

Modification	Price	Description
+1*	500gp	+1 to attack and damage rolls
+1 (ammunition)	50gp per piece	+1 to attack and damage rolls
Adamantine	400gp	Hits against objects and constructs become crits
Beastbane*	350gp	+1 to attack and damage rolls againsts beasts
Minor element:cold/fire/lightning	500gp	Hits deal an additional 1d4 damage of the chosen element*
Smiting*	300gp	+1 to damage rolls against undead
Javelin of Lightning*	1500gp	Throw to cast <i>lightning bolt</i> once per day

Table 1: Weapon modifications and prices. Add the price of any modifications to the item price in the PHB. An \* denotes attunement.

Modification	Price	Description
+1*	500gp	+1 to AC
Adamantine	600gp	Crits become hits
Holy*	750gp	Undead have disadvantage on attack rolls
Mariner's	500gp	Gain a swim speed of 30 ft., and float if incapacitated underwater
Mithral	400gp	Ignore Strength requirement and ignore disadvantage on Dexterity (Stealth) checks
Sentinel Shield	1200gp	Gain advantage on Wisdom (Perception) checks

Table 2: Armour modifications and prices. Add the price of any modifications to the item price in the PHB. An \* denotes attunement.



Consumable	Price	Short Description
Elemental Gem: blue	1000gp	Summon an air elemental for 1 hour
Potion of Healing	50gp	Restores 2d4 + 2 HP
Potion of Greater Healing	290gp	Restores 4d4 + 4 HP
Potion of Climbing	80gp	Gain advantage on climbing checks and a climbing speed. Lasts 1 hour
Potion of Animal Friendship	300gp	Cast <i>animal friendship</i> at will. Lasts 1 hour
Potion of Fire Breath	320gp	Breathe fire thrice as a bonus action (4d6 damage, DC 13 Dex save for half damage)
Potion of Growth	300gp	Gain "enlarge" from the <i>enlarge/reduce</i> spell. Lasts 1 hour
Potion of Ogre Strength	350gp	Set Strength score to 19. Lasts 1 hour
Potion of Resistance: acid/cold/-fire/poison	300gp	Gain resistance to the chosen damage type. Lasts 1 hour
Potion of Resistance: random	250gp	Gain resistance to a random damage type. Lasts 1 hour
Potion of Water Breathing	320gp	Breathe underwater. Lasts 1 hour
Spell scroll, 1st-lvl	100gp	A scroll containing any 1st-level spell
Spell scroll, 2nd-lvl	550gp	A scroll containing any 2nd-level spell
Spell scroll, 3rd-lvl	1000gp	A scroll containing any 3rd-level spell
Spell scroll, 4th-lvl	2000gp	A scroll containing any 4nd-level spell

Table 3: Consumable items and prices.



Item	Price	Short Description
Bag of Holding	600gp	Holds up to 500 pounds
Bag of Tricks	1000gp	Summon who-knows-what. Usable once per day
Boots of Elvenkind	1000gp	Make no noise while walking
Bracers of Archery*	1200gp	+2 bonus to damage with bows
Cap of Water Breathing	750gp	Breathe underwater
Circlet of Blasting	1000gp	Cast <i>scorching ray</i> (+5 to hit) once per day
Cloak of Protection*	1100gp	+1 to AC and saving throws
Eyes of Minute Seeing	450gp	Gain advantage on Intelligence (Investigation) checks that rely on sight
Eyes of the Eagle*	650gp	Gain advantage on Wisdom (Perception) checks that rely on sight
Gauntlets of Ogre Power*	1400gp	Set Strength score to 19
Goggles of Night	800gp	Gain darkvision (60 feet)
Hat of Disguise*	1000gp	Cast <i>disguise self</i> at will
Headband of Intellect*	1400gp	Set Intelligence score to 19
Helm of Comprehending Languages*	1000gp	Cast <i>comprehend languages</i> at will
Helm of Telepathy*	1000gp	Gain telepathy (30 ft.)
Necklace of Adaptation*	1000gp	Breathe normally in any environment
Periapt of Health*	800gp	Gain immunity to diseases
Periapt of Wound Closure*	1000gp	Recover double health from Hit Dice, and stabilise self automatically
Quiver of Ehlonna	300gp	Holds any amount of arrows or similar
Ring of Cooling*	1200gp	Gain resistance to fire damage
Ring of Jumping*	1000gp	Cast <i>jump</i> on self at will as a bonus action
Ring of Mind Shielding*	1000gp	Gain immunity to mind-reading. Stores wearer's soul if they die
Ring of Swimming	1000gp	Gain swim speed of 40 ft.
Ring of Warmth*	1200gp	Gain resistance to cold damage
Ring of Water Walking	1400gp	Walk on liquids
Rod of the Pact Keeper +1*	1800gp	Gives a warlock +1 to spell attack rolls and to their spell save DC. Allows them to regain a warlock spell slot as an action, once per day
Saddle of the Cavalier	950gp	Prevents involuntary dismounting
Sending stones (pair)	400gp	Send messages between the stones
Slippers of Spider Climbing*	1200gp	Climb like a spider
Stone of Good Luck*	750gp	Gain +1 to saving throws
Wand of Magic Missiles*	1000gp	7 charges of <i>magic missiles</i> . Regains 1d6+1 charges at dawn
Wand of the War Mage*	1400gp	Gain +1 to spell attack rolls and to spell save DC
Wand of Web*	1200gp	6 charges of <i>web</i> . Regains 1d4+1 charges at dawn

Table 4: Wondrous items and prices. An \* denotes attunement.