29 | Claw of the Wyrn Rune | Yes | Rare | 4,400 gp | SKT 233 |
| | 30-31 | Cube of Force | Yes | Rare | 5,000 gp | DMG 159-160 |
| | 32-33 | Daern's Instant Fortress | No | Rare | 5,000 gp | DMG 160-161 |
| | 34-35 | Dimensional Shackles | No | Rare | 2,800 gp | DMG 165 |
| | 36 | Docent | Yes (warforged) | Rare | 4,500 gp | ERLW 276 |
| 13-16 | 37 | Dodecahedron of Doom | No | Rare | 750 gp | WDMM 174 |
| | 38-39 | Dragon-Touched Focus (Stirring) | Yes (spellcaster) | Rare | 2,000 gp | FTD 26 |
| | 40-41 | Dragon Vessel (Stirring) | Yes | Rare | 3,000 gp | FTD 27 |
| | 42 | Eagle Whistle | No | Rare | 1,600 gp | TYP 228 |
| | 43 | Elemental Essence Shard | Yes (sorcerer) | Rare | 3,500 gp | TCE 127 |
| | 44 | Far Realm Shard | Yes (sorcerer) | Rare | 2,500 gp | TCE 127 |
| | 45 | Feather of Diatryma Summoning | Yes | Rare | 600 gp | WDH 191 |
| | 46 | Figurine of Wondrous Power (Bronze Griffin) | No | Rare | 3,600 gp | DMG 169 |
| | 47 | Figurine of Wondrous Power (Ebony Fly) | No | Rare | 3,600 gp | DMG 169 |
| | 48 | Figurine of Wondrous Power (Golden Lions) | No | Rare | 5,000 gp | DMG 169 |
| | 49 | Figurine of Wondrous Power (Ivory Goats) | No | Rare | 5,000 gp | DMG 169 |
| | 50 | Figurine of Wondrous Power (Marble Elephant) | No | Rare | 5,000 gp | DMG 170 |
| | 51 | Figurine of Wondrous Power (Onyx Dog) | No | Rare | 3,200 gp | DMG 170 |
| | 52 | Figurine of Wondrous Power (Serpentine Owl) | No | Rare | 3,000 gp | DMG 170 |
| | 53 | Flying Chariot | No | Rare | 4,750 gp | MOT 196 |
| | 54-55 | Folding Boat | No | Rare | 4,750 gp | DMG 170-171 |
| | 56 | Galder's Bubble Pipe | Yes | Rare | 2,000 gp | LLK 55 |
| | 57 | Gavel of the Venn Rune | Yes | Rare | 2,800 gp | SKT 234 |
| | 58-59 | Gem of Seeing | Yes | Rare | 5,000 gp | DMG 172 |
| | 60 | Ghost Lantern | Yes | Rare | 1,750 gp | TA 206 |
| | 61 | Gruul Keyrune | Yes (special) | Rare | 2,800 gp | GGR 177 |
| | 62-64 | Heward's Handy Haversack | No | Rare | 2,000 gp | DMG 174 |
| | 65 | Hook of Fisher's Delight | No | Rare | 550 gp | IDRF 314 |

WONDROUS ITEMS: OTHER & NONE (CONT'D)

