



# THE DISCERNING MERCHANT'S PRICE GUIDE

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



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# CONTENTS

Overview .....	3
Magic Items.....	4
Potions & Oils.....	4
Spellwrought Tattoos, Spell Scrolls, & Spell Gems.....	5
Ammunition .....	5
Weapons (any type).....	6
Weapons (melee).....	6-8
Weapons (ranged).....	8
Armor .....	9
Shields.....	10
Rods.....	10
Wands.....	10-11
Staves.....	11
Rings.....	12
Wondrous Items (By Slot).....	12
Head .....	12-13
Eyes .....	13
Neck.....	14
Shoulders .....	14
Arms & Wrists .....	15
Hands .....	15
Waist.....	15
Body.....	16
Feet.....	16
Tattoos.....	16
Instruments.....	17
Spell Books.....	17
Other & None .....	18-22
Random Discerning Merchant Tables.....	23
Random Shop Name.....	23
Shop Location & Significant Detail.....	23
The Discerning Merchant.....	24
Location, Bartering, & Wealth .....	25
Merchant Prices & Current Stock .....	26
Random Magic Item Category.....	27
Sample Merchant: Azza Vice.....	27

SO, YOU WANT TO BE A RELIC MERCHANT LIKE ME, EH? WAIT. MAYBE YOU'RE JUST HERE TO WHEELDE 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 NUCKLESTABBLE



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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	Azureedge (battleaxe)	Yes	Legendary	53,000 gp
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 Riteknife (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 Riteknife (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 Ethereality	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	Circlet of Blasting	No	Uncommon	350 gp	DMG 158
22-24	Circlet 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	loun Stone: Awareness	Yes	Rare	4,000 gp	DMG 176-177
54-55	loun 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 FADDLE, 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 NUCKLESTABLE

## WONDROUS ITEMS: BODY

d100	ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
1-11	Clothes of Mending	No	Common	50 gp	XGE 137
12-22	Glameweave (common)	No	Common	50 gp	ERLW 277
23-33	Shiftweave	No	Common	100 gp	ERLW 279
34-41	Glameweave (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
	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
8-12	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)