

MAGIC ITEM TABLES

INTRODUCTION

Magic items are a fundamental part of any Dungeons & Dragons campaign, serving as treasured rewards, powerful tools, and storied relics of ages past. This collection of tables provides a streamlined method for randomly determining magical loot, ensuring that adventurers encounter items that feel organic to the world—items that are not singular artifacts of legend, but rather the enchanted arms, armor, and trinkets that circulate through civilizations, lost dungeons, and forgotten hoards.

These tables are designed to complement, rather than replace, the unique magic items tailored to a specific character's journey. While an adventurer may come across a fabled blade crafted for their lineage or a relic bound to their destiny, the items found here represent the kind of enchanted gear that exists in multiple places across the world—common prizes of treasure hunters, battlefield scavengers, and arcane collectors alike.

Each table is also assigned a gold piece value, reflecting the general worth of the items within. These values serve multiple purposes: they help Dungeon Masters determine the total worth of a treasure hoard, guide worldbuilding for shops and magical markets, and offer a quick-reference pricing system for adventurers looking to buy or sell their finds. Additionally, these tables can be used for generating starting gear when creating characters above 1st level. Players can spend their “Starting Wealth Past 1st Level” to purchase rolls on the magic item tables, allowing for the quick generation of a character's starting magical equipment.

Expendable Magic Items. The first three magic item tables consist of expendable items like potions and scrolls, with Table: Magic Items #1 most suitable for beginning adventurers, Table: Magic Items #2 for mid-level parties, and Table: Magic Items #3 for high-level PCs.

Enchanted Trinkets. Table: Magic Items #4 consists of magical trinkets, which are minor items which can be given freely to characters without upsetting game balance.

Permanent Magic Items. Table: Magic Items #5–#10 are composed of successively more powerful permanent items. Items on Table: Magic Items #5 are appropriate for 1st level adventurers, while items on Table: Magic Items #10 are most often earned only with great difficulty by the highest-level characters.

MAGIC ITEMS: TABLE #1 – 50GP

d100	Result	d100	Result
01-20	Potion of Healing	55-58	Medicinal Salve
21	1d3+1 Arrows of Acid	59-60	Elixir of Mana
22	1d3+1 Arrows of Fire	61	Elixir of Bloodlust
23	1d3+1 Arrows of Ice	62	Elixir of Peerless Focus
24	1d3+1 Arrows of Lightning	63	Elixir of Barkskin
25	1d3+1 Arrows of Punching	64	Elixir of Vigilance
26	1d2 Arrows of Darkness	65	Elixir of Darkvision
27	1d2 Arrows of Illmater	66	Potion of Climbing
28	1d2 Arrows of Roaring Thunder	67	Potion of Glorious Vaulting
29-30	1d4+1 Arrows of Slaying	68	Potion of Animal Friendship
31-32	Dust of Disappearance	69	Potion of Animal Speaking
33-34	Dust of Tracelessness	70	Potion of Water Breathing
35-36	Oil of Slipperiness	71-72	Potion of Fire Breath
37-38	Oil of Sharpness	73-76	Potion of Giant Strength (Hill)
39-40	Oil of Accuracy	77-78	Potion of Growth
41-42	Oil of Bane	79-80	Potion of Mind Reading
43-44	Oil of Freezing	81-82	Potion of Gaseous Form
45-46	Wizardsbane Oil	83-84	Remedial Potion
47-48	1d3+1 Vials of Basic Poison	85-88	Potion of Resistance
49-50	1d2 Vials of Advanced Poison	89-92	Potion of Greater Healing
51-52	Alchemist's Fire	93-97	Spell Scroll (2nd-level)
53-54	Skull Liqueur	98-100	Spell Scroll (3rd-level)

MAGIC ITEMS: TABLE #2 – 200GP

d100	Result	d100	Result
01-20	Potion of Greater Healing	47-49	Greater Elixir of Mana
21	2d6+2 Arrows of Slaying	50	Superior Elixir of Mana
22	1d4+1 Arrows of Roaring Thunder	51-52	Potion of Invisibility
23	1d3+1 Arrows of Many Targets	53-56	Potion of Heroism
24	1d3 Arrows of Transposition	57-58	Potion of Angelic Reprieve
25	1d3 Barbed Arrows	59-60	Potion of Flying
26	1d2 Arrows of Arcane Interference	61-62	Potion of Clairvoyance
27-28	Roll 1d4 + 20 and consult Table #1 - Roll 2d6 for arrows	63-66	Potion of Giant Strength (Frost or Stone)
29-30	Oil of Etherealness	67-68	Potion of Speed
31	Crawler Mucus	69-70	Potion of Vitality
32	Malice Poison	71-74	Potion of Superior Healing
33-34	Drow Poison	75-76	Restorative Ointment
35-36	Oil of Combustion	77-78	Chime of Opening
37-38	1d3+2 Vials of Advanced Poison	79-80	Scroll of Protection
39	1d2+1 Vials of Potent Poison	81-82	Feather Token
40	Vial of Deadly Poison	83-84	Bag of Beans
41-42	1d3+1 Alchemist's Fires	85-88	Elemental Gem
43	Void Bulb	89-93	Spell Scroll (4th-level)
44	1d3+1 Web Grenades	94-97	Spell Scroll (5th-level)
45-46	Elixir of Viciousness	98-100	Spell Scroll (6th-level)