| d20 | d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|-------|---|-----------------------|-----------|----------------|-------------|
| | 66-67 | Horn of Blasting | No | Rare | 2,500 gp | DMG 174-175 |
| | 68-69 | Horn of Valhalla (Silver/Brass) | No | Rare | 5,000 gp | DMG 175 |
| | 70-71 | Horseshoes of Speed | No | Rare | 3,000 gp | DMG 175 |
| | 72-73 | Iron Bands of Bilarro | No | Rare | 2,600 gp | DMG 177 |
| | 74 | Izzet Keyrune | Yes (special) | Rare | 1,850 gp | GGR 177 |
| | 75 | Loadstone | No | Rare | 150 gp | TYP 228 |
| | 76 | Mirror of the Past | No | Rare | 3,800 gp | TYP 228 |
| | 77 | Mizzium Mortar | No | Rare | 2,100 gp | GGR 179 |
| | 78 | Opal of the Ild Rune | Yes | Rare | 3,500 gp | SKT 235 |
| | 79 | Orb of the Stein Rune | Yes | Rare | 2,700 gp | SKT 235 |
| | 80 | Orzhov Keyrune | Yes (special) | Rare | 1,100 gp | GGR 178 |
| 13-16 | 81 | Outer Essence Shard | Yes (sorcerer) | Rare | 2,000 gp | TCE 133-134 |
| | 82-84 | Portable Hole | No | Rare | 5,000 gp | DMG 185-187 |
| | 85 | Professor Orb | No | Rare | 4,000 gp | IDRF 315 |
| | 86-88 | Quaal's Feather Token | No | Rare | 1,000 gp | DMG 188-189 |
| | 89-90 | Rope of Entanglement | No | Rare | 1,000 gp | DMG 197-199 |
| | 91-92 | Scaled Ornament (Stirring) | Yes | Rare | 4,000 gp | FTD 27 |
| | 93 | Scissors of Shadow Snipping | Yes (fey/spellcaster) | Rare | 750 gp | WBW 213 |
| | 94 | Selesnya Keyrune | Yes (special) | Rare | 1,500 gp | GGR 178 |
| | 95 | Shadowfell Shard | Yes (sorcerer) | Rare | 600 gp | TCE 135 |
| | 96-97 | Stone of Controlling Earth Elementals | No | Rare | 4,700 gp | DMG 205 |
| | 98 | Stonespeaker Crystal | Yes | Rare | 4,600 gp | OA 223 |
| | 99 | Ventilating Lungs | Yes | Rare | 1,000 gp | ERLW 279 |
| | 100 | Weird Tank | Yes | Rare | 2,200 gp | PA 223 |
| | 1-4 | +3 All-Purpose Tool | Yes (artificer) | Very Rare | 16,000 gp | TCE 119 |
| | 5-7 | +3 Bloodwell Vial | Yes (sorcerer) | Very Rare | 14,500 gp | TCE 122 |
| | 8-9 | Abracadabrus | No | Very Rare | 2,500 gp* | IDRF 314 |
| | 10-12 | Amethyst Lodestone | Yes | Very Rare | 20,000 gp | FTD 22 |
| | 13-15 | Bag of Devouring | No | Very Rare | 12,000 gp | DMG 153 |
| | 16-17 | Battle Standard of Infernal Power | Yes | Very Rare | 6,000 gp | BGDA 223 |
| | 18-19 | Bobbing Lily Pad | Yes | Very Rare | 4,000 gp* | WBW 208 |
| | 20-23 | Candle of Invocation | Yes | Very Rare | 8,400 gp | DMG 157 |
| | 24-26 | Carpet of Flying | No | Very Rare | 44,000 gp | DMG 157 |
| | 27-29 | Cauldron of Rebirth | Yes (druid/warlock) | Very Rare | 10,000 gp | TCE 122-123 |
| | 30-31 | Conch of Teleportation | Yes | Very Rare | 1,850 gp* | SKT 234 |
| 17-19 | 32-35 | Crystal Ball | Yes | Very Rare | 42,000 gp | DMG 159 |
| | 36-37 | Devastation Orb (Air) | No | Very Rare | 8,000 gp | PA 222 |
| | 38-39 | Devastation Orb (Earth) | No | Very Rare | 11,000 gp | PA 222 |
| | 40-41 | Devastation Orb (Fire) | No | Very Rare | 9,500 gp | PA 222 |
| | 42-43 | Devastation Orb (Water) | No | Very Rare | 9,500 gp | PA 223 |
| | 44-45 | Dimir Keyrune | Yes (special) | Very Rare | 26,000 gp | GGR 177 |
| | 46-49 | Dragon Vessel (Wakened) | Yes | Very Rare | 25,000 gp | FTD 27 |
| | 50-53 | Dragon-Touched Focus (Wakened) | Yes (spellcaster) | Very Rare | 10,000 gp | FTD 26 |
| | 54-56 | Efreeti Bottle | No | Very Rare | 45,000 gp | DMG 167 |
| | 57-60 | Figurine of Wondrous Power (Obsidian Steed) | No | Very Rare | 28,500 gp | DMG 170 |
| | 61-62 | Golgari Keyrune | Yes (special) | Very Rare | 7,500 gp | GGR 177 |

