

THE GRAY MERCHANT OF ASPHODEL

FROM THE GALLANT GOBLIN





THE GRAY MERCHANT OF ASPHODEL

A hunched figure appears in the distance on a lonely road, gray ribbons of cloth fluttering around him like wisps from a wraith. Sunlight flickers off his mask and flashes a pattern your mind wants to interpret as some sort of distress signal, though you know it's as meaningless as the tapping of a tree branch on your window.

This gray creature is a Returned and you know they can be dangerous, but something about his gait, his slow speed, the bag he carries over his shoulder like a burden he can't put down, tells you he is not a threat. He emanates the dull, aching sadness of one who has come to terms with loss. Sure enough, as he gets closer, you see the white petals of Asphodel pinned on his cloak.

You've heard of him—the Gray Merchant, a wandering undead who trades with anyone, his existence permitted by gods and mortals due to the simple fact that he's harmless. Asphodel is a necropolis for the undead who wish to live their second existence in peace, and while most don't leave its bounds, this one chose a different path. His wares could be priceless or worthless—he doesn't care. When you offer him a gift, you receive one in return. Curiosity overwhelms you, and you slow as he passes by with that giant worn bag over his shoulder. You may never get another chance to discover what he carries. Sensing your attention, he tilts his head and stops, that sorrowful golden mask beckoning you closer.

A trail of gold coins marks where he has tread. They fall from a hole in his bag. You point at it and he repeats his inquiring head tilt. He doesn't care, and based on his glittering wake, he has plenty of coins to lose. You wonder if this is all a dream.

As you dig into your pockets for something worthless to trade, you feel guilty. Are you taking advantage of a lost soul? Will the gods punish you for disrespecting the dead? A Returned is a creature powerful enough to defy fate and return from the Underworld—is too good a deal perhaps a trap? Rather than “gift” him more coins that don't even glitter, you find yourself reaching for a carving you've carried since you were a child. It's a small thing you made with your own hands, but it's precious to you and somehow that feels right.

The Gray Merchant of Asphodel senses your intentions and begins drawing items from his bag. He unfurls the sash that was fluttering in the wind and lays it across the dusty ground so he may present the items unsullied. His movements are like clockwork, rigid but practiced, and soon there are seven artifacts before you. As you examine them, he raises a single finger: you may trade for only one.

The objects vary in size and beauty and that intangible property of *presence*, but all of them have a story behind them, same as the carving you will soon trade away. Which will you choose, and what will it do?

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INTRODUCTION

This supplement introduces new loot inspired by the Theros blocks of *Magic: The Gathering* cards and Greek mythology. We can't duplicate *Magic* art here, but when an item is inspired from a card, we provide a [see card](#) link. It also presents The Gray Merchant of Asphodel as a wandering trader and possible source of this loot. You may add him to random encounters tables or have him play a more predetermined role in your story.

Chapter 1 of the supplement describes the Gray Merchant, his background, and his mechanics. Chapter 2 lists the new magic items he brings to the game while chapter 3 provides roll tables to determine what items he offers during an encounter.

The mechanics in chapter 1 are an optional recommendation for implementing the Gray Merchant into your campaign as an exciting random encounter. You may incorporate the magic items from this supplement directly into your loot tables rather than distribute them via the Gray Merchant.

ADDITIONAL REFERENCES

This supplement references rules provided in the *Player's Handbook (PHB)*, *Monster Manual (MM)* and the *Dungeon Master's Guide (DMG)*.

Magic items appear in *italics* and monsters in **bold**. If they are from a source book, we cite the source book in parentheses afterward. If we don't cite a source book, the magic item or monster stat block is from this supplement.

Some items may also appear in *Mystic Odysseys of Theros (MOoT)*, but we chose to include our alternate take on them to provide options.

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CHAPTER 1: ENCOUNTERING THE GRAY MERCHANT

The Gray Merchant is a unique vendor who wanders Theros, seemingly at random.

Characters may trade for only one item from him each time they encounter him. He trades with one person at a time but is willing to trade with any number of people during the encounter.

There's an unlimited number of wares in his bag. It may contain multiple of the same legendary item, but artifacts should remain one-of-a-kind. It is up to you what limitations or lack thereof you put on the items available.

NUMBER OF ITEMS FOR TRADE

When someone expresses interest in trading with the Gray Merchant, he lays a piece of cloth on the ground to display his wares, presenting seven items. If you think seven options are too many for the group, reduce the number. You can use the roll tables in chapter 3 to determine what items he draws from his bag.

Each character may make only one trade. The Gray Merchant only refreshes items he trades away. He does not refresh all seven items unless requested to do so.

If a character requests he refresh his entire selection, he does so but reduces the number of items offered by one. For example, the first refresh request causes him to put away all seven items and draw six new items. The second refresh replaces the six items with five and so forth. This reduced selection persists through all subsequent trades.

If the Gray Merchant has only one item out, asking him to refresh ends trading for everyone present. He places the item back in his bag and appears unable to draw anything else out. He sadly shows his empty hands and departs.

Magic: The Gathering players may notice the refresh rules follow the card draw and mulligan rules at the start of a game.

THE PRICE OF A TRADE

This section provides optional mechanics for using the Gray Merchant as a seller of magic items. You may ignore this mechanic and use the roll tables in chapter 3 to distribute the magic items in a more conventional manner.

The items in this supplement use price ranges based on rarity. Since the amount of gold earned varies in each game, consider adjusting the prices to suit your group. Some items may also be overpowered for the level of your party, in which case you may want to reroll an item of an

unsuitable rarity rather than make it available for trade. This supplement roughly categorizes item rarity by the following prices and recommended power levels:

- *Common:* 0-100 gp, level 1+
- *Uncommon:* 100-1,000 gp, level 3+
- *Rare:* 1,000-10,000 gp, level 5+
- *Very Rare:* 10,000-100,000 gp, level 10+
- *Legendary/Artifact:* 100,000+ gp, level 15+

Characters may trade one of the following types of items for an item from the Gray Merchant:

- any amount of currency
- any one inanimate object or set of related inanimate objects

A set of related objects are items that a reasonable person would consider thematically linked, such as a set of jewelry or all the books belonging to a series. Players may not pad the value of a trade by trading multiple unrelated objects as a set, such as a bejeweled idol plus a magic scroll. Characters may not trade living creatures or awakened items.

The value of a traded object may be based on monetary value or sentimental value to the character. For example, a character has a set of books passed down to them from a long dead parent. This set has a monetary value of 5 sp and high sentimental value. The higher of the two types of value applies during a trade. In this example, the object is worth high sentimental value. If it had been a random set of books bought from a pawn shop with no sentimental value, the object is worth 5 sp instead.

Sentimental value has only four possible values: none, low, medium, and high. A clay mask taken from the dead, or fragments of such clay masks, are automatically considered high sentimental value by the Gray Merchant regardless of its value to the character trading it away (see the "Background Lore" section in this chapter for details about the character and his motivations).

If characters offer an item previously obtained from the Gray Merchant, it's worth the lowest gold value listed in its recommended price and no sentimental value, unless otherwise specified.

The Gray Merchant can't speak and uses gestures to communicate the exact recommended monetary price range in copper, silver, or gold pieces. If the item has no price, he shrugs. He gives no hint as to the sentimental price of an object. Divine intervention prevents stealing from the Gray Merchant.

ITEM TYPES

There are three types of items in this supplement: magic items, artifacts, and story items.

MAGIC ITEMS

Each magic item has two recommended prices: monetary and sentimental. Its properties vary depending on the price the character paid for it. Characters always get the base properties of the item.

If characters pay the recommended price, they get additional properties described in a section labeled with the keyword **Paid**.

If characters overpay, extra effects apply, sometimes for only a limited period of time, described in a section labeled with the keyword **Overpaid**.

Characters know the base properties of an item from handling it, but they must use the *identify* spell or focus on an item over a short rest to know its **Paid** and **Overpaid** properties. You decide if the Gray Merchant allows characters to take a short rest with an item prior to trading.

If using the items in this supplement as treasure discovered in the open world, we recommend using only their base and **Paid** properties.

ARTIFACTS

Artifacts are legendary magic items that are unique, cause unique effects, and have an impact on the story in terms of being an item of historical significance or an item with the potential to shape a campaign. They can't be destroyed through conventional means and may break rules that normally apply to other magic items.

Artifacts are included in their own roll tables because you may not wish to make these available via a random trader. Most come with recommended story hooks if you prefer to integrate them into your campaign.

STORY ITEMS

Story items are typically items NPCs traded to the Gray Merchant that were worth high sentimental value to the NPC. These items use *story* as their rarity and usually have no recommended price. They are intended as story hooks for side quests.

Story items are included in their own roll tables to avoid introducing unexpected side quests unsuitable for a given campaign.

GRAY MERCHANT COINS

The Gray Merchant leaves a trail of gold coins that fall from the bag he carries. See the *Gray Merchant's gold coins* item entry for details.

BACKGROUND LORE

The Gray Merchant is a Returned, a form of undead. On Theros, souls go to the Underworld when they die. Some particularly strong-willed individuals try to return to the land of the living. They may do so by forging golden masks to replace the funereal clay masks placed on the faces of the dead. There is a price, however—any who would return from the Underworld must leave their memories behind.

Despite losing their memories, the Returned may pursue ingrained habits or routines without knowing why. For example, a blacksmith may return to his forge and attempt to continue making wares for sale, and while he may succeed in running the forge, he largely produces twisted pieces of metal with no function. Such a fate is depicted in a *Magic* story here: <https://magic.wizards.com/en/articles/archive/uncharted-realms/asphodel-2013-12-11>

Returned also lack the capacity to retain long-term memories despite otherwise possessing the intelligence and self-determination of any living creature. As such, they live sad existences, unable to establish any real connections.

They possess the same physical appearance as when they died but usually have no face and can't speak. Their golden masks hide their lack of facial features and tend to depict exaggerated emotions. The emotions are usually sadness or anger, though exceptions exist. They have strong sentimental attachments to clay funeral masks, perhaps because they know what they lost when they traded their own for golden ones. Clay masks are supposed to help the dead retain their memories and identity in the Underworld.

Returned are generally considered dangerous and attacked by the living when encountered—their behavior can be erratic and they may explode in fits of rage. Those who survive long enough to try to find a new place in the world end up congregating in two necropolises, or cities of the dead. Asphodel houses those who have embraced their fate and are content to live out the rest of their shadowy existences in peace. They typically stay within its boundaries and continue to act out their old routines. Odunos is a more aggressive necropolis where the Returned rage at their fates and venture out to raid living settlements.

The Gray Merchant is from Asphodel and somewhere between myth and urban legend. He is highly recognizable because of the large worn bag he carries and the white asphodel flower he wears. He thus escapes culling by those who would otherwise slaughter any Returned they meet.

There are also whispers that he's protected by the gods, or at least one of the gods, for reasons unknown to mortals. Perhaps he was one of their lovers, or perhaps he's an agent of one of their numerous conspiracies.

Phenax, god of deception, is the usual patron of the Returned, said to have been the first soul to escape the Underworld, but Klothys, god of destiny, also intervenes on the Gray Merchant's behalf when someone wrongs him. That said, Klothys frowns on all who violate rules of hospitality against travelers.

STAT BLOCK AND COMBAT

The Gray Merchant's bag functions like a *bag of holding* (DMG), but there is no known limit to the quantity or size of items he can store within it.

Characters may attack the **Gray Merchant of Asphodel**. He doesn't fight back, instead cowering from their blows. The pitiful sight induces guilt in attackers. Attacks incur the dismay of bystanders and may cause powerful NPCs to intervene on the Gray Merchant's behalf. Killing the Gray Merchant causes his body and all his equipment to dissolve into red embers that fade into the earth. The Gray Merchant reforms with all his equipment in another part of the world and continues traveling. All characters who participated in the attack lose attunement and possession of any *Gray Merchant's gold coins* they have and must roll on the Ill Fortunes of Klothys table to determine the effect they will suffer in the coming days.

GRAY MERCHANT OF ASPHODEL

Medium undead, neutral

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	20 (+5)	6 (-2)	8 (-1)	14 (+2)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 60 ft., Passive Perception 20

Languages understands all but can't speak, communicates with gestures

Challenge 1/4 (50 XP)

Protected by Fate. When the Gray Merchant drops to 0 hit points, all creatures who attacked him within the last hour lose attunement and possession of any *Gray Merchant's gold coins* they have and must roll on the Ill Fortunes of Klothys table to determine the effect they'll suffer in the coming days.

ACTIONS

Cower. The Gray Merchant targets up to 5 hostile creatures within 60 feet. The targets must succeed on a DC 12 Charisma saving throw against this display of terrified confusion or take 4 (1d6) psychic damage.

ILL FORTUNES OF KLOTHYS

d8 Effect

- 1 Fate frowns upon you. For the next 1d10 days, you die on two death saving throw failures instead of three.
- 2 You feel a desperate need to prove yourself in combat. For the next 1d10 days, you can't use your move action to leave the melee range of a foe when engaged in combat.
- 3 Intense anxiety feels like strings wrapping ever tighter around your chest. For the next 1d10 days, you suffer a -1 penalty to attack rolls and disadvantage on rolls to maintain concentration.
- 4 Your hubris makes you believe you're better than you are in truth. You suffer a -1 penalty to ability checks for the next 1d10 days.
- 5 You feel sluggish, guilt weighing you down. For the next 1d10 days, you have disadvantage on all saving throws.
- 6 Word has spread of your offense against the gods. For the next 1d10 days, merchants won't sell or trade you goods.
- 7 The truth shall set you free. For the next 1d10 days, you're unable to lie.
- 8 For the next 1d10 days, an intangible and invulnerable spirit donkey follows you everywhere, observing silently but judgmentally.