MAGIC ITEMS: TABLE #3 – 1000GP

d100	Result	d100	Result
01-12	Potion of Superior Healing	49-52	Potion of Giant Strength (Fire)
13-18	Potion of Supreme Healing	53-54	Potion of Giant Strength (Cloud)
19-20	1d3+1 Arrows of True Slaying	55-56	Potion of Giant Strength (Storm)
21-22	1d3 Smokepowder Arrows	57-58	Potion of Longevity
23-24	1d4+1 Vials of Deadly Poison	59-64	Necklace of Fireballs
25-26	1d3 Vials of Purple Worm Toxin	65-66	1d3+1 Beads of Force
27-28	1d2 Flashblinders	67-69	Sovereign Glue
27-28	Runepowder Vial	70	Universal Solvent
29-32	Elixir of Liquid Luck	71-74	Reincarnation Dust
33-36	Elixir of the Colossus	75-80	Marvelous Pigments
37-38	Superior Elixir of Mana	81-82	Candle of Invocation
39-40	Supreme Elixir of Mana	83-90	Spell Scroll (7th-level)
41-42	Potion of Angelic Slumber	91-96	Spell Scroll (8th-level)
43-48	Potion of Invulnerability	97-100	Spell Scroll (9th-level)

PRICING

Armor Pricing:

- Padded Cloth: 5 gp
- Padded Leather: 20 gp
- Hide Armor: 20 gp
- Leather Brigandine: 25 gp
- Steel Chain Mail: 40 gp
- Steel Breastplate: 100 gp
- Steel Half Plate: 150 gp
- Light Shield: 20 gp
- Medium Shield: 50 gp
- Heavy Shield: 75 gp
- Tower Shield: 100 gp
- Steel Hauberk: 100 gp
- Steel Splint: 150 gp
- Steel Full Plate: 300 gp

Weapon Pricing:

- Dagger: 2 gp
- Dueling dagger: 3 gp
- Light hammer: 2 gp
- Sickle: 1 gp
- Throwing dagger: 3 gp
- Whip: 2 gp
- Handaxe: 5 gp
- Javelin: 2 gp
- Mace: 5 gp
- Quarterstaff: 1 gp
- Scimitar: 10 gp
- Shortsword: 8 gp
- Spear: 2 gp
- Trident: 10 gp
- Bastard Sword: 25 gp
- Battleaxe: 8 gp
- Flail: 15 gp
- Greatclub: 1 gp
- Longsword: 15 gp
- Morningstar: 12 gp
- Rapier: 20 gp
- Saber: 25 gp
- Warhammer: 15 gp
- War pick: 5 gp
- Glaive: 10 gp
- Halberd: 20 gp
- Pike: 8 gp
- Scythe: 8 gp
- Greataxe: 25 gp
- Greatsword: 30 gp
- Maul: 20 gp
- Hand crossbow: 30 gp
- Shortbow: 20 gp
- Light crossbow: 25 gp
- Longbow: 30 gp
- Heavy crossbow: 40 gp

Consumables Pricing:

- Potions of Healing:
 - Basic: 50 gp
 - Greater: 200 gp
 - Superior: 800 gp
 - Supreme: 1,500 gp
- Arrows:
 - Slaying: 20 gp
 - Elemental: 25 gp
 - Punching: 30 gp
 - Ilmater: 50 gp
 - Darkness: 75 gp
 - Roaring Thunder: 75 gp
 - Many Targets: 100 gp
 - Transposition: 150 gp
 - Barbed: 150 gp
 - Arcane Interference: 250 gp
 - True Slaying: 500 gp
 - Smokepowder: 750 gp
- Elixirs of Mana:
 - Basic: 60 gp
 - Greater: 250 gp
 - Superior: 1,000 gp
 - Supreme: 2,000 gp
- Coatings:
 - Oil of Sharpness:

+X Enchantments Pricing:

- Weapons: $GP = 250(4^{X-1}) + \text{Base Cost}(X^2 + X)$
- Armor & Shield: $GP = 500(4^{X-1}) + \text{Base Cost}(X^3 + X)$
 - +1 Padded Leather: 540 gp
 - +1 Medium Shield: 600 gp
 - +1 Breastplate: 700 gp
 - +1 Full Plate: 1,100 gp
 - +2 Padded Leather: 2,200 gp
 - +2 Medium Shield: 2,500 gp
 - +2 Breastplate: 3,000 gp
 - +2 Full Plate: 5,000 gp
 - +3 Padded Leather: 8,600 gp
 - +3 Medium Shield: 9,500 gp
 - +3 Breastplate: 11,000 gp
 - +3 Full Plate: 17,000 gp
- Wands: $GP = 250(4^{X-1})$