WONDROUS ITEMS: OTHER & NONE (CONT'D)

| d20 | d100 | ITEM | ATTUNE? | RARITY | SUGGESTED COST | REFERENCE |
|-------|--------|--|-------------------|-----------|----------------|-------------|
| | 63-66 | Horn of Valhalla (Bronze) | No | Very Rare | 20,000 gp | DMG 175 |
| | 67-70 | Horseshoes of a Zephyr | No | Very Rare | 6,000 gp | DMG 175 |
| | 71-72 | Ingot of the Skold Rune | Yes | Very Rare | 15,000 gp | SKT 234 |
| | 73-74 | Kyrzin's Ooze | Yes | Very Rare | 21,000 gp | ERLW 278 |
| | 75 | Manual of Bodily Health | No | Very Rare | 36,000 gp | DMG 180 |
| | 76 | Manual of Gainful Exercise | No | Very Rare | 36,000 gp | DMG 180 |
| | 77 | Manual of Golems | No | Very Rare | 22,000 gp | DMG 180-181 |
| | 78 | Manual of Quickness of Action | No | Very Rare | 36,000 gp | DMG 181 |
| | 79-81 | Mirror of Life Trapping | No | Very Rare | 50,000 gp | DMG 181-182 |
| 17-19 | 82-83 | Navigation Orb | Yes | Very Rare | 27,000 gp | SKT 235 |
| | 84-86 | Nolzur's Marvelous Pigments | No | Very Rare | 16,000 gp | DMG 183 |
| | 87-88 | Ornithopter of Flying | No | Very Rare | 3,500 gp* | WBW 212 |
| | 89-90 | Pennant of the Vind Rune | Yes | Very Rare | 13,000 gp | SKT 235-236 |
| | 91-93 | Scaled Ornament (Wakened) | Yes | Very Rare | 8,000 gp | FTD 27 |
| | 94-95 | Shard of the Ise Rune | Yes | Very Rare | 9,000 gp | SKT 236 |
| | 96-97 | Speaking Stone | No | Very Rare | 5,000 gp | ERLW 279 |
| | 98 | Tome of Clear Thought | No | Very Rare | 36,000 gp | DMG 208 |
| | 99 | Tome of Leadership and Influence | No | Very Rare | 36,000 gp | DMG 208 |
| | 100 | Tome of Understanding | No | Very Rare | 36,000 gp | DMG 209 |
| | 1-2 | Apparatus of Kwalish | No | Legendary | 90,000 gp | DMG 151 |
| | 3-5 | Black Crystal Tablet | Yes (Arcana) | Legendary | 90,000 gp | WDMM 284 |
| | 6-9 | Crystal Ball of Mind Reading | Yes | Legendary | 51,000 gp | DMG 159 |
| | 10-13 | Crystal Ball of Telepathy | Yes | Legendary | 70,000 gp | DMG 159 |
| | 14-17 | Crystal Ball of True Seeing | Yes | Legendary | 80,000 gp | DMG 159 |
| | 18-21 | Cubic Gate | No | Legendary | 164,000 gp | DMG 160 |
| | 22 | Deck of Many Things | No | Legendary | 250,000 gp | DMG 162-164 |
| | 23-25 | Deck of Several Things | No | Legendary | 51,000 gp | LLK 53 |
| | 26-30 | Dragon Vessel (Ascendant) | Yes | Legendary | 150,000 gp | FTD 27 |
| | 31-35 | Dragon-Touched Focus (Ascendant) | Yes (spellcaster) | Legendary | 30,000 gp* | FTD 26 |
| | 36-39 | Gold Canary Figurine of Wondrous Power | No | Legendary | 55,000 gp | FTD 23 |
| | 40-41 | Helm of the Scavenger | Yes (spellcaster) | Legendary | 175,000 gp | WDMM 297 |
| | 42-46 | Horn of Valhalla (Iron) | No | Legendary | 50,000 gp | DMG 175 |
| | 47-49 | Icon of Ravenloft | Yes (good) | Legendary | 50,500 gp | CS 222 |
| 20 | 50-52 | Infernal Tack | Yes (evil) | Legendary | 8,000 gp* | BGDA 224 |
| | 53-57 | Iron Flask | No | Legendary | 170,000 gp | DMG 178 |
| | 58-60 | Pyxis of Pandemonium | No | Legendary | 25,000 gp* | MOT 197 |
| | 61-63 | Ruby Weave Gem | Yes (spellcaster) | Legendary | 30,000 gp* | FTD 24 |
| | 64-67 | Scaled Ornament (Ascendant) | Yes | Legendary | 20,000 gp* | FTD 27 |
| | 68-72 | Sovereign Glue | No | Legendary | 5,000 gp* | DMG 200 |
| | 73-75 | Sphere of Annihilation | No | Legendary | 200,000 gp | DMG 201 |
| | 76-79 | Talisman of Pure Good | Yes (good) | Legendary | 125,000 gp | DMG 207 |
| | 80-83 | Talisman of the Sphere | Yes | Legendary | 75,000 gp | DMG 207 |
| | 84-87 | Talisman of Ultimate Evil | Yes (evil) | Legendary | 125,000 gp | DMG 207 |
| | 88-90 | Tome of the Stilled Tongue | Yes (wizard) | Legendary | 60,000 gp | DMG 208 |
| | 91-95 | Universal Solvent | No | Legendary | 5,000 gp* | DMG 209 |
| | 96-98 | Well of Many Worlds | No | Legendary | 90,000 gp | DMG 213 |
| | 99-100 | Ythryn Mythallar | Yes (spellcaster) | Legendary | 200,000 gp | IDRF 316 |