SPRIG OF ASPHODEL FLOWER



CHAPTER 2: THE GRAY MERCHANT'S WARES

Items are presented in alphabetical order. An item's description gives the item's name, its type, its rarity, and its properties. Not all items are magical.

ADVENTURER'S PODIUM

Wondrous item, rare — [see card](#)

Price: 3,000-7,000 gp | medium sentimentality

This podium is an intricate pewter cauldron about 1 foot wide and 1 foot tall. You can use an action to activate the podium by throwing diamond dust worth 250 gp inside, which consumes the dust. Activating the podium causes prismatic light to erupt out of it and coalesce above it to show a three-dimensional map of the terrain up to 100 feet in all horizontal directions around the podium. The podium remains active for 1 minute and can't be moved during that time.

Paid. Dots appear on the map showing the location of all creatures of size Small and larger within 100 feet of the cauldron. The size of the dots correlate to the size of the creatures, but the dots give no other information about the creatures. The location of the dots don't update and remain fixed where the creatures were when the podium activated.

Overpaid. Sparkling motes appear on the map to mark the locations of secret entrances and magical wards.

AKROAN ROCKING HORSE

Wondrous item, uncommon — [see card](#)

Price: 10-100 gp | low sentimentality

This rocking horse is the right size for a child to ride and part of a mass-produced line of toys commemorating a famous battle. Meletians in particular enjoy telling the tale as a triumph of intellect over force, describing how a crafty general used a giant wooden horse to sneak soldiers through an enemy gate.

Paid. This particular rocking horse has been enchanted so that once a day, you can use an action to set it on the ground and speak the command word to transform it into a **riding horse** (MM). The transformed horse rocks back and forth when standing still. The horse transforms back into a rocking horse after 20 minutes or when it drops to 0 hit points.

Overpaid. The rocking horse transforms into a **warhorse** (MM) instead of a riding horse.

ALSEID'S GIFT

Wondrous item, uncommon — [see card](#)

Price: 25-200 gp | low sentimentality

This small plant grows 1 magical berry each day at dawn if exposed to sunlight for at least 1 hour the previous day. The plant can hold up to 10 berries before it stops growing new berries. The berries remain good indefinitely if left on the plant. Once harvested, the berries rot if not eaten within 24 hours. A creature can use its action to eat 1 berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for 1 day. The plant dies if it doesn't see sunlight for 7 days.

Paid. The plant grows 1d6 magical berries each day at dawn instead of 1 berry.

Overpaid. Eating a berry restores 5 hit points.

ANVILWROUGHT RAPTOR

Wondrous item, uncommon — [see card](#)

Price: 500-1,000 gp | low sentimentality

The **anvilwrought raptor** (see stat block on next page) is a bronze mechanical hawk that's surprisingly light for its size, standing two feet tall with a wingspan of four feet but weighing only three pounds. It hops lightly onto your hand like a sparrow, talons digging in just enough to secure—and hurt—but not enough to pierce skin. It becomes still once it finds a position it likes, almost a statue save for the clockwork-like turns of its head as it surveys the surroundings.

Paid. You can command the raptor to guard a location. As long as you remain within 120 feet of it and until you end the command, the raptor remains in the same spot. When a Small or larger creature that wasn't within 120 feet of it when you gave the guard command comes within 120 feet of it, the raptor starts screeching loudly.

Overpaid. Add the ability to record all sounds the raptor hears for up to one minute as an option for its Learn Program trait. Starting a new recording or using Learn Program for a different action erases the previous recording. When the raptor has a sound recorded, the Execute Program action causes the raptor to reproduce the last recording in its entirety. The recording can't be interrupted and the owner can specify its volume, from barely audible to the sound level of a humanoid yelling.



ANVILWROUGHT RAPTOR

Small construct, unaligned

Armor Class 14

Hit Points 33 (6d6 + 12)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., Passive Perception 13

Languages understands all but can't speak

Challenge 1 (200 XP)

First Strike. The raptor always surprises enemies at the start of combat.

Flyby. The raptor doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Learn Program. Any character can spend 30 minutes to program the raptor to perform one type of simple action that a bird could physically perform, such as stow an item, retrieve an item, or manipulate an object with its talons. The raptor can attack but can't activate magic items or carry more than 10 pounds. The raptor can only know one program at a time.

Imprint. The raptor imprints on one character as its owner. It only performs actions commanded by its owner. The owner can communicate commands verbally or visually. If there are no outstanding commands, it flies back to its owner.

ACTIONS

Multiattack. The raptor makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Execute Program. Upon command by its owner, the raptor performs the action set by Learn Program.



ARCHON ARMOR
AND CAPE

ARCHON ARMOR

Armor (plate), very rare (requires attunement by a creature that doesn't worship any Theran god) — [see card](#)

Price: 90,000-105,000 gp | medium sentimentality

This burnished plate armor looks as though someone might have polished it today, but its menacing aura marks it as having been crafted by archons, celestial beings who long ago ruled Theros as tyrants and continue to claim they serve a purpose higher than the gods.

Ancestral Rage. The sight of the armor triggers inherited instincts that drive Therans into reckless action. While you wear the armor, humanoids have advantage on melee attacks against you. Until the start of their next turn, you have advantage against humanoids that have made melee attacks against you.

Paid. You gain the following attributes when wearing the armor:

Dexterous Defense. You add your Dexterity modifier to your AC against melee attacks.

Authoritative Presence. You gain a +3 bonus to Charisma (Intimidation) checks but suffer a -3 penalty to Charisma (Persuasion) checks.

Overpaid. While you wear the armor, you have advantage on Charisma checks against archons.

ARCHON CAPE

Wondrous item, rare (requires attunement except by creatures attuned to archon armor) — [see card](#)

Price: 8,000-8,500 gp | medium sentimentality

This cape was worn by an archon tyrant of old but looks new as the day it came off the loom. While you wear the cape, you can change its color at will. When you feel righteous, it billows upward like you are falling.

Paid. While you wear the cape, you don't take falling damage.

Overpaid. While you wear the cape, you can hover up to 1 foot in the air when you feel righteous.

ARROWHEAD SHARD

Story, legendary

Price: none | no sentimentality

This metal shard appears to be part of an arrowhead. It hums with divine energy. You guess there are four other such shards in existence, assuming the other shards are similar sizes. The first time you touch the shard, you hear maniacal laughter in your head and must succeed a DC 16 Charisma saving throw or suffer a short-term madness effect (see “Madness” in *DMG* chapter 8).

Paid. Upon further investigation, you realize this shard belongs to the arrowhead that slew Xenagos, god of revels. The arrowhead is said to have shattered into countless pieces, but it is clearly reforming, perhaps under the influence of what essence remains of Xenagos. Should all the pieces reassemble, the arrowhead could be used as the focus of a revelrous ceremony that resurrects the fallen god. Remaining adherents of Xenagos or creatures seeking to overthrow the current pantheon would go to any length to recover it from you. If you attempt to reassemble the arrowhead, you'll become the enemy of every Theran god except Kruphix, Erebos, Athreos, and Mogis. If you attempt to destroy the arrowhead for good, you will find allies in Nylea and Purphoros, but Heliod will fear you and distrust your intentions.

Overpaid. Klothys, god of destiny, whispers a warning in your ear—bring the shard to her or she'll arrange for you to join her permanently in the Underworld. You realize that a god of destiny wouldn't need to threaten you if she still controlled your fate. Perhaps because Xenagos was a god, what you do with this arrowhead is beyond her reach.

ASPECT ICONS

Wondrous item, rarity by icon (requires attunement)

An **aspect icon** is a beast statuette small enough to fit in a pocket. While you carry the icon, you can use an action to use the icon to gain the aspect of the depicted beast. You gain abilities specific to the aspect for a certain duration, and once used, the icon can't be used again until a certain amount of time has passed, as specified in the icon's description.

DEER ICON (*Uncommon*)

Price: 200-800 gp | low sentimentality

This icon is a birch wood statuette of a running deer. It can grant Aspect of Deer for 12 seconds (2 rounds). Once it has been used, it can't be used again until 2 days have passed.

Aspect of Deer. Soft downy fur covers your body and you sprout a bushy white tail. You double your speed and the distance you can jump.

Paid. The icon doesn't require attunement.

Overpaid. Aspect of Deer lasts 1 minute instead of 12 seconds.

DOLPHIN ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a sapphire crystal statuette of a swimming dolphin and has shimmering light ray effects inside. It can grant Aspect of Dolphin for 12 hours. Once it has been used, it can't be used again until 10 days have passed.

Aspect of Dolphin. You feel your lungs expand and ethereal flippers appear around your hands and feet when you swim. You gain a swimming speed of 60 feet and can hold your breath for 10 minutes.

Paid. The icon can be used again after 5 days, instead of 10 days.

Overpaid. Aspect of Dolphin lasts 24 hours instead of 12 hours.

DONKEY ICON (*Rare*)

Price: 8,000-10,000 gp | medium sentimentality

This icon is an iron statuette of a walking donkey and feels hot to the touch. It can grant Aspect of Donkey for 1 minute. Once it has been used, it can't be used again until 7 days have passed.

Aspect of Donkey. Your Strength and Constitution scores increase by 2, and your stubbornness makes you immune to being charmed, frightened, or knocked prone.

Paid. The icon can be used again after 2 days, instead of 7 days.

Overpaid. Aspect of Donkey lasts 10 minutes instead of 1 minute.

DOVE ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a quartz crystal statuette of a flying dove and is filled with swirling white clouds resembling foam. It can grant Aspect of Dove for 10 minutes. Once it has been used, it can't be used again until 5 days have passed.

Aspect of Dove. You look more beautiful in some intangible way and soft cooing accompanies your voice. You become the center of attention for anyone within 60 feet of you, drawing their eyes and giving allies advantage on any Dexterity (Stealth) checks they make. You have advantage when making Charisma checks.

Paid. The icon can be used again after 3 days, instead of 5 days.

Overpaid. Aspect of Dove lasts 1 hour instead of 10 minutes.



DEER ICON



DOLPHIN ICON



DONKEY ICON



DOVE ICON



GORGON ICON



HORSE ICON



HYDRA ICON



PIG ICON



SWAN ICON



LAMPREY ICON

GORGON ICON (*Very Rare*)

Price: 20,000-50,000 gp | medium sentimentality

This icon is a serpentine statuette of a gorgon. The snakes seem to move if you examine them closely. It can grant Aspect of Gorgon for 1 minute. Once it has been used, it can't be used again until 5 days have passed.

Aspect of Gorgon. Anyone within 60 feet of you hears snakes hissing and your hair seems to take on a life of its own, rearing up like angry serpents. As an action, you can fix your gaze on one creature within 60 feet of you that you can see and that can see your eyes. The target must make a DC 14 Constitution saving throw. If the saving throw succeeds, the creature is immune to your gaze for 24 hours. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a greater restoration spell or similar magic.

Paid. The icon can be used again after 2 days, instead of 5 days.

Overpaid. Aspect of Gorgon lasts 10 minutes instead of 1 minute.

HORSE ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a moonstone statuette of a horse rearing up on its hind legs. It can grant Aspect of Horse for 1 minute. Once it has been used, it can't be used again until 6 days have passed.

Aspect of Horse. Your feet transform into hooves and are considered a magic natural weapon. You can use an action to kick a creature as a melee attack. On a hit, the target suffers 2d4 bludgeoning damage and if the creature is Large size or smaller, it's knocked back 5 feet and must

succeed a DC 14 Strength saving throw or fall prone. You deal double damage to objects and structures.

Paid. The icon can be used again after 3 days, instead of 6 days.

Overpaid. Aspect of Horse lasts 10 minutes instead of 1 minute.

HYDRA ICON (*Very Rare*)

Price: 30,000-60,000 gp | medium sentimentality

This icon is a sandstone statuette of a hydra with five heads. Red swirls within its grain seem to divide and grow if you examine them closely. It can grant Aspect of Hydra for 10 minutes. Once it has been used, it can't be used again until 5 days have passed.

Aspect of Hydra. Your form seems to split into multiple transparent copies, as though someone is looking at you without focusing their eyes on you. If you suffer damage equal to or greater than a fifth of your maximum hit points during a creature's turn, you can use a reaction to regain all hit points you lost at the end of that creature's turn unless you suffered fire damage during that turn. You are vulnerable to fire damage.

Paid. The icon can be used again after 2 days, instead of 5 days.

Overpaid. Aspect of Hydra lasts 1 hour instead of 10 minutes.

LAMPREY ICON (*Very Rare*)

Price: 10,000-45,000 gp | medium sentimentality

This icon is a white marble statuette of a lamprey with pulsing red veins. It can grant Aspect of Lamprey for 1 minute. Once it has been used, it can't be used again until 4 days have passed.

Aspect of Lamprey. Your mouth transforms into a lamprey's mouth, complete with hooked teeth. You have advantage on attempts to grapple creatures and can grapple creatures of any size. Upon a successful grapple, the creature is paralyzed for one round while you sink your teeth



TORTOISE ICON



PEACOCK ICON

MONGOOSE
ICON



OWL ICON



MANTICORE ICON

into the creature and drink its blood. The DM chooses one feature from the creature's stat block for you to acquire and use for the aspect's remaining duration. If you've already acquired a feature, you lose your current feature when you acquire a new one.

Paid. The icon can be used again after 24 hours, instead of 4 days.

Overpaid. Aspect of Lamprey lasts 10 minutes instead of 1 minute.

MANTICORE ICON (Very Rare)

Price: 18,000-40,000 gp | medium sentimentality

This icon is an obsidian statuette of a manticore. The spikes on its tail seem to twitch if you examine them closely. It can grant Aspect of Manticore for 10 minutes. Once it has been used, it can't be used again until 4 days have passed.

Aspect of Manticore. Leathery wings sprout from your back and a spiked tail emerges from your tailbone. Your Strength score increases by 5 and you gain a flying speed of 50 feet. You can attack with the spiked tail in addition to your actions, choosing one of the two following actions: launch a spike as a ranged attack, dealing 1d8 piercing damage on hit, or swipe your tail as a melee attack, dealing 1d6 slashing and 1d8 piercing damage on hit.

Paid. The icon can be used again after 2 days, instead of 4 days.

Overpaid. Aspect of Manticore lasts 1 hour instead of 10 minutes.

MONGOOSE ICON (Legendary)

Price: 200,000-500,000 gp | high sentimentality

This icon is an ethereal statuette of swirling mists that resemble a dashing mongoose, though it feels solid and cold to the touch. It can grant Aspect of Mongoose for 1 minute. Once it has been used, it can't be used again until 6 days have passed.

Aspect of Mongoose. Your form elongates and you look sleek and transparent. You are immune to all spell effects.

Paid. The icon can be used again after 3 days, instead of 6 days.

Overpaid. Aspect of Mongoose lasts 10 minutes instead of 1 minute.

OWL ICON (Uncommon)

Price: 200-750 gp | low sentimentality

This icon is an oak wood statuette of a perched owl. It can grant Aspect of Owl for 1 hour. Once it has been used, it can't be used again until 24 hours have passed.

Aspect of Owl. Your eyes become wider and rounder. You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases 60 feet. You have advantage on Wisdom (Perception) checks that rely on sight.

Paid. The icon doesn't require attunement.

Overpaid. Aspect of Owl lasts 2 hours instead of 1 hour.

PEACOCK ICON (Rare)

Price: 2,000-3,500 gp | medium sentimentality

This icon is a metal statuette made from some unknown alloy that gives it an iridescent, rainbow effect, and its form is of a male peacock with feathers raised. It can grant Aspect of Peacock for 3 hours. Once it has been used, it can't be used again until 3 days have passed.

Aspect of Peacock. You're able to see in all directions and have advantage on Wisdom (Perception) checks that rely on sight. This effect persists even if you are asleep or unconscious unless you use a bonus action to disable this effect.

Paid. The icon can be used again after 2 days, instead of 3 days.

Overpaid. Aspect of Peacock lasts 6 hours instead of 3 hours.

PIG ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a cherry wood statuette of a pig rooting for food. It can grant Aspect of Pig for 1 hour. Once it has been used, it can't be used again until 3 days have passed.

Aspect of Pig. Your nose turns into a pig's snout and anything edible smells and tastes appetizing. You have advantage on Wisdom (Perception) checks that rely on smell and are resistant to poison damage. You're immune to the poisoned condition.

Paid. The icon doesn't require attunement.

Overpaid. Aspect of Pig lasts 4 hours instead of 1 hour.

SWAN ICON (*Rare*)

Price: 2,000-3,500 gp | medium sentimentality

This icon is a tin statuette of a swan with wings outstretched, ready to attack. It can grant Aspect of Swan for 1 minute. Once it has been used, it can't be used again until 5 days have passed.

Aspect of Swan. You appear to grow feathers and your neck elongates, becoming a swan hybrid abomination. Two wings sprout from your back that you can use to make two unarmed strikes as your bonus action. If both strikes hit, your target must succeed a DC 20 Constitution saving throw or fall prone. You can use an action to let out a terrifying swan call, and all creatures within 120 feet of you who can hear you must succeed a DC 20 Charisma saving throw or become frightened of you. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the creature is immune to your swan call for the next 24 hours.

Paid. The icon can be used again after 3 days, instead of 5 days.

Overpaid. Aspect of Swan lasts 10 minutes instead of 1 minute.

TORTOISE ICON (*Rare*)

Price: 2,000-3,500 gp | medium sentimentality

This copper statuette is shaped like a turtle. It can grant Aspect of Turtle for 1 minute. Once it has been used, it can't be used again until 7 days have passed.

Aspect of Turtle. The clothing you're wearing gains the coloration and texture of a turtle's shell. You can use an action to target one creature you saw within the last round (6 seconds) and choose whether you want the creature to fall unconscious

or have its speed halved. The target must succeed a DC 16 Wisdom saving throw or succumb to the chosen effect for 5 rounds (30 seconds) or until they take damage.

Paid. The icon can be used again after 4 days, instead of 7 days.

Overpaid. Aspect of Turtle lasts 10 minutes instead of 1 minute.

VULTURE ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a bronze statuette of a vulture with its wings outstretched. It can grant Aspect of Vulture for 10 minutes. Once it has been used, it can't be used again until 24 hours have passed.

Aspect of Vulture. Your mouth and nose transform into a vulture's beak. When a creature drops to 0 hit points within 120 feet of you, you can use your reaction to devour their fleeing life essence, regaining 2d8 hit points up to your hit point maximum. If you use this reaction on a creature that can make death saving throws, the creature suffers 1 death saving throw failure.

Paid. The icon can be used again after 12 hours, instead of 24 hours.

Overpaid. Aspect of Vulture lasts 1 hour instead of 10 minutes.

WOLF ICON (*Uncommon*)

Price: 100-500 gp | low sentimentality

This icon is a silver statuette of a howling wolf. It can grant Aspect of Wolf for 1 minute. Once it has been used, it can't be used again until 4 days have passed.

Aspect of Wolf. You can use an action to howl, granting up to 6 allies Pack Tactics until the end of your next turn. Pack Tactics grants you and your allies advantage on attack rolls against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

Paid. The icon can be used again after 2 days, instead of 4 days.

Overpaid. Aspect of Wolf lasts 10 minutes instead of 1 minute.

ASTRAL CORNUCOPIA

Wondrous item, uncommon — [see card](#)

Price: 200-800 gp | low sentimentality

This cornucopia is 2 feet long, weighs 20 pounds, and appears to be carved from a rock that fell from the sky. Inside is an endless star field that seems to be a view into Nyx.

You can place up to 5 nonliving perishable sacrifices meant for the gods inside, such as cuts

of meat, fruits and vegetables. You can't put anything not intended as a sacrifice for the gods inside. Items placed inside the cornucopia disappear and stay fresh, as though frozen in time, until you remove them again. You can remove items by thinking about the item you want when you reach inside. When you remove the sacrifice, you must either perform the intended sacrificial ritual or return the sacrifice into the cornucopia within 2 hours or the sacrifice catches fire and burns to ash.

Paid. Sacrifices that have been inside the cornucopia at least 24 hours curry great favor when offered to gods and their followers—for 2 hours after you complete a sacrificial ritual, you gain a +10 bonus to skill checks involving social interactions with the god or the god's followers.

Overpaid. Closer examination of the star field within the cornucopia reveals a distant scene of a temple atop a waterfall plummeting into oblivion. You can check the constellations inside the cornucopia to determine the location of the Temple of Mystery, which is on the edge of the world and belongs to Kruphix, god of horizons.

BIDENT OF THASSA'S BELOVED

Weapon (trident), artifact (requires attunement by a creature that worships Thassa) — [see card](#)

Price: 300,000-500,000 gp | high sentimentality

This favored weapon of Thassa, god of the sea, is obviously not one she wields—[a god would never](#)

[forfeit her signature weapon...](#) But this bident bears her touch, a blessing conferred to a favored champion. Why it's now before you is a mystery. Perhaps the champion fell, perhaps the bident became an heirloom passed down so long its true nature became forgotten, or perhaps Thassa has designated you as her new beloved champion. If you hold the weapon and meditate, you hear whispers of Thassa's philosophy that the sea both ebbs and floods—sometimes you must give before you achieve overwhelming, total victory.

The bident is a magic weapon and also functions as a *trident of fish command*. On your turn, while you carry the bident, you gain an action for each time you suffered a hit since the end of your last turn.

Paid. The bident has 4 charges, which are used to fuel spells divinely bestowed by Thassa with no components required. If you're otherwise unable to cast spells, use Charisma for your spellcasting ability modifier. With the bident in hand, you can use your action to cast one of the following spells: *wall of water* (1 charge), *watery sphere* (2 charges), or *tsunami* (3 charges). The trident regains 1d4 expended charges daily at dawn.

Once a day, while wielding the bident, you may implore Thassa for a blessing. If you haven't offended Thassa (determined by the DM), roll on the Thassa's Blessings table to determine the effect.

THASSA'S BLESSINGS

d4 Effect

- 1 You gain a creature companion as if using a *conjure animals* spell. The creature is a **giant sea horse** if you're underwater, otherwise it's a **warhorse**.
- 2 You heal a number of hit points equivalent to rolling all your hit dice. This effect doesn't expend hit dice.
- 3 You gain a +3 bonus to AC for the next hour.
- 4 The bident regains all expended charges.

Overpaid. Once a day for the first 10 days after you attune to the bident, you can cast the *commune* spell without requiring material components to contact Thassa.

Destroying the Bident of Thassa's Beloved. You can't easily unmake a weapon blessed by the gods. There are only two ways to destroy such a weapon: melt it down in Purphoros' forge, which resides within Mount Velus, or slay the god who blessed the weapon—in this case, Thassa—to transform the weapon into a nonmagical item that is susceptible to all methods of destruction.

BIDET OF THASSA

Wondrous item, common

Price: 1 sp - 5 gp | no sentimentality

This bronze cylinder is about 2 inches long and half an inch in diameter, with an opening on one end. You can use a bonus action to speak the command word, causing salt water to shoot out of the opening up to a distance of 2 feet for 1 minute. The water is warm.

Paid. You can use an action to stick the cylinder to any surface by pressing it against the surface for 6 seconds. The cylinder remains attached to the surface until a creature uses an action to remove it.

Overpaid. The cylinder gleams and never tarnishes or rusts.

BLADE OF HUBRIS

Weapon (shortsword), uncommon (requires attunement)

Price: 50-100 gp | low sentimentality

This ornate blade has a golden, bejeweled hilt. The steel is perfectly polished and glimmers in the sun. The blade carries the inscription of a fancy "P" which is perhaps a hint to the owner's identity. Someone must have traded this weapon for something truly spectacular from the Gray Merchant.

Attacks with the blade gain a +1 bonus to attack and damage rolls. The blade is a magic weapon.

Curse. The blade actually has no magical properties, but not only do you believe they exist, you think everyone covets the blade and wants to take it from you. You also believe that if you slay legendary monsters with it, the blade grows stronger. In truth, the blade is a nonmagical shortsword with no bonuses to attack or damage rolls.

Removing the curse from the blade changes the blade's properties to that of a nonmagical shortsword with no bonuses.

Paid. No additional effects.

Overpaid. No additional effects.

BOUNTIFUL LEKYTHOS

Wondrous item, rare

Price: 1,000-3,000 gp | low sentimentality

This narrow clay flask stands 10 inches tall and is 4 inches at its widest diameter. It has an elegant thin handle and depicts an image of two people picking olives. It weighs 4 pounds.

A SALTY LOSER

Meletians tell a tale of Thassa challenging Ephara's patronage of the city. Seeing how its citizens had to carry water from a nearby spring, Thassa promised that if they voted her as the primary god of Meletis, she'd ensure unlimited water wherever they dug.

Excited citizens tested her promise by digging into their fields only for salt water to erupt and kill their crops. Thus Thassa salted the earth and Meletians realized that a god of the sea is best confined to her domain.

Coincidentally, that's around the time that depictions of Ephara began portraying her dumping water from a jar onto the ground. Combined with the fact that Ephara is the only god known to have killed another god by herself, remember the next time someone tells you she's a minor god: she slays.

You can pour up to 32 ounces of regular olive oil—not extra virgin—out of the lekythos each day. The lekythos refills the next dawn. The oil is usable for cooking and can be sold for up to 1 cp per ounce to willing buyers.

Paid. You can pour up to 32 ounces of fragrant, high quality olive oil out of the lekythos each day. The lekythos refills the next dawn. The oil is desirable for many rites, such as weddings and funerals, and can be sold for up to 1 sp per ounce to willing buyers.

Overpaid. You can use 8 ounces of the oil from this lekythos as a substitute for the material components of any divination spell.

BOW OF NYLEA'S HUNTER

Weapon (shortbow), artifact (requires attunement by a creature that enjoys hunting and respects nature) — [see card](#)

Price: 500,000-750,000 gp | high sentimentality

This shortbow and quiver set is blessed by Nylea, god of the hunt. It hums with a sound that resembles distant birdsong. When held, it changes the sound of your footsteps into rustling wind and a light breeze, a perfect mix of sound that deceives the ear into thinking no one is approaching.

With the bow in hand, you have advantage on Dexterity (Stealth) checks and can speak with animals as if using the *Speak with Animals* spell. You gain a +3 bonus to attack rolls made with this magic weapon.

Paid. You gain the following attributes when using the weapon:

Studied Attack. You can use an action to study a creature by making a DC 20 Intelligence (Nature)

or Wisdom (Survival) check. You have advantage if performing the check on a favored enemy or a creature on which you have the *hunter's mark* spell active. On a successful check, for the next 24 hours, any attack made with the bow that hits the targeted creature is automatically a critical hit.

Replenishing Quiver. The quiver can hold up to 20 arrows. When you score a critical hit against a creature using the bow, the spent arrow teleports back into the quiver and is ready to use again.