RANDOM DISCERNING MERCHANT TABLES

The tables and guidelines below present an alternative method to those presented in *Xanathar's Guide to Everything* for dealing with buying and selling magic items.

Tables and sections are presented in the likely order that DMs will need them if working on the fly. And while these tables can certainly be helpful in such instances, they probably function best either when used in advance or with the aid of digital tools for quick rolling. Combining these tables with online tools or

VTTs with rollable tables are invaluable for creating a fleshed-out merchant very quickly.

Occasionally the combined results of the various tables may not form a cohesive whole. In such cases, simply pick new options that make more sense, use them as inspiration for new ideas, or perhaps view it as a prompt for imagining how seemingly odd combinations might still make sense with some additional context.

RANDOM SHOP NAME

First, this merchant's store needs a name. Perhaps a local tells the party where to find the shop, or the sign swinging outside is the first thing they see. For a quick and grandiose shop name, roll 3d10 and assign one die to each of the columns below, combining the results.

| d10 | NAME PART 1 | NAME PART 2 | NAME PART 3 |
|-----|-------------------|-------------|----------------------------|
| 1 | [Merchant Name]'s | Emporium | of Curiosities |
| 2 | The Magnificent | Shoppe | of Rarities |
| 3 | The Golden | Boutique | of Enchantments |
| 4 | The Stupendous | Market | of Items Wondrous and Fair |
| 5 | The Ethereal | Purveyors | of Miraculous Magicks |
| 6 | The Dragon's | Trove | of Magical Wonders |
| 7 | The Mystical | Bazaar | of Artifice |
| 8 | The Grand | Vault | of Infusions & Treasures |
| 9 | The Supreme | Palace | of Relics |
| 10 | The Incomparable | Sanctum | of Magickal Imbuements |

SHOP LOCATION & SIGNIFICANT DETAIL

If you don't already know where this shop is located, roll a d20 below for its location. In the next column is a list of possible significant details for a shop, something to give the shop a bit of unique character. You may even wish to roll twice and combine two results.

| d20 | SHOP LOCATION | SHOP DETAIL |
|-----|--|--|
| 1 | Small storefront on a market square | Extremely cluttered; it's unclear which items are magical |
| 2 | Traveling wagon | Extremely tidy and organized, with clearly labeled display cases |
| 3 | An upstairs room in an inn | The shop has more than a dozen cats, who somehow don't break anything |
| 4 | The hidden basement of a pub | Lavishly decorated and finely furnished, with tea for customers |
| 5 | Alley doorway that's a portal to a private demiplane | Spartan and utilitarian, possibly not by choice |
| 6 | An ostentatious freestanding building | The shop is seedy, dirty and neglected - is that mold? |
| 7 | The first floor of a mage's tower | The shop is subdivided by many bead curtains |
| 8 | Across the street from a guardhouse | Every wall and surface is covered with fancy carpets |
| 9 | The hideout of a den of thieves | Hazy smoke hangs about; ashtrays and half-smoked cigars are everywhere |
| 10 | An outbuilding on the manor grounds of a local noble | Lush plant life is cultivated throughout the shop; some are poisonous |
| 11 | A market stall | Magical red torches illuminate the shop; creating intentionally spooky ambience |
| 12 | An unremarkable apartment | Ethereal music floats through the air from an unseen source |
| 13 | The back rooms of another merchant | Portrait paintings hang around the shop, all staring at the customers |
| 14 | Extensive traveling caravan | A pet goose waddles around the shop and makes a mess of everything |
| 15 | The stateroom of a ship, river barge, or airship | A chatty pixie lives in the shop and spouts truly outrageous rumors |
| 16 | Mansion on a floating rock in the sky | All the display cases in the shop are trapped and keyed to the merchant |
| 17 | A local cave | An impressively bulky bouncer watches all customers with suspicion |
| 18 | A <i>Daern's Instant Fortress</i> | Another customer is present; they're actually an assistant to help drive up prices |
| 19 | A <i>Mordenkainen's Magnificent Mansion</i> spell | An obnoxiously loud trumpet fanfare plays whenever a customer enters |
| 20 | A large side room of a local guildhouse | Mysterious magical fog fills the shop; a pickpocket lurks in the shop |

THE DISCERNING MERCHANT

While a magic items merchant might be any sort of creature, usually what's most important roleplaying one is knowing their current mood, personality, and perhaps some additional detail that draws the notice of the PCs. Below are tables to serve as quick inspiration for any given merchant.

| d20 | CURRENT MOOD | PERSONALITY TRAIT |
|-----|--|-------------------|
| 1 | Anxious; something has them worried | Ambitious |
| 2 | Arrogant; their potions are too strong for the PCs | Arrogant |
| 3 | Awed; something about the PCs is impressive to them | Bitter |
| 4 | Cheerful; their day is going well | Courageous |
| 5 | Concerned; either for the PCs or that they'll do something bad | Cowardly |
| 6 | Daydreaming; they wish they were somewhere else | Deceptive |
| 7 | Desperate; they need to make a profit today | Generous |
| 8 | Fearful; someone (possibly the PCs) is intimidating them | Greedy |
| 9 | Fine; today is a normal day | Honest |
| 10 | Frustrated; it seems like nothing is going their way | Jittery |
| 11 | Furious; some personal problem has surfaced | Judgmental |
| 12 | Gloomy; they are sad about something or simply depressed | Kind |
| 13 | Heartbroken; some personal tragedy has occurred | Naïve |
| 14 | Impatient; they need to finish soon for some reason | Nihilistic |
| 15 | Irritated; something has set them on edge | Paranoid |
| 16 | Joyful; something wonderful has just happened | Protective |
| 17 | Lonely; they're just happy to have someone to talk to | Selfish |
| 18 | Preachy; eager to dispense advice or proselytize | Shy |
| 19 | Sick; they aren't feeling well, but try to hide it | Sly |
| 20 | Suspicious; may or may not be based on reality | Too Friendly |

| d20 | QUIRK |
|-----|---|
| 1 | They are an unusual species or nationality for this area |
| 2 | They seem to constantly be adjusting their hair |
| 3 | Their clothing is extremely colorful and eye-catching |
| 4 | They seem oddly familiar to the PCs for some reason |
| 5 | They don't like customers touching any of the merchandise |
| 6 | They are wearing an excessive amount of jewelry |
| 7 | They always seem to be eating or drinking something |
| 8 | They claim that a ghost lives in the shop; it may or may not be true |
| 9 | They are very jumpy, startled by anything unexpected |
| 10 | They are very religious, and constantly refer to their faith or gods |
| 11 | They have a familiar; roll for its personality trait |
| 12 | They seem to have a long and boring story about every item |
| 13 | They seem very forgetful; it may or may not be an act |
| 14 | They went on an adventure once, and won't shut up about it |
| 15 | They frequently refer to a rival merchant who is clearly their nemesis |
| 16 | They exaggerate when describing the effects of most magical items |
| 17 | They don't seem to care about their own business much, but why? |
| 18 | They seem reluctant to sell their stock, as if each item were special |
| 19 | They enchant all their own stock, and supply some traveling merchants |
| 20 | They only handle final purchases; an assistant does the rest of the talking |

LOCAL POPULATION

The local population of a merchant's area will fall into one of four broad categories: **remote**, such as a traveling wagon on a small road or a hidden cave at the top of a peak; a **village or small town**, which likely has a very small market for such goods and mostly sells to travelers; a **large town or small city**, which probably has a sustainable customer base of its own, or a **large city or metropolis**, such as Waterdeep or Sharn, where customers are plentiful and prices must be competitive.

Based on the populace of the local area, use the tables below to determine the merchant's shrewdness in business dealings, what sort of persuasion from the PCs they might be particularly susceptible to, and the wealth available to them.