Coordinated Hunt. While you are attuned to the bow, any creature you control has advantage on attack rolls against creatures you attacked on your last turn.

Nylea's Guidance. During a long rest, Nylea whispers guidance to you. You gain a +2 to your choice of Dexterity, Intelligence, or Wisdom until your next long rest.

Fickle Patron. Nylea is a fickle god whom you can easily offend. The following activities cause the bow to lose all magical properties and function as a regular shortbow until you regain her blessing by making an appropriate sacrifice to her and succeeding a DC 20 Intelligence (Religion) check:

- Hunt for sport
- Fail to use an action to request her blessing before attacking a beast that isn't attacking you or an ally. You may request her blessing as part of the Studied Attack action, but you must explicitly declare the request.
- Participate in a ceremony worshiping or glorifying Karametra, god of the hearth
- Participate in agricultural activities, including clearing land for planting

Overpaid. Once a day for the first 10 days after you attune to the bow, you can cast the *commune* spell without requiring material components to contact Nylea.

Destroying the Bow of Nylea's Hunter. You can't easily unmake a weapon blessed by the gods. There are only two ways to destroy such a weapon: melt it down in Purphoros' forge, which resides within Mount Velus, or slay the god who blessed the weapon—in this case, Nylea—to transform the weapon into a nonmagical item that is susceptible to all methods of destruction.

CALLAPHE'S COMPASS

Wondrous item, common — [see card](#)

Price: 60-225 gp | low sentimentality

This bronze compass has an image of waves inscribed on its back. When the compass is in or over water, its needle points toward the nearest piece of dry land. While on land, the needle spins wildly.

Paid. With the compass in hand, you can concentrate on the compass to specify a type of land—for example, land with food and water, large landmass rather than an island, etc.—and the needle points toward the nearest land that fits your criteria for the duration of your concentration.

Overpaid. When concentrating on the compass to specify a type of land, you hear a divine whisper in your mind estimating the distance to the land you specified, using general terms such as "close," "within reach," or "distant."

BOW OF NYLEA'S
HUNTER

CALLAPHE'S COMPASS





CAP OF AUTHORITY

BUNDLE OF
CHAPPARAL GRASS



CHORUS MASK



CLAY OWL



CONSPIRATOR'S WHISTLE



CAP OF AUTHORITY

Wondrous item, common

Price: 5-10 gp | no sentimentality

This cap looks like something an experienced soldier or seafarer might wear when off duty.

Paid. While wearing the cap, anyone addressing you must succeed a DC 15 Charisma saving throw or be compelled to call you by the title of "captain" until dawn the next day.

Overpaid. You can choose one of the following titles instead of "captain": "general," "commander," or "champion."

CHAPPARAL GRASS

Wondrous item, uncommon

Price: 50-100 gp | no sentimentality

This bundle of dry, stubby grass from the chapparal between Setessa and the Nessian Wilds is packed with nutrients and water. It can feed 1 horse or similar pack animal and sustain it for 10 days without the need for additional nourishment.

Paid. You receive 10 bundles of grass.

Overpaid. You receive 20 bundles of grass.

CHORUS MASK

Wondrous item, common

Price: 5-200 gp | no sentimentality

This mask depicts an exaggerated smiling face. It belonged to an actor who was part of the chorus of a comedic play.

Paid. When you wear the mask, you hear voices that comment on your surroundings and the events occurring around you. The commentary is never useful and often mundane but occasionally cutting and witty.

Overpaid. When you wear the mask and make snide remarks or strategize within hearing range of people, you can choose who hears you.

CLAY OWL

Wondrous item, uncommon

Price: 90-8,000 gp | low sentimentality

This cute sculpture has eyes a tad too wide even for an owl. It hoots when you squeeze it.

Paid. The first time it hoots each day, creatures within 30 feet that its eyes are facing must succeed a DC 12 Wisdom saving throw or be compelled to speak their true name.

Overpaid. You can choose up to 3 hoots a day to attempt to compel creatures to speak their true name, instead of the first time each day.

CONSPIRATOR'S WHISTLE

Wondrous item, uncommon (requires attunement)

Price: 200-800 gp | low sentimentality

This unassuming silver whistle is small and easy to hide with a sleight of hand. Once a day, you can designate up to 3 creatures as your conspirators. Until dawn the next day, your conspirators are the only creatures who can hear the whistle, other than yourself. The whistle's sound has a range of 500 feet and all conspirators within range hear the whistle clearly at a moderate volume regardless of their distance from the whistle. Only magical effects block the whistle's sound.

The whistle is blessed by a cleric of Phenax, god of deception, and Phenax is the only god whose divine intervention can enable creatures other than your conspirators to hear the whistle.

Paid. You can designate up to 8 creatures as your conspirators, instead of 3.

Overpaid. The whistle's sound has a range of 1,000 feet instead of 500 feet.

CROWN OF ATRIS

Wondrous item, rare (requires attunement) — [see card](#)

Price: 1,000-10,000 gp | low sentimentality

This immense, gilded crown descends over your eyes but leaves your vision intact. The crown has 4 charges, which are used to fuel the magic it contains. While you wear the crown, you can use an action to expend 1 charge to cast *mirror image*, provided you also choose 3 foes you can see. If there are fewer than 3 foes present, you instead choose all the foes. For each foe you choose, the DM rolls on the Truths of Atris table to determine how those opponents respond to *mirror image*.

TRUTHS OF ATRIS

d2 Response

- 1 This foe sees through the illusions created by *mirror image*. You can't redirect attacks from this foe to a duplicate. This foe attempts to point out your illusions to its allies, so when you're up against creatures allied with this foe and capable of intelligent strategy, you roll with disadvantage when attempting to change their attack's target to a duplicate.
- 2 This foe is mesmerized by the illusions created by *mirror image*. As long as an illusion remains, attacks from this foe always target your duplicate. This foe can't be convinced by an ally that it's attacking an illusion.

If the crown is reduced to 0 charges, the crown disappears in a plume of white smoke.

Paid. The crown regains 1d4 expended charges daily at dawn.

Overpaid. You can use an action to expend 2 charges to have truesight out to 120 feet for 30 seconds.

DIARY OF THRASIOS

Story, common — [see card](#)

Price: none | no sentimentality

A waterproof seaweed jelly covers this book, protecting it from the elements. Inside are diary entries detailing how to reach the lost ruins of a mythical polis known as Olantin, said to have achieved incredible technological advancements before Heliod smote the city for its hubris, causing it to sink below the waves.

Paid. You've heard of Thrasios. He's a famous merfolk warrior who defends Meletis and speaks often of having visited Olantin, though most people don't believe him. He must be spreading copies of his diary to encourage others to confirm his exploits.

Overpaid. Klothys whispers warnings hinting what terrors await in the sunken ruins, should you choose to indulge your curiosity.

DRAGON TEETH

Wondrous item, uncommon

Price: 700-2,500 gp | medium sentimentality

This pouch contains 6 dragon teeth, each about the length of your hand.

Paid. You can use an action to bury a tooth in dirt. On your next turn, the tooth transforms into a well-equipped soldier, who uses the stat block of a **thug** (MM), and emerges from the dirt. The soldier shares your initiative order but doesn't obey you, is hostile to everyone, and attacks whoever is closest. The soldier crumbles to dust after 10 minutes.

Overpaid. The soldier uses the stat block of a **veteran** (MM) instead of a thug.

DUST OF NYX

Potion, common — [see card](#)

Price: 50-100 gp | no sentimentality

When you drink this potion, portions of your skin appear to show the night sky of Nyx and sparkle with starlight. The effect lasts until you finish a short or long rest. The potion contains suspended multihued dust that resembles a blue, purple, and red nebula.

Paid. While under the effects of this potion, you have advantage on Charisma (Deception) checks

when you attempt to pass yourself off as a Nyxborn creature.

Overpaid. The potion gains a fruity aroma that makes it appealing to drink.

ENTRANCING LYRE

Wondrous item, very rare — [see card](#)

Price: 30,000-80,000 gp | medium sentimentality

Golden arms extend from the base of this beautiful lyre. With the lyre in hand, you can use an action to target one creature, causing the lyre to begin playing itself until it's destroyed or you use an action to stop it. The lyre has 25 hit points and an AC of 12. It can't target another creature while it's playing. If the targeted creature can hear the lyre play, it must succeed on a DC 15 Charisma saving throw or become incapacitated until the end of its next turn. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on a success. The lyre can't target a creature it has affected in the last 24 hours.

Paid. A target that fails its saving throw is stunned instead of incapacitated.

Overpaid. The Charisma saving throw DC to prevent the lyre's effect is now 18 instead of 15.

EUKLISIA OF EPHARA

Wondrous item, uncommon — [see card](#)

Price: 100-1,000 gp | low sentimentality

As the god of the polis, Ephara wishes her worshipers to have the trappings of civilization even when traveling in the wilderness. The euklisia is a cloth sleeping bag lined with goat hair that can fit one Large or Medium creature or two Small or smaller creatures. The euklisia keeps its occupant at a temperature optimal for comfort and survival. Creatures using the euklisia have a speed of 0 feet.

Paid. Creatures inside the euklisia are resistant to cold and fire damage from sources outside the euklisia.

Overpaid. Taking a long rest inside the euklisia removes one level of exhaustion in addition to the one level removed by taking a long rest.

FLAMECAST WHEEL

Weapon (scimitar), rare (requires attunement) — [see card](#)

Price: 3,000-30,000 gp | medium sentimentality

This golden wheel is a ring that's two feet in diameter and molds in your hand to fit your grip.

It's a magic weapon using the stats of a scimitar with the thrown (range 20/60) property. If you're a spellcaster, you can use this weapon as a spellcasting focus.

With the wheel in hand, you can use an action to set the wheel ablaze with magical fire. When the wheel is ablaze, you have resistance to fire damage, targets you hit take an extra 1d6 fire damage, and the blade sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The wheel has 2 charges. When you attack a creature with this weapon and roll a 1 on the attack roll, the wheel expends 1 charge and casts *fireball* on the space you occupy (save DC 15). If the wheel is reduced to 0 charges, the wheel shatters into twisted metal shards and is destroyed.

Paid. The wheel regains 1 expended charge daily at dawn.

Overpaid. When you throw the wheel, it casts *create bonfire* (save DC 15) on the space where it lands. The spell ends after 1 minute or if you come within 5 feet of it.

FLEETFEATHER SANDALS

Wondrous item, legendary (requires attunement) — [see card](#)

Price: 250,000-600,000 gp | high sentimentality

These sandals have small golden wings coming off their sides.

Paid. While you wear these sandals, you can use an action to cast the *haste* or *fly* spells on yourself at will. The spells don't require concentration. Casting one of the spells while already under its effects resets its duration but doesn't stack its effects.

Overpaid. While wearing the sandals, your Dexterity score increases by 2.

FLINT OF PHENAX

Wondrous item, uncommon — [see card](#)

Price: 100-500 gp | low sentimentality

Campfires, torches, and candles lit with this flint shed bright light and heat for 30 feet but aren't visible and can't be felt by anyone standing farther than 30 feet from them. The effect doesn't conceal objects or creatures around the flame—it simply doesn't illuminate them.

Paid. With the flint in hand, you can use an action to have it ignite a candle, torch, or campfire without any skill checks.

Overpaid. With the flint in hand, you can use an action to have it extinguish a candle, torch, or campfire up to 30 feet away.

FLOATING DRIFTWOOD

Wondrous item, uncommon

Price: 400-600 gp | low sentimentality

This ragged piece of driftwood is a foot long and half a foot wide. It always floats atop any liquid regardless how much weight is attached to it. Pieces broken off it don't retain its properties, and it loses its properties if it loses more than half its mass.

Paid. If incorporated into the frame of a seafaring vessel, any part of the vessel attached to the driftwood can't sink and stays upright.

Overpaid. While touching the driftwood and in a liquid, you can use an action to make it drift toward the nearest shore at a speed of 20 feet.

FRAGMENT OF ANGER

Wondrous item, common

Price: 10-80 gp | high sentimentality

This chipped piece of stone comes from an Underworld soul who has forgotten their own identity, thus turning to stone and dying a final death. It's filled with anger, asking why the gods bring people into the world just to face oblivion.

This fragment makes people feel irrationally angry when they touch it.

If you obtained this fragment from a transformed *fragment of misera*, it's worth high sentimentality if traded to the Gray Merchant.

Paid. With the fragment in hand, you can focus on it to relive in your mind one event from your life that made you extremely angry. You can perform actions within this mental simulation that deviate from what you actually did and see how that changes the course of events. During this simulation, your actual body is incapacitated. You may leave this mental simulation and return to reality at will.

Overpaid. You may choose any willing creatures in physical contact with you to participate in the mental simulation with you. They're also incapacitated during this simulation but may leave the simulation independently and at will.

FRAGMENT OF JOY

Wondrous item, common

Price: 10-80 gp | high sentimentality

This chipped piece of stone comes from an Underworld soul who has forgotten their own identity, thus turning to stone and dying a final death. It recognizes all things must pass and is filled with joy at having lived a life that made a positive impact, no matter how small.

This fragment makes people feel exuberant and joyful when they touch it.

If you obtained this fragment from a transformed *fragment of misera*, it's worth high sentimentality if traded to the Gray Merchant.

Paid. With the fragment in hand, you can focus on it to relive in your mind one event from your life that made you extremely joyful. You can perform actions within this mental simulation that deviate from what you actually did and see how that changes the course of events. During this

simulation, your actual body is incapacitated. You may leave this

mental simulation and return to reality at will.

Overpaid. You may choose any willing creatures in physical contact with you to participate in the mental simulation with you.

They're also incapacitated during this simulation but may leave the simulation independently and at will.

UNDERWORLD MISERA

FRAGMENT OF MISERA

Story, common — [see card](#)

Price: 1 cp - 5 sp | high sentimentality

This chipped piece of stone makes you feel hollow whenever you're near it, and touching it fills you with immense sorrow. It was taken from the calcified remains of a soul who has lost all memory and identity in the Underworld, suffering their final death.

All creatures who come within 10 feet of the fragment for the first time each day must make a



DC 12 Wisdom saving throw and on a failure, be compelled to talk about a sad moment from their life.

Paid. After 1 day, prolonged exposure to the fragment makes you immune to its sorrow. You no longer need to make Wisdom saving throws when near the fragment or share sad moments from your life.

Overpaid. Though identity has long fled the lost soul that became this misera, the gods don't forget. Klothys grants anyone who touches the fragment a glimpse into the soul's life, enough to identify the person and the person's surviving next of kin. The DM creates an unresolved situation pertaining to the soul's former life or chooses one from the Unfinished Business table.

UNFINISHED BUSINESS

d6 Situation

- 1 The soul hid away treasure that was never found. The location but not the nature of the treasure is now known to you, as well as the identity and the whereabouts of the soul's heirs.
- 2 The soul committed a crime that was never discovered. You now know the nature of the crime, how to obtain proof of the soul's guilt, and the identity of the victim and the victim's descendants, if any.
- 3 The soul performed heroic deeds but was filled with hubris, becoming lost in the Labyrinth of Memories in an attempt to escape from Ilysia back to the mortal realm. You now know the nature of the heroic deeds and who they impacted, allowing you to rekindle memories of the hero or claim the hero's deeds for your own glory.
- 4 The soul died far from a lover who never learned the soul's fate. You now know how the soul died, where the soul fell, and the identity of the soul's lover.
- 5 The soul had an archrival who was at least partially responsible for the soul's demise. You now know the identity of the archrival and what the archrival did to the soul.
- 6 The soul loved a particular piece of art—a play, a poem, a song, or the like—which was the last memory to leave the soul. You are now familiar with that piece of art and know the identity of its creator, who is known to give valuable and unique gifts to fans. Though the soul desperately wished to meet the creator in life, such a joyful encounter never occurred.

Upon resolution of the quest, the fragment transforms into a *fragment of joy* if you resolved the quest in a selfless manner or a *fragment of anger* if you resolved the quest in a selfish manner. Either fragment possesses both its Paid and Overpaid properties.

FRUIT OF TIZERUS

Wondrous item, rare — [see card](#)

Price: 1,000-5,000 gp | high sentimentality

This pomegranate grows from a withered, spiny tree in Tizerus, a bleak and hopeless realm outside the palace where Erebus, god of the dead, resides. The fruit itself is a vivid red and tastes delicious, a perfect mix of sweet and tart. It contains 100 seeds and can be consumed 1 seed at a time or by a handful of 10 seeds at a time. You may divide and distribute seeds in any quantity you choose.

A creature that consumes at least one seed feels the tug of the Underworld on its soul, causing its hit point maximum to reduce by an amount equal to the number of seeds consumed. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Targets that die while affected by the fruit can't be brought back from the dead by any means short of a *wish* spell or divine intervention.

Once creatures have consumed at least one seed, they must succeed a DC 10 Wisdom saving throw to realize the seeds are draining their life, otherwise they're distracted by the flavor and tempted to eat more. A creature wishing to stop eating while seeds remain available to it must succeed a DC 15 Wisdom saving throw, otherwise it's tempted into continuing to eat. It may repeat the saving throw for every 10 seeds it eats.

Once cut open, the fruit lasts 3 days before dissipating into black smoke. This effect doesn't occur if the fruit is in the Underworld.

Paid. The fruit doesn't dissipate after you cut it open.

Overpaid. The fruit contains 500 seeds.



FRUIT OF TIZERUS

FUNERARY MASK

Wondrous item, common — [see card](#)

Price: 5 sp -10 gp | high sentimentality

This clay mask covers the face of the deceased and helps the soul resist the Underworld's eroding effect on memory and identity. A soul that loses its identity petrifies into a statue called misera. The mask is worth high sentimentality when traded to the Gray Merchant in exchange for another item.

Paid. If you die while wearing this mask in the Underworld, you can choose to destroy the mask to avoid gaining a level of exhaustion.

Overpaid. Wearing this mask allows you to make Charisma (Deception) checks with advantage when convincing undead creatures that you aren't alive. Undead creatures that automatically attack the living don't recognize you as living unless given reason to believe otherwise.

GOLDEN FUNERAL MASK OF THE GRAY MERCHANT

Wondrous item, legendary (requires attunement)
— [see card](#)

Price: 80,000-100,000 gp | medium sentimentality

This mask holds an unlimited number of charges to fuel its magic. It loses all charges when a new creature attunes to it. While you wear the mask, you add 1 charge to the mask every time a creature with an Intelligence score of 8 or higher dies within 30 feet of you, capturing a small part of the creature's life essence but not its soul.

While you wear the mask, you can consume charges to perform the following actions: regain expended hit dice (1 charge per die), cast *vampiric touch* (2 charges plus 1 charge per level to cast the spell at higher than 3rd level), cast *lesser restoration* (2 charges), cast *greater restoration* (5 charges), or cast *heal* (6 charges).

Paid. While you wear the mask, you can use an action to consume 10 charges to cast *mass heal*.

Overpaid. You can use an action to summon the Gray Merchant to visit you, but doing so destroys the mask, causing it to dissipate into black smoke. The Gray Merchant arrives at your location 1-5 days after you summon him, depending on his distance from you at the time you summoned him. When he arrives, you may choose one item from him without trading another object in return, and the trade is treated as though you traded an item worth high sentimentality.

GOLDEN FUNERAL MASK OF ASPHODEL

Wondrous item, common

Price: 1-5 cp | low sentimentality

The expression on this mask is eerily neutral, so unfeeling you wonder what thoughts lurk underneath. While you wear the mask, you don't feel anxiety.

Paid. While you wear this mask, you are immune to the frightened condition.

Overpaid. You learn the location of the necropolis of Asphodel and become familiar with the layout of its streets.



GRAY MERCHANT'S MASK

GOLDEN FUNERAL MASK OF ODUNOS

Wondrous item, uncommon — [see card](#)

Price: 100-250 gp | low sentimentality

The expression on this mask is twisted in anger. While you wear the mask, you feel great rage. You gain a +1 bonus to damage rolls.

Paid. While you wear the mask, the Returned of Odunos don't attack you.

Overpaid. You learn the location of the necropolis of Odunos and become familiar with the layout of its streets.

GOLDEN FUNERAL MASKS OF THE PHALANX

Wondrous item, uncommon (requires attunement) — [see card](#)

Price: 300-1,000 gp | low sentimentality

The expressions on these masks portray grim determination. While this item looks like a single mask, you can separate it into up to five masks as though the masks were stacked atop each other. Any mask taken more than 120 feet away from you evaporates into black smoke and ceases counting toward the five mask limit. The masks you give away remain attuned to you, not the creatures who wear them.

All creatures wearing masks from this set are considered joined. Joined creatures share their hit points with each other as though they were one creature with a hit point and maximum hit point total equal to the sum of the joined creatures. When a joined creature removes its mask, it takes its maximum hit points from the joined group's maximum hit points and takes hit points from the joined group's remaining hit points equal to the proportion of its contribution to the group's maximum hit points rounded down.

For example, if three creatures with 10, 20, and 30 maximum hit points joined together at full health, they share 60 hit points. They then suffer 10 points of damage, leaving them with 50 hit points. The creature that contributed 20 maximum hit points removes its mask, taking 16 hit points with it and leaving the group with 34 hit points out of a maximum of 40 hit points.

Paid. You determine how many hit points a joined creature keeps when it removes its mask. You can't withhold hit points from the creature if the group would be left with more hit points than the group's remaining hit point maximum.

Overpaid. The masks double a joined creature's hit point and maximum hit point contributions to the group.

GOLDEN FUNERAL MASK OF THE PSEUDAMMA

Wondrous item, very rare (requires attunement) — [see card](#)

Price: 50,000-200,000 gp | high sentimentality

The expression on this mask shows great sorrow. Once a day, while you wear the mask, you can use an action to cast *dominate person* at 6th level on humanoids with a Wisdom score of 10 or lower. If you're otherwise unable to cast spells, use Charisma for your spellcasting ability modifier.

Paid. You cast *dominate person* at 7th level.

Overpaid. You cast *dominate person* at 8th level.

GRAY MERCHANT'S GOLD COIN

Wondrous item, common (requires attunement) — [see card](#)

These coins drop continuously from the Gray Merchant's bag, forming a trail marking where he has passed. They aren't available for trade but can be freely picked up by anyone who comes upon them.

Gold is abundant in the Underworld and considered worthless by the Returned, but even so, this isn't a true gold coin. The coin vanishes after three days unless you attune to it, which causes it to persist for the duration of the attunement. You may use a bonus action to focus on the coin to determine the general location of the Gray Merchant. If the Gray Merchant is far away, you know the name of the area. If he's nearby, you know his general direction.

Whenever you pay less than the recommended price of an item in a trade with the Gray Merchant, you must roll a d2. If you roll a 1, you lose attunement to the coin, are unable to attune to any such coin for five days, and any such coins you touch vanish instantly.

GRAY MERCHANT'S
GOLD COIN



HAMMER OF THE FORGED OF PURPHOROS

Weapon (warhammer), artifact (requires attunement) — [see card](#)

Price: 200,000-600,000 gp | high sentimentality

Purphoros, god of the forge, wielded this hammer before he crafted a more masterful version. It crackles like fire and feels almost unbearably hot. The hammer is a magic weapon.

Up to 3 times each day, you can use an action to slam the hammer against the earth to summon a font of lava that lasts for 1 minute or until you use an action to end it, whichever occurs first. You can't summon another font of lava while the first is active. The lava shares your initiative count and takes its turn after yours. On its first turn, the font creates a pool of lava at its location that is 5 feet wide. The pool expands 5 feet in all directions each subsequent turn the font is active. Creatures and objects suffer 6d10 fire damage when they enter lava for the first time on a turn or end their turn there.

Master Crafter. With the hammer in hand, you can use an action to cast the *stone shape* spell with the modification that the spell can affect stone objects of Huge size or smaller or a section of stone no more than 20 feet in any dimension.

Paid. The hammer deals an extra 1d10 fire damage on a hit. The hammer also functions as a *stone of controlling earth elementals*.

While a font of lava you summoned is active, you're immune to fire damage.

Overpaid. Your mind becomes feverish with Purphoros' creativity. Describe a piece of equipment or an item you want to create. The DM works with you to ensure its properties don't break the game's balance. After ten days, you know the formula to create it according to the crafting rules in *Xanathar's Guide to Everything*. The difficulty of crafting the object scales with its power, but the task is feasible.



HAMMER OF THE FORGED
OF PURPHOROS

HELIOD'S GLORY

Wondrous item, uncommon — [see card](#)

Price: 500-1,500 gp | low sentimentality

This vase is 3 feet tall, 2 feet in diameter, and weighs 60 pounds, requiring two people to carry it by its handles. A clay plug covers the opening. The painting on the vase depicts Heliod, god of the sun, striking down titans with his Sun Spear.

You can use an action to remove or replace the plug. While the plug is removed, swirls of brilliant golden light rush out of the vase, granting a +2 bonus to AC to all creatures within 120 feet of the vase who worship Heliod.

The vase is immune to all damage and can't be moved by anyone who doesn't worship Heliod.

Paid. You can use an action to pull a spear made of light from the vase. It has the same stats as a regular spear except it deals radiant instead of piercing damage. You can use an action to strike the vase with the spear, causing the vase to shatter. When the vase shatters, the vase and all spears pulled from the vase are destroyed and a brilliant flash of light erupts from the vase outward to a distance of 120 feet. All creatures caught in the blast who worship Heliod heal 4d8 hit points. All other creatures caught in the blast suffer 4d8 radiant damage and must succeed a DC 14 Constitution saving throw or be blinded for 2d4 turns.

Overpaid. The vase weighs 10 pounds when you first purchase it, allowing it to be carried by one person. It gains 10 pounds each day at dawn until it reaches its normal 60 pound weight.

IRIDESCENT PEARL NECKLACE

Wondrous item, common

Price: 50-100 gp | low sentimentality

The pearls of this necklace are said to be the tears of a dead and forgotten god of love. While you wear this necklace, a light breeze causes your hair and clothing to billow elegantly while your face is always partially illuminated by soft and romantic light. Humanoids perceive you as beautiful but sad. This necklace consists of 85 pearls and merchants generally pay 1 gp for each pearl or 100 gp for the intact necklace.

Paid. While wearing this necklace, you can use a bonus action to disable its effects until dawn the next day.

Overpaid. Once a day, while wearing this necklace, you can use an action to target one creature and know if it is experiencing great love or grief.

IROAN PLEDGE

Story, common — [see card](#)

Price: none | no sentimentality

This creased piece of paper is falling apart. It looks like it's been folded and unfolded countless times. There's smudged writing on it, but you can still tell how neat the lettering used to be. It's a pledge that's common among the famed soldiers of Akros and swears devotion to Iroas, god of victory. Possessing a written copy of the pledge isn't common practice, but it's occasionally done by soldiers to shore up their spirits before a battle. The copies that do exist are treasured for their role in bringing victory. It's unusual to see one be discarded like this.