BARTERING

The Skill Check DC listed below provides a baseline for knowing how hard the PCs will have to work to get the merchant to budge on their prices (or perhaps when asking for other favors or knowledge). Along with circumstances such as location and mood, most merchants also have some sort of weakness; see the third table below for modifiers to this DC if the PCs apply the right sort of pressure.

| 2d6 | Merchant Shrewdness | Base Skill Check DC |
|------|---------------------|---------------------|
| 2 | Naïve | 5 |
| 3-4 | Inexperienced | 10 |
| 5-8 | Average | 15 |
| 9-10 | Experienced | 20 |
| 11 | Canny | 25 |
| 12 | Cutthroat | 30 |

| Circumstance | DC Modifier |
|--|-------------|
| Mood is Positive | -2 |
| Mood is Negative | +5 |
| Mood is Desperate | -5 |
| Location is remote | -5 |
| Location is a village or small town | -2 |
| Location is a large town or small city | — |
| Location is a large city or metropolis | +5 |

| 1d8 | Merchant is Susceptible to... | DC Modifier |
|-----|---------------------------------|-------------|
| 1 | Bribes of luxury goods | -5 |
| 2 | Deception | -2 |
| 3 | Favors | -5 |
| 4 | Friendliness | -5 |
| 5 | Intimidation | -10 |
| 6 | New income opportunities | -5 |
| 7 | Persuasion | -5 |
| 8 | References from a good customer | -2 |

WEALTH

Use the tables below to first determine the merchant's wealth (or simply choose), and then roll based on their wealth to determine their current liquid assets they have available to make purchases from the PCs.

It's important to remember that for larger exchanges, alternate forms of payment become more and more likely. Not only is platinum coinage likely to be used, payment is likely to be offered in precious gems, artwork, jewelry, or other valuables. Not only do they make for easier bookkeeping; they also require much less storage space for both parties.

| 2d8 | Merchant Wealth |
|-------|----------------------|
| 2 | Dangerously Indebted |
| 3-4 | Struggling |
| 5-7 | Frugal |
| 8-10 | Comfortable |
| 11-13 | Affluent |
| 14-15 | Rich |
| 16 | Royally Wealthy |

| Modifier | Circumstance |
|----------|--|
| -4 | Location is remote |
| -2 | Location is a village or small town |
| — | Location is a large town or small city |
| +2 | Location is a large city or metropolis |
| -2 | Shrewdness is Naïve |
| -1 | Shrewdness is Inexperienced |
| — | Shrewdness is Average |
| +1 | Shrewdness is Experienced |
| +2 | Shrewdness is Canny |
| +3 | Shrewdness is Cutthroat |

| Merchant Wealth | Merchant's Liquid Assets |
|----------------------|--|
| Dangerously Indebted | 1d10 × 100gp (Skill Check to sell to them) |
| Struggling | 2d10 × 100gp |
| Frugal | 2d20 × 100gp |
| Comfortable | 1d10 × 1,000gp |
| Affluent | 2d10 × 1,000gp |
| Rich | 1d100 × 1,000gp |
| Royally Wealthy | 1d10 × 100,000gp |

BEST WAY TO MAKE MONEY IN THIS BUSINESS? FIND AN ENCHANTER. BECOME THEIR BEST FRIEND. GO TO THEIR WEDDING, AND GIVE A GREAT GIFT. BECOME A GODPARENT TO THEIR CHILDREN, OFFER TO BABYSIT THOSE CHILDREN WHILE THE ENCHANTER GOES ON AN ADVENTURE WHICH SOMEHOW DRAGS ON FOR THREE YEARS, AND THEN WHEN THEY EVENTUALLY RETURN, COMPLETELY UN-CURSED, THEY'LL BE SO GRATEFUL TO YOU THAT YOU'LL GET A STEADY SUPPLY OF BRAND NEW RELICS AT A GREAT PRICE. WORKS EVERY TIME.
- FARRICK NUCKLESTABLE

MERCHANT PRICES

How much a magic item merchant charges for their wares generally depends on their experience and their location. Savvy merchants will better know how to buy low and sell high, and also know exactly how competitive they have to be given their surrounding market.

Most PCs will inevitably wish to barter with merchants for a better deal, whether buying or selling items. Refer to the Merchant Shrewdness tables on the previous page for determining the DC for any skill checks PCs make when trying to get a better deal.

For a **successful skill check**, move the merchant's prices down by one shrewdness level—the merchant's selling prices will drop, and their buying prices will rise. For example, suppose the merchant in question is an average purveyor of magic goods in a large city, and so are selling goods at base price and buying them at 80% of base price. A successful skill check would shift them to selling goods at 95% of base price, and buying them at 90% of

base price. If a successful skill check would push the price beyond the bounds of the table—for example, by receiving a discount from an already naïve merchant—just add or subtract an additional 10% as appropriate.

Most of the time, **failing a check** simply means no benefit is gained. However, perhaps informed by the merchant's mood, you may wish to apply a penalty for skill checks that fail by 5 or more—perhaps the merchant charges them prices from the next category of shrewdness up, or in extreme cases might even refuse to do further business with them (although this last should probably be reserved for threats of violence or repeat offenses).