The DM can craft an adventure around why a famed Akroan soldier would forfeit a treasured symbol of a beloved god or roll against the Lost Faith table for the reason.

LOST FAITH

d6	Reason
1	The soldier who composed the pledge died in battle and whoever inherited the pledge lost faith in Iroas.
2	The soldier traded the pledge for something from the Gray Merchant that would help win a greater battle ahead.
3	The soldier decided to pursue a different path in life and gave up worship of Iroas, but Iroas doesn't take kindly to those who flee the battlefield.
4	The soldier feared that having a written version of the pledge indicated a lack of faith in Iroas, but giving up the keepsake has taken a terrible toll on the soldier's morale.
5	A foe captured the soldier and forced the surrender of the pledge.
6	The soldier received a prophetic vision from Iroas and learned that giving up the pledge would lead someone who needed it more to acquire the training needed for battles ahead.

Paid. You know that Akroan soldiers have close bonds and speaking to one may help you identify the owner of this pledge.

Overpaid. Divine intervention clears enough of the smudges on the pledge to reveal the signature and name of the soldier who wrote it.

JUDGY GOLDEN APPLE

Wondrous item, common

Price: 50-800 gp | low sentimentality

This golden statuette of an apple is perfectly ordinary. Once a day, creatures who come within 30 feet of the apple believe they hear the apple say something judgy about their appearance or

personality, but statuettes can't talk, and neither can apples.

Paid. Look, it's a perfectly normal golden apple. It's okay to be lonely without anthropomorphizing inanimate objects.

Overpaid. Wow, you really paid too much for this thing. Try being less frivolous next time.

KARAMETRAN SICKLE

Weapon (sickle), common — [see card](#)

Price: 1-10,000 gp | medium sentimentality

This sickle slices effortlessly when harvesting any ripe fruit or crop that's ready for harvest. It passes harmlessly through any fruit or crop that isn't ready for harvest, leaving them to continue growing. The sickle is a magic weapon.

Paid. Any fruit or vegetable harvested by the sickle tastes delicious and how one imagines the ideal version of that fruit or vegetable should taste.

Overpaid. Once a day for the first ten days after you purchase this sickle from the Gray Merchant, you may cast the *commune* spell without requiring material components to contact Karametra.

LAUREL WREATH

Wondrous item, rare — [see card](#)

Price: 1,000-5,000 gp | low sentimentality

This wreath is only given to champions of the Iroan Games held in Akros. People assume anyone who possesses or wears such a wreath won one of the sporting events at the Games. While you hold or wear the wreath, you have advantage on any Charisma checks in which you make an appeal to athleticism or athletic fame. If you won this wreath yourself at the Iroan Games, you may choose to have advantage on Strength (Athletics) or Dexterity (Acrobatics) checks up to three times a day.

Paid. The legacy of whoever previously owned the wreath inspires you. Once a day, while wearing the wreath, you may reroll a Strength (Athletics) or Dexterity (Acrobatics) check. You must use the new roll.

Overpaid. Klothys appreciates the respect you've shown by valuing such an item highly and gives you the opportunity to earn the right to wear the wreath honestly. Upon the completion of a great feat of athleticism or heroism, determined by the DM, you receive an invitation to participate in the next Iroan Games. A wreath won at the Iroan Games is worth high sentimentality.

LEONIN HAIRBRUSH

Wondrous item, common

Price: 5-20 gp | no sentimentality

This brush comes from Oreskos, a remote river valley ruled by leonin where grooming is important for cleanliness.

Paid. The hairbrush effortlessly and painlessly untangles knots.

Overpaid. You attract domesticated animals that have fur in need of brushing. The hairbrush loses this property if you directly or indirectly cause harm to an animal that approaches you for this reason.

LEONIN SNARE

Adventuring gear, common — [see card](#)

Price: 1-3 gp | no sentimentality

This intricately woven snare can be thrown at a single creature or set as a trap when connected to a tripwire. Once thrown or triggered, a creature must succeed a DC 13 Dexterity saving throw or be restrained. A creature can use its action to make a DC 15 Dexterity check and on a success, untangle the snare to free itself or another creature within its reach. Each failed check tangles the caught creature further, increasing the DC of the Dexterity check to untangle the snare by 1, up to a maximum of 20.

Paid. The snare comes with instructions on how to craft your own, requiring 50 feet of rope, 4 stones weighing at least 5 pounds each, and 6 hours to assemble.

Overpaid. Through perhaps divine revelation, you realize a way to throw the snare that increases the DC of the Dexterity saving throw to dodge it to 15.

LIGHTNING DIADEM

Wondrous item, rare (requires attunement) — [see card](#)

Price: 5,000-10,000 gp | medium sentimentality

This diadem is made of crackling lightning but can be held as though made of metal. While you wear the diadem, any creature that hits you with a melee attack must succeed a DC 14 Constitution check or suffer 1d4 lightning damage.

Paid. While you wear the diadem, creatures within 5 feet of you that suffer lightning damage also suffer 1d4 thunder damage.

Overpaid. You have resistance to lightning damage.

MELETIS AGORA LICENSE

Adventuring gear, common

Price: 50 gp | no sentimentality

This license permits you to set up a merchant stand in the agora of Meletis. It bears the appropriate seals and has blank spaces you can fill in with identifying information for you and your shop. It was likely traded to the Gray Merchant by a Meletian official for a monetary value equivalent to the agora's licensing fee. The DM determines the value of the licensing fee, which could be significantly higher than the price given here by the Gray Merchant. If you've visited Meletis, you may make a DC 15 Intelligence (History) check, and on a success, recall the amount of the licensing fee. You make the check with advantage if you're from Meletis.

Paid. If traded back to the Gray Merchant for a different item, the monetary value of this item is whatever it costs in Meletis to obtain such a license.

Overpaid. Upon receipt of the license, you realize you recognize the seal on the license and know the identity of the Meletian official who issued it.

MIRROR OF ALIRIOS

Wondrous item, common — [see card](#)

Price: 1-100 gp | low sentimentality

This rectangular mirror is 2 feet tall, 1 foot wide, and weighs 4 pounds. Characters looking into this

mirror see themselves the way they wished they looked, representing their ideal selves. They can't see anyone else's reflection in this mirror.

Paid. Characters see other people's reflections in this mirror, but they appear as they do in real life, not the way they see themselves in the mirror.

Overpaid. Characters see other people's reflections in this mirror and those reflections appear the way those people see themselves in the mirror.

MIRROR SHIELD

Armor (shield), rare — [see card](#)

Price: 1,000-10,000 gp | low sentimentality

The surface of this metal shield is so perfectly reflective that you can use it as a mirror. Your gaze is considered averted from a creature or object when you view its reflection in the shield.

Paid. With the shield in hand, when a spell that targets you and requires an attack roll misses you, you can use your reaction to reflect the spell back at the creature that attacked you. You make a ranged attack roll as part of the same reaction to determine if the reflected spell hits.

Overpaid. With the shield in hand, you gain a +2 bonus to saving throws against spells that require the target to make a saving throw to avoid some or all of a spell's effects.

NYX LOTUS

Wondrous item, very rare (requires attunement) — [see card](#)

Price: 20,000-70,000 gp | high sentimentality

This lotus can hold up to 9 charges and starts with all charges expended when you first attune to it. Once a day, you can spend 10 minutes praying to a god. If the god is pleased with you, the lotus regains 1d4 expended charges. Alternatively, you may sacrifice to the god instead of praying, following the appropriate ritual and giving an appropriate offering, to regain 1d8 + 1 expended charges.

While you're carrying the lotus, you can use an action to target yourself to regain an expended spell slot, expending a number of charges from the lotus equal to the level of the spell slot.

Paid. With the lotus in hand, you can use an action to destroy it and regain an expended spell slot of any level, regardless how many charges the lotus is holding.

Overpaid. You can choose a creature other than yourself as the target of your action when you use the lotus.

NYX LOTUS



ORESKOS HERESY

Wondrous item, very rare (requires attunement) — [see card](#)

Price: 45,000-99,000 gp | medium sentimentality

This stone amulet depicts the profile of a leonin face roaring in defiance of the heavens.

Paid. While wearing the amulet, you ignore restrictions requiring you to be a worshiper of a god. For example, you're able to enter areas warded to restrict access to those who don't worship a specific god, even if you don't worship that specified god. You're also able to attune to magic items such as the *Sun Spear*, which require you to worship a certain god or type of god, even if you don't worship the specified god.

Overpaid. You benefit from the amulet's effects even if you're not wearing it, as long as you remain attuned to it and know its location.

PHARIKA'S CURE

Potion, uncommon — [see card](#)

Price: 10-150 gp | no sentimentality

When you drink this potion, roll a d4. If you roll a 1, you suffer poison damage equal to your maximum hit points. The potion's smoky, purplish-pink liquid hisses like a pit of snakes.

Paid. When you drink this potion, you gain the benefits of the *greater restoration* spell. You must still roll to see if you suffer poison damage.

Overpaid. You roll a d10 instead of a d4 to determine if you suffer poison damage.

PHARIKA'S LIBATION JAR

Wondrous item, rare — [see card](#)

Price: 5,000-8,000 gp | medium sentimentality

Paintings of venomous snakes cover the jar. The jar can hold up to a cup's worth of liquid and any liquid placed in the jar and kept there for 24 hours becomes a poison with the properties of *assassin's blood* (DMG). The poison retains all the liquid's original properties, including taste, texture, and appearance, and its poisonous nature can only be detected via magic. A sip of the liquid counts as a full dose of the poison, but drinking more, up to the full cup, doesn't increase the poison's effects.

Once you've added any amount of liquid into the jar, you can't add more liquid until you pour out what's already in the jar.

Paid. Instead of gaining the properties of *assassin's blood*, the liquid gains the properties of an ingested poison of your choice from the *Dungeon Master's Guide*. You must choose the

type of poison when you first pour the liquid into the jar, or it defaults to *assassin's blood*.

Overpaid. The liquid only needs to be in the jar for 12 hours to become the poison of your choice.

PHOENIX FEATHER

Wondrous item, uncommon (requires attunement)

Price: 500-750 gp | low sentimentality

The fires that once erupted from this phoenix's feather have long extinguished, but the feather is still hot to the touch.

Paid. After you attune to the feather, the first time you would drop to 0 hit points as a result of taking damage, you instead regain hit points equal to your maximum hit points and the feather bursts into flame and is destroyed.

Overpaid. When the feather is destroyed, a sphere of fire erupts from the feather. Creatures within 30 feet of the feather that aren't attuned to it must make a DC 12 Dexterity saving throw. Targets suffer 4d6 fire damage on a failed save, or half as much damage on a successful one.

POTION OF PARADOX

Potion, rare

Price: 1,200-2,400 gp | low sentimentality

When you drink this potion, you contemplate the nature of the universe. You realize that a creature moving toward a destination must first move half the distance between it and its destination, then half the remaining distance, again and again, meaning that it never manages to reach its goal. This liquid is a clear concoction that distorts objects seen through it such that they seem to stretch infinitely into the distance.

Paid. For 10 minutes after you drink this potion, creatures can't move toward you more than half the distance between them and you during their turn.

Overpaid. For 10 minutes after you drink this potion, ranged attacks that target you don't hit until the end of your turn. If you move during your turn, the ranged attack misses and strikes the empty air where you previously stood.

PROWLER'S HELM

Wondrous item, uncommon (requires attunement) — [see card](#)

Price: 600-1,500 gp | low sentimentality

An ethereal green glow fills the inside of this warrior's helm. While you wear it, you gain a +1 bonus to Dexterity skill checks.

Paid. While you wear the helm, you have advantage on Dexterity (Stealth) checks made to hide.

Overpaid. Once a day, while you wear the helm, you can use an action to cast the *pass without trace* spell.

PYXIS OF PANDEMONIUM

Wondrous item, legendary — [see card](#)

Price: 1,000,000 gp | high sentimentality

This plain pyxis looks like an average piece of ceramic except it's immune to all damage and covered by a lid that can't be removed.

Paid. Any creature can use an action to remove the lid when in initiative order to trigger the following events:

The DM identifies every creature within 180 feet of the pyxis that is attuned to at least one item and compiles a list of all attuned items. All identified creatures lose attunement to their items. The DM gives the creature that removed the lid one randomly selected item from the list. The DM then gives one randomly selected item from the list to the next identified creature in the initiative order and repeats this activity until all items are distributed. When all items are distributed, all identified creatures immediately equip and become attuned to the items they received.

Next, all creatures within 180 feet of the pyxis lose all magic items to which they aren't attuned. The lost items move into a pocket plane for the next 10 minutes, and at the end of the duration, they appear in a pile at the feet of the creature that removed the lid.

Finally, the DM rolls a d4 and if the result is a 1, the pyxis erupts in flames and is destroyed.

Overpaid. There are no additional effects.

QUILL OF EPHARA

Wondrous item, common

Price: 70-250 gp | low sentimentality

You can use the quill to write a message or draw on any solid surface, including the surface of a living creature, and your work is always legible as you intended. The message appears to be written in black ink, but the quill doesn't need ink to write. Nothing can remove the message or drawing except salt water, which instantly washes it away.

Paid. You can choose the color of the quill's ink and change the color at will as long as you're within 30 feet of what you wrote or drew.

Overpaid. When you finish writing, you can choose to make your written words

understandable by all. All creatures who know at least one language see your message as though written in a language they know.

RING OF ANAX

Story/ring, artifact (requires attunement by a creature that worships Purphoros, doesn't require attunement if the creature is attuned to the Ring of Cymede) — [see card](#)

This ring belongs to Anax, king of Akros, and remains in Anax's possession unless he has died or is no longer mortal.

You gain the following attributes when wearing the ring:

Hardened by War. You have resistance to bludgeoning, slashing, and piercing damage.

Inspirational Warrior. Allies within 30 feet of you gain a +2 bonus to attack rolls when attacking with a weapon.

Frontline Commander. While you wear the ring, you gain a +1 bonus to your damage for each ally who successfully hit a target since the end of your last turn.

Destroying the Ring. You can't destroy the ring so long as Anax or his spirit survives, but Anax takes the ring from you if you help him reunite with Cymede. In return, you receive the *Ring of Promised Reunion*.

Story. *Unlike the descriptions for the items in this supplement, this section is intended for the DM's eyes only. Potential spoilers follow for players.* In *Magic: The Gathering* lore, Anax ruled Akros with his wife, Queen Cymede. Both were celebrated champions who jointly built the city up to the stature it enjoys in the present day. Though Anax started as a fierce warrior and worshiper of Iroas, god of victory, he matured with his city and came to value building and creating, shifting his allegiance to Purphoros, god of the forge.

Cymede, on the other hand, was a steadfast devotee of Keranos, god of storms. She was a talented wielder of elemental magic, drawing the admiration of the god himself, and in her youth, a lightning strike granted her a limited ability to see the future. Such a gift was a mixed blessing, as the visions Keranos shared couldn't be changed.

Eventually, a great war broke out and an army laid siege to Akros. Anax was gravely injured defending the city, and seeing no other option, Cymede pledged herself to Keranos in exchange for his intervention. A pillar of fire consumed Cymede, taking her into Nyx to be by Keranos' side. In exchange for her sacrifice, the god sent a tidal wave that saved Anax and broke the siege.



The peace Cymede bought was short-lived, however, as a war between the gods broke out shortly afterward. Each of the major deities chose a mortal hero as their champion, transforming them into demigods at the cost of their individuality. Anax became the champion of Purphoros and lost all free will, his mind consumed only with victory. However, those who face him and survive report that despite his single-minded ferocity, he constantly repeats one word: “Cymede.”

Your campaign may take place at any point in this timeline or deviate from the story altogether, but if you wish to use elements of the tale, the Rings of Anax and Cymede provide you a way to bring their story to a happier conclusion.

RING OF CYMEDE

Ring/story, artifact (requires attunement by a creature that worships Keranos or a god of elemental power) — [see card](#)

Price: 450,000-500,000 gp | medium sentimentality

This ring belonged to Cymede, queen of Akros, before her ascension into Nyx to serve Keranos, god of storms. While you wear the ring, you occasionally have visions about events that will occur. The visions may be so vague you only understand them in hindsight or so clear you feel you’re watching events unfold before you. The only common theme is that any vision you see can’t be changed—events will unfold exactly as foretold.

Paid. You gain the following attributes when wearing the ring:

Skilled Tactician. You gain advantage on Wisdom (Insight) checks to detect deception.

Master of Elements. You have resistance to fire, cold, lightning, and thunder damage. You gain a +3 bonus to attack rolls or DC to save when casting spells that deal fire, cold, lightning, or thunder damage.

Overpaid. While you wear the ring, you can lose a quarter of your maximum hit points to cast the *conjure elementals* spell with the modification that the spell doesn’t require concentration and the elemental can’t become hostile toward you.

Destroying the Ring. You can’t destroy the ring so long as Cymede or her spirit survives, but Cymede takes the ring from you if you help her reunite with Anax. In return, you receive the *Ring of Promised Reunion*.

Story. *Unlike the descriptions for the items in this supplement, this section is intended for the DM’s eyes only. Potential spoilers follow for players.* Continuing the story told under the *Ring of Anax* entry, Cymede’s ability to foresee the future showed her an eventual reunion with Anax. Should you wish to pursue such a storyline, the character who attunes to the ring sees a recurring vision of that promised reunion. The character senses great divine wrath accompanying this vision, as Keranos doesn’t wish to lose Cymede, but some destinies are greater than even the gods. If Anax has relinquished possession of the *Ring of Anax*, the visions drive the character to obtain it.

RING OF PROMISED REUNION

Story/ring, artifact (requires attunement by a creature that helped reunite Anax and Cymede) — [see card](#)

This steel ring is shaped like two hands clutching each other and can only be obtained from Anax and Cymede if you helped reunite them and returned both their rings to them (see *Ring of Anax* and *Ring of Cymede*).

Once a day, you can cast the *resurrection* spell without expending a spell slot if you fulfill the spell's component requirements.

One time ever, you can use an action to cast either the basic use of the *wish* spell or one of the other specified effects of the *wish* spell without suffering the stress of casting the spell. You can't wish for an effect beyond the scope of the specified effects.

Destroying the ring. You can't destroy the ring so long as Anax or Cymede survive in mortal or spiritual form.

RINGS OF KYNAIOS AND TIRO

Ring, artifact (requires attunement by a pair of creatures friendly toward each other) — [see card](#)

Price: 600,000-900,000 gp | medium sentimentality

This pair of rings belonged to Kynaïos and Tiro, legendary joint kings of Meletis who overthrew a tyrannical archon and founded the polis over the ruins of his empire. They were lovers who ushered in an age of enlightenment and peace, though their tale became lost to time.

Two creatures friendly to each other must attune to the rings at the same time. You can neither attune to both rings nor a single ring by itself. While wearing the rings, you can communicate via telepathy with the other ring's owner no matter the distance between you, even if you are on different planes.

Paid. When you're within 10 feet of the other ring's owner, both your ability modifiers become the sum of your individual ability modifiers. In combat, when you're within 10 feet of the other ring's owner, you each gain an additional action and both of you can use an action to allow the other to take an action instead.

ROD OF GALLIA



Overpaid. If the other ring's owner is 30 feet or closer to you and is the target of an attack that would hit them, you can use your reaction to move beside them and be the target of the attack instead. This reaction doesn't provoke opportunity attacks.

Destroying the Rings. The rings are immune to all damage unless the souls of Kynaïos and Tiro revoke their blessings on the rings, in which case they lose all magical properties.

ROD OF GALLIA

Rod, very rare (requires attunement) — [see card](#)

Price: 15,000-35,000 gp | medium sentimentality

This ivory rod has wildflowers blooming out of the tip and the handle is gilded with gold. Once a day, with the rod in hand, you can use an action to drive it into the ground, causing joyful music with a catchy beat to erupt out of it for 1 minute. The music ends early if you pull the rod out of the ground.

Paid. For the duration of the rod's music, all creatures within 120 feet of the rod, including yourself, must succeed a DC 15 Charisma saving throw or be compelled to drop what they're holding, link hands in a circle, and dance. Creatures immune to being charmed automatically succeed their saving throw. When the music ends, all associated compulsions also end.

Overpaid. Once a day, if the *Otto's Irresistible Dance* spell is on your class' spell list, you can cast the *Otto's Irresistible Dance* spell at 6th level without expending a spell slot.

ROD OF KERANOS

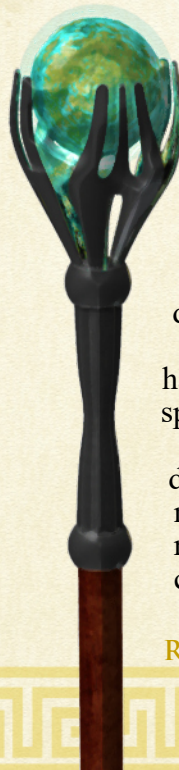
Rod, very rare (requires attunement by a spellcaster) — [see card](#)

Price: 75,000-100,000 gp | high sentimentality

This metal rod is 2 feet long and causes anyone who touches it to receive a harmless static shock. It hums with energy. With the rod in hand, you have resistance to lightning damage.

Paid. Once a day, with the rod in hand, you can cast the *call lightning* spell at 9th level.

Overpaid. Once a day for the first ten days after you attune to the rod, you may cast the *commune* spell without requiring material components to contact Keranos, god of storms.



ROD OF KERANOS

SACRIFICIAL KNIFE

Weapon (dagger), very rare (requires attunement by a creature that worships a god) — [see cards](#)

Price: 10,000-30,000 gp | medium sentimentality

The knife is beautiful, with gold trim on the handle. You can choose to have it deal 4d4 slashing damage instead of its normal 1d4 piercing damage when attacking beasts with a challenge rating of 0.

Paid. Once a day, you can use an action to pull out the entrails of a creature killed by the knife and spend 10 minutes studying them to reveal omens about the future.

Roll on the Omens table to determine the omen you receive.

OMENS

d12 Omen

- | | |
|-------|---|
| 1-3 | Disease has turned the entrails black, and the patterns in the putrid infestation tell you an Omen of the Dead. |
| 4-5 | Green, undigested foliage fills the entrails, giving an Omen of the Hunt. |
| 6-7 | You see glimmers of blue among the shiny entrails like light sparkling off ocean waves, revealing an Omen of the Sea. |
| 8-9 | Red blood seeps from fresh entrails like molten metal through molds, presenting an Omen of the Forge. |
| 10-11 | White fat runs through these entrails, meaning they'll burn aromatically, presenting a fine sacrifice to Heliod, chief among the gods. It's an Omen of the Sun. |
| 12 | An absence of color in these entrails doesn't mean an absence of meaning, instead being an Omen of the Night Sky |

Each omen grants different benefits:

Omen of the Dead. The omen warns of a brush with death. Roll five d20s and record the results in the order you rolled the dice. The first time you'd drop to 0 hit points within the next 24 hours, determine whether you'd stabilize or die if you'd rolled the recorded results as your death saving throws. If you'd stabilize, you instead drop to 1 hit point. If you'd die, you die immediately.

Omen of the Hunt. The omen predicts a great hunt. Roll two d20s and record the results. The first time you enter combat within the next 24 hours, assign the results of the rolls to two different creatures entering combat—you can only assign each result once—and those results replace the values of their Dexterity checks when determining their initiative order.

Omen of the Sea. The sea is no place for the unskilled, so the omen grants you visions to aid in the trials that may come. The next three times you

make a skill check within the next 24 hours, you make the check with advantage.

Omen of the Forge. The omen reminds you that destruction must accompany creation. Roll 2d12 and record the result. Once in the next 24 hours, you can use a bonus action to target one creature within 60 feet of you to suffer fire damage equal to the value of the result. Creatures don't know you're the cause of the damage unless they're worshipers of Purphoros, within 30 feet of you when you use your bonus action, and succeed a DC 14 Wisdom (Perception) check.

Omen of the Sun. The omen tells of coming dangers. Roll three d20s and record the results. During the next 24 hours, you can use each result once to replace the result of a saving throw made by any creature within 60 feet of you.

Omen of the Night Sky. The omen speaks of magic descending from Nyx to aid you, weakened by the journey but still effective. Roll three d20s, halve the results, rounded down, and record the halved results. During the next 24 hours, you can use each result once to add it to any roll you make.

Overpaid. The first time you attune to the knife, you gain the effects of the *legend lore* spell as though you cast it.

SATYR'S PILOI

Wondrous item, uncommon (requires attunement)

Price: 400-600 gp | low sentimentality

While wearing these piloi, or socks, your legs transform into the legs of a satyr. The size and length of the satyr's legs don't scale according to your size—you have a speed of 40 feet, a high jump of 4 feet, and a long jump of 12 feet.

Paid. While wearing the piloi, your standing long jump distance is the same as your long jump distance and you always land on your feet when landing in difficult terrain.

Overpaid. While wearing the piloi, you have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

SCARF OF ATHREOS

Wondrous item, uncommon

Price: 500-4,000 gp | low sentimentality

This scarf has been blessed by clerics of Athreos, the god of passage who ferries souls of the dead to the Underworld. It protects travelers so they're able to reach their intended destinations. It also protects the living so that they don't meet their death before their fated time.

Paid. Once a day, while you wear the scarf, it automatically covers your face if you're exposed to a poisonous substance, giving you advantage on your Constitution saving throw against the poison's effects.

Overpaid. While you wear the scarf, it constricts lightly around you to warn you if you're about to ingest a poisonous object.

SCRAP OF EPIC POETRY

Story, common

Price: none | no sentimentality

This piece of parchment contains what appears to be a draft of a few stanzas of an epic poem, with many revision marks and words scratched out and replaced. Nevertheless, the writing is evocative and creative, leading you to wonder who created—and then discarded—this work.