Lastly—if **all this sounds way too complicated**, don't bother with any of it. Just use the Quick Price Modifiers table on page 3, or ignore math entirely and make it up on the fly. Remember that all these tables are here to be helpful, so just ignore whatever isn't actually helping you run a better game.

MERCHANT'S SELLING PRICES

| Merchant Shrewdness | Remote Location | Village/Small Town | Large Town/Small City | Large City/Metropolis |
|---------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| Naïve | Base Price | 10% discount (base × 0.9) | 10% discount (base × 0.9) | 20% discount (base × 0.8) |
| Inexperienced | 20% surcharge (base × 1.2) | Base Price | 5% discount (base × 0.95) | 10% discount (base × 0.9) |
| Average | 40% surcharge (base × 1.4) | 20% surcharge (base × 1.2) | Base Price | 5% discount (base × 0.95) |
| Experienced | 60% surcharge (base × 1.6) | 30% surcharge (base × 1.3) | 5% surcharge (base × 1.05) | Base Price |
| Canny | 80% surcharge (base × 1.8) | 40% surcharge (base × 1.4) | 10% surcharge (base × 1.1) | 5% surcharge (base × 1.05) |
| Cutthroat | 100% surcharge (base × 2) | 50% surcharge (base × 1.5) | 20% surcharge (base × 1.2) | 10% surcharge (base × 1.1) |

MERCHANT'S BUYING PRICES

| Merchant Shrewdness | Remote Location | Village/Small Town | Large Town/Small City | Large City/Metropolis |
|---------------------|---------------------------|---------------------------|---------------------------|-----------------------------|
| Naïve | 80% of base price (× 0.8) | 90% of base price (× 0.9) | Base Price | 125% of base price (× 1.25) |
| Inexperienced | 70% of base price (× 0.7) | 80% of base price (× 0.8) | 90% of base price (× 0.9) | Base Price |
| Average | 60% of base price (× 0.6) | 70% of base price (× 0.7) | 80% of base price (× 0.8) | 90% of base price (× 0.9) |
| Experienced | 50% of base price (× 0.5) | 60% of base price (× 0.6) | 70% of base price (× 0.7) | 80% of base price (× 0.8) |
| Canny | 40% of base price (× 0.4) | 50% of base price (× 0.5) | 60% of base price (× 0.6) | 70% of base price (× 0.7) |
| Cutthroat | 30% of base price (× 0.3) | 40% of base price (× 0.4) | 50% of base price (× 0.5) | 60% of base price (× 0.6) |

MERCHANT'S CURRENT STOCK

How many magic items of varying rarities a merchant has in stock is generally a function of their location and available wealth. Use the column below that is farthest to the right and has a descriptor of the merchant. For instance, for a merchant that

is Affluent but operates in a small town, use the column under Affluent—they may be out of the way, but their funds compensate for the disadvantage. Inversely, good location can compensate for more limited funds.

| Item Rarity | Dangerously Indebted Struggling Remote Location | Frugal Comfortable Village/Small Town | Affluent Rich Large Town/Small City | Royally Wealthy Large City/Metropolis |
|-------------|---|---|---|--|
| Common | 1d10+5 | 3d6+5 | 8d6 | 8d6 |
| Uncommon | 1d6+4 | 1d10+5 | 3d6+5 | 6d6 |
| Rare | 10% chance one is in stock | 1d6+4 | 1d10+5 | 3d6+5 |
| Very Rare | — | 10% chance one is in stock | 1d6+4 | 1d10+5 |
| Legendary | — | — | 10% chance one is in stock | 1d4 |

RANDOM MAGIC ITEM CATEGORY

If you don't already have a list of stocked magic items in mind for your merchant, you can use the tables below to randomly determine which category each item is in, and then roll in that category to determine a specific item.

| d100 | Random Magic Item Category | d100 | Random Magic Item Category |
|-------|----------------------------|--------|------------------------------|
| 1-10 | Potion or Oil | 57-59 | Wondrous Item: Head |
| 11-20 | Spell Scroll | 60-61 | Wondrous Item: Eyes |
| 21-22 | Spellwrought Tattoo | 62-64 | Wondrous Item: Neck |
| 23-24 | Spell Gem | 65-67 | Wondrous Item: Shoulders |
| 25-27 | Weapon (melee) | 68-70 | Wondrous Item: Arms & Wrists |
| 28-29 | Weapon (ranged) | 71-73 | Wondrous Item: Hands |
| 30-34 | Ammunition | 74-76 | Wondrous Item: Waist |
| 35-36 | Shield | 77-79 | Wondrous Item: Body |
| 37-41 | Armor | 80-82 | Wondrous Item: Feet |
| 42-44 | Rod | 83-85 | Wondrous Item: Spell Book |
| 45-49 | Wand | 86-88 | Wondrous Item: Instrument |
| 50-52 | Staff | 89-90 | Wondrous Item: Tattoo |
| 53-56 | Ring | 91-100 | Wondrous Item: Other & None |

AZZA VICE, PROPRIETOR OF THE GOLDEN BAZAAR OF ARTIFICE

Azza Vice is a feminine tiefling and the proprietor of **The Golden Bazaar of Artifice**. It's located in an outbuilding on the manor grounds of a local noble, protected from would-be thieves by the property's wrought-iron fences and the guards that patrol it. Customers primarily visit by appointment, unless they don't mind the 10-minute wait it takes for a runner to obtain permission for surprise visitors.

The shop itself is fairly average inside, but entering customers are immediately confronted by a **nosy pixie named Nina**. She rambles from rumor to rumor without pause, asking if the visitors have heard of the cow named Annabetsy that killed a green dragon, or that Cade Bigheart has been poisoning his ale and that's why Aiolos Vassos is sick, or that Eira Ekela is absolutely a ghoulish and not a dwarf and that she *eats people*. Scandalous.

Today, Azza Vice herself is in a **joyful mood**, having just heard the news that her sister will be coming to visit next month, and they've not seen each other in three years, not since the two nephews were born. More generally, Azza is very friendly—probably **too friendly**. When telling customers about her wares, she **frequently refers to a rival merchant**, a traveling gnome named Farrick Nucklestable who is clearly her nemesis. Sure, he always has better stock, but good luck finding him.

This noble's lands, and therefore Azza's shop, sit on the edge of a small town. She is of **Average** shrewdness, but her good mood makes her a bit more willing to bargain, so any relevant skill checks against her are made at **DC 13**. She is additionally on the lookout for **new income opportunities**, since business can sometimes be slow here—if the PCs have something applicable, bartering is only against DC 8.

Azza's location has forced her to run a rather **Frugal** business. As a result, **she has only about 1,800gp** worth of coinage and gems on hand for purchasing new goods at the moment. She is **selling goods at 20% surcharge** above base price, and is able to **buy at 70% of base price**.

AZZA VICE'S CURRENT STOCK

| Rarity | Item | Price (Discounted) |
|----------|----------------------------------|---------------------|
| Common | Potion of Healing (Common) | 60 gp (50 gp) |
| Common | Potion of Comprehension | 30 gp (25 gp) |
| Common | Unbreakable Arrow (arrow) | 30 gp (25 gp) |
| Common | Walloping Ammunition (bolt) | 36 gp (30 gp) |
| Common | Spell Scroll (Thaumaturgy) | 18 gp (15 gp) |
| Common | Staff of Flowers | 60 gp (50 gp) |
| Common | Prosthetic Limb | 120 gp (100 gp) |
| Common | Moon-Touched Longsword | 108 gp (90 gp) |
| Common | Candle of the Deep | 60 gp (50 gp) |
| Common | Rope of Mending | 60 gp (50 gp) |
| Uncommon | Potion of Resistance | 600 gp (500 gp) |
| Uncommon | Potion of Waterbreathing | 480 gp (400 gp) |
| Uncommon | Spell Scroll (Flame Blade) | 180 gp (150 gp) |
| Uncommon | +1 Dagger | 600 gp (500 gp) |
| Uncommon | Vind Rune Armor (plate) | 2,160 gp (1,800 gp) |
| Uncommon | Cloak of Protection | 480 gp (400 gp) |
| Uncommon | Glameweave (uncommon) | 180 gp (150 gp) |
| Uncommon | Coiling Grasp Tattoo | 600 gp (500 gp) |
| Uncommon | Dragon Vessel (Slumbering) | 600 gp (500 gp) |
| Rare | Elixir of Health | 2,400 gp (2,000 gp) |
| Rare | Potion of Mind Control (beast) | 1,920 gp (1,600 gp) |
| Rare | Potion of Giant Strength (Frost) | 780 gp (650 gp) |
| Rare | Rod of the Pact Keeper (+2) | 4,800 gp (4,000 gp) |
| Rare | Ring of Protection | 3,600 gp (3,000 gp) |
| Rare | Lyre of Building | 5,700 gp (4,750 gp) |
| Rare | Duplicitous Manuscript | 3,600 gp (3,000 gp) |