The DM can craft an adventure around why the poet would give away this poem or roll against the following tables:

REASON FOR DISCARDING THE POEM

d8 Reason

- 1 Frustration after being unable to find an audience
- 2 Inability to complete the poem due to writer's block
- 3 Completion of the final draft of the poem, rendering the early drafts expendable even if they hold sentimental value
- 4 Desire to obtain something from the Gray Merchant to help with the poet's art
- 5 Hope to give the Gray Merchant new meaning and identity in life through artistic inspiration
- 6 Belief that the unfinished poem would find its way into the hands of someone who needs it
- 7 Fear because reading the poem causes terrible nightmares
- 8 Sadness due to real world events that occurred during the writing of the poem making it impossible to work on it without being reminded of tragedy

REWARD FOR FINDING THE POET (AND COMPLETING ANY REQUESTED TASKS)

d6 Reward

- 1 A copy of a completed poem (DM's choice whether it has magic properties)
- 2 A magic item from table B in chapter 3
- 3 The poet as a trustworthy contact
- 4 Cryptic hints about how to progress another quest the party is undertaking
- 5 The poet as the party's companion to chronicle its tale
- 6 The poet as a traveling bard who spreads heroic tales of the party's deeds, building a reputation for the party

POEM CONTENTS

d6 Subject

- 1 A great war
- 2 A doomed romance
- 3 The adventures of someone chosen by the gods to be their champion
- 4 A mission to slay a great monster
- 5 A struggling polis returning to glory under the guidance of its former ruler's heir
- 6 The fall of a hero who dared challenge the gods

POET'S CURRENT WHEREABOUTS

d10 Location and Activity

- 1 Building an audience in Meletis
- 2 Chronicling heroic deeds in Akros
- 3 Communing with nature in Setessa
- 4 Contemplating the world's edge at Kruphix's Temple of Mystery
- 5 Exploring sorrow in the ruins of Iretis
- 6 Captured for sacrifice in the minotaur polis of Skophos
- 7 Seeking an answer from the gods at the shrine of Nykthos
- 8 Accompanying a group of adventurers sailing the ocean beyond the Siren Sea
- 9 Adopted by centaurs in the Nessian Wilds in exchange for a promise to tell their stories
- 10 Inspiring the leonin of Tethmos to rise up and conquer the world

SETESSAN JOKE BASKET

Wondrous item, common

Price: 15-25 gp | low sentimentality

This beautiful woven basket is always filled with wax apples. No matter how many you take, it remains full. The wax apples appear to be real apples in every sense, from touch to smell, except when you bite down on them and end up with a mouthful of wax.

Paid. Not all the apples in the basket are fake anymore. When you bite into an apple from the basket, roll a d2. On a 1, the apple is wax. On a 2, the apple is real.

Overpaid. If you purchased the basket, you can tell if an apple is real or fake by touching it.

SETESSAN
JOKE BASKET



SIGILED STARFISH



SETESSAN LASSO

Weapon (whip), very rare (requires attunement)

Price: 80,000-160,000 gp | high sentimentality

This lasso looks like an ordinary piece of rope, but when you attack, it glows with golden light and deals a bonus 1d8 radiant damage on hit.

Paid. With the lasso in hand, you can use the lasso to attempt to grapple one creature with advantage and can use a Dexterity (Acrobatics) check instead of Strength (Athletics). When you attempt to grapple foes with the lasso, you have a reach of 10 feet and can grapple foes of any size. You can't grapple more than one creature at a time with the lasso. You can use an action to place a creature you're grappling with the lasso under the same effects as the *zone of truth* spell, and the creature makes its save with disadvantage. If you're otherwise unable to cast spells, use Wisdom for your spellcasting ability modifier. Creatures can't cut themselves free from the lasso.

Overpaid. When you attempt to place a creature grappled by the lasso under the same effects as the *zone of truth* spell, the DC for its saving throw increases by 5.

SIGILED STARFISH

Story, rare — [see card](#)

Price: 500-1,500 gp | no sentimentality

This desiccated starfish has glowing red sigils carved into its body in a language only Nyxborn creatures or oracles can read. The sigils document a dire prophecy from Kruphix about a threat to all of Theros.

The DM can roll on the Prophecies of Doom table to determine the nature of the prophecy.

PROPHECIES OF DOOM

d4 Subject of the Prophecy

- 1 A conspiracy pertaining to the ultimate threat of a campaign
- 2 A threat from another plane (eg. Nicol Bolas, Acererak, etc.)
- 3 A war between the gods (eg. Heliad trying to eliminate worship of the other gods)
- 4 An individual fated to become a threat to Theros (eg. Xenagos, Elspeth, maybe even yourself or a party member...)

Paid. You realize the starfish is a rare specimen that can be resold for a price similar to what you paid for it.

Overpaid. New text appears on the starfish's body giving a previously unknown hint about how to stop the threat.

SKEIN OF SKOPHOS

Wondrous item, uncommon (requires attunement)

— [see card](#)

Price: 800-1,000 gp | low sentimentality

This skein of yarn contains 1,000 feet of yarn coiled in a ball that fits in your hand and weighs 1 pound. You can unravel the coil to leave a trail of yarn behind you. As long as the yarn remains connected to the skein, the yarn is unyielding and can't be moved except by you, the use of a *wish* spell, or divine intervention. If strung above the ground, creatures that move into the yarn must succeed a DC 10 Strength saving throw or fall prone. A segment of yarn can be cut or destroyed by suffering a cumulative 10 points of magical slashing, acid, fire, lightning, or necrotic damage, at which point all segments of yarn not connected to the skein become normal yarn with no magical properties. The yarn is immune to all other types of damage.

Paid. The yarn becomes invisible to everyone except you when you begin unraveling it. It becomes visible again once you ravel all connected segments back into the skein.

Overpaid. If strung above the ground, creatures that move into the yarn suffer 1d6 magical slashing damage.



SKEIN OF SKOPHOS

SORROWFUL LEKYTHOS

Wondrous item, common

Price: 1-10 gp | high sentimentality

This narrow clay flask stands 7 inches tall and is 3 inches at its widest diameter. It has an elegant thin handle and depicts a group of bards playing at a funeral. It weighs 3 pounds.

You can pour up to 8 ounces of fragrant olive oil used for funerals out of the lekythos each day. The lekythos refills the next dawn. Anyone smelling the poured out oil remembers the saddest moments of their life until they stop smelling the oil.

Loud sorrowful wails emit from within the lekythos when it's empty.

Paid. A chorus singing a sad dirge—the words indistinct—replaces the loud sorrowful wails when the lekythos is empty.

Overpaid. Instead of hearing a chorus or wails when the lekythos is empty, anyone who has a deceased love one hears the voice of the deceased calling out from within the lekythos.

SOUL-GUIDE LANTERN

Wondrous item, uncommon — [see card](#)

Price: 100-750 gp | low sentimentality

When lit, any undead creature with a challenge rating of 1 or lower that comes within 60 feet of the lantern becomes unconscious until it's no longer within 60 feet of the lantern or the lantern extinguishes, whereupon it wakes prone if it has more than 0 hit points.

Paid. Undead creatures with a challenge rating higher than 1 must succeed a Wisdom saving throw (DC 15 - their challenge rating) or suffer the same effects from the lantern as undead creatures with a challenge rating of 1 or lower.

Overpaid. The lantern has 3 charges, which are used to fuel the magic it contains. With the lantern



SORROWFUL LEKYTHOS



SOUL-GUIDE LANTERN

in hand, you can use your action to expend 1 charge to cast the *banishment* spell (save DC 15, no concentration required) on an undead creature. While a creature is banished by the lantern, you can't use the lantern to cast banishment again and the lantern glows with an ethereal white light that casts bright light in a 15-foot radius and dim light

for an additional 30 feet. The lantern regains all expended charges daily at dawn.

SPRINGLEAF DRUM

Wondrous item, uncommon — [see card](#)

Price: 600-1,000 gp | low sentimentality

The springleaf is a large and robust leaf favored by satyrs for drum-making. Creatures find the deep, robust sound of these drums to be mesmerizing. Once a day, with the drum in hand, you can use an action to play the drum. Once you play the drum, your allies can use their action on their turn to cheer for your

performance. For each ally who cheers your performance, you can choose one creature at the start of your next turn to charm for one turn.

Creatures charmed in this way are immune to the drum's effects for the next 24 hours.

Paid. Charmed creatures don't realize they were charmed when the effect ends and abide by any agreements they made while charmed.

Overpaid. Creatures can be charmed by the drum's effects for 5 turns, or 30 seconds, before they become immune to the drum's effects for the next 24 hours. If charmed creatures take damage, the charmed condition ends immediately and the creatures become immune to the drum's effects for the next 24 hours.

STAFF OF ATHREOS

Staff, legendary (requires attunement by a worshiper of a god of death) — [see card](#)

Price: 100,000-200,000 gp | high sentimentality

This gnarled staff belongs to devotees of Athreos, the god of passage, who ferries souls across the rivers separating the

Underworld from the mortal realm. With the staff in hand, you can use an action to dip the base of the staff into water to transform the staff into a boat capable of carrying yourself and 6 creatures

of Medium size. When the staff transforms, its upper half forms the prow of the boat and you must maintain your grip on the prow to keep the staff transformed. When the staff first transforms into the boat, you raise your maximum hit points by 100 and gain 100 hit points. When the boat transforms back into the staff, you lower your maximum hit points by 100 and lose any hit points you have over your new maximum. You suffer all damage suffered by the boat or occupants of the boat. The boat has a speed of 60 feet. You can let go of the prow or use an action while holding the prow to transform the boat back into the staff. The boat transforms back into the staff if you fall unconscious.

Paid. While the staff is transformed into a boat, you gain resistance to all damage types and creatures can't make attacks of opportunity against you, your boat, or anyone in your boat. The boat can't capsize and occupants of the boat have advantage on saving throws against effects that would knock them out of the boat. You have advantage on attack rolls when an enemy is within 5 feet of your boat.

Overpaid. Once a day for the first ten days after you attune to the staff, you may cast the *commune* spell without requiring material components to contact Athreos.

STARLIT MANTLE

Wondrous item, very rare (requires attunement) — see card

Price: 30,000-50,000 gp | high sentimentality

This cloak is a window into a starry night sky and magic seems to bounce off it.

While wearing the cloak, you gain a +2 bonus to saving throws against spells.

Paid. While wearing the cloak, you gain a +2 bonus to AC when targeted by spells.

Overpaid. While wearing the cloak, you can use a reaction to share the effects of the cloak with one creature within 5 feet of you.

STRAND OF ARASTA

Wondrous item, rare (requires attunement) — see card

Price: 1,000-2,000 gp | low sentimentality

It's said that Arasta's webs stretch from the Underworld through the mortal world into Nyx itself. This small strand has touched divinity and carries echoes of it—under sunlight, it sparkles like stars in a night sky, and at night, a faint, black fog emanates from it.

While you have this strand wrapped around your body, your attacks deal an extra 1d4 necrotic damage and you regain lost hit points equal to the necrotic damage you dealt. You have advantage on checks to grapple creatures.

Curse. This item is cursed if **Arasta** (*MOoT*) is alive.

Attuning to it curses you until **Arasta** dies or you're targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you can't discard the strand, which sticks to your body and seems to generate more strands the more you tug. Each night, you suffer nightmares about being caught in a massive web woven of thin, white hair. You feel the strand vibrate around your body as a massive, ominous body approaches. Each day, you feel compelled to move closer to **Arasta**, though you don't know her exact location. The nightmares intensify if you try to escape her web, and you're unable to take a long rest unless you are closer to **Arasta** than when you finished your last long rest.

Paid. Once a day, while you have this strand wrapped around your body, you can use an action to summon one Nyxborn **giant spider** (*MM*) to fight for you. You control the spider telepathically and it shares your initiative order. The spider persists until it dies or until dawn the next day, whichever occurs first.

Overpaid. With some practice you realize the strands can be used to extend your reach. While you have this strand wrapped around your body, you gain 5 feet to your reach when you attack with melee weapons, as well as when determining your reach for opportunity attacks with them. You must roll a d10 every time you use your additional 5 feet of reach, and if you roll a 1, you drop your weapon.



SPRINGLEAF DRUM

STUBBORN BOULDER

Wondrous item, uncommon

Price: 200-800 gp | high sentimentality

This boulder starts as a rock small enough to fit in a pocket. If you use an action to speak the command word and throw the rock to a point on the ground within 60 feet of you, the rock becomes a giant boulder 5 feet in diameter weighing 4,000 pounds and immune to all damage. The rock harmlessly pushes away creatures occupying its space when it enlarges. Creatures must make a DC 14 Strength check for every attempt to move the boulder, and every success allows them to push it up to 10 feet. On a failure, they must succeed a DC 10 Strength check to keep the boulder in place or it begins moving backward.

If the boulder has been moved away from the spot where you threw it, it attempts to roll back to its original spot at a speed of 20 feet using the most direct path possible but moving around immobile obstacles. Creatures must succeed a DC 10 Strength check to stop the boulder from moving. If the boulder moves into another creature's space, it pushes the creature out of its path and the creature suffers 4d6 bludgeoning damage.

The boulder persists until the person who spoke the command word to change the rock into a boulder speaks the command word again to turn the boulder back into a rock.

Paid. The boulder no longer attempts to move around structures, instead running into them, dealing 8d6 bludgeoning damage as long as it remains in contact with the structure.

Overpaid. When you speak the command word, you choose whether the boulder is 5 or 10 feet in diameter, but all its other attributes remain the same.

STUBBORN BOULDER

SUN SPEAR

Weapon (spear), artifact (requires attunement by a worshiper of Heliod) — [see card](#)

Price: 200,000-500,000 gp | high sentimentality

The Sun Spear is a magic weapon. It's said to be a copy of Khrusor, the spear wielded by Heliod, god of the sun, which can strike anywhere on Theros, including the Underworld. This spear isn't as powerful but is still formidable in the hands of a true believer of Heliod.

You can use a bonus action to summon the spear into your hand as long as the spear is within 60 feet of you. With the spear in hand, you can use a reaction to rebuff attacks rolls within 2 of your AC. When you rebuff an attack, it deals no damage but counts as having hit you for Divine Retribution and Divine Accuracy.

Paid. You gain the following attributes when using the weapon:

Divine Retribution. When you attack with the spear, you deal an additional 2d8 radiant damage whenever you hit a creature that hit you since your last turn.

Divine Accuracy. When you throw the spear at a creature that hit you since your last turn, you automatically hit your target.

Divine Blessing. With the spear in hand, you can use an action to target a creature within 60 feet of you that you can see to receive Heliod's blessing, granting them a +3 bonus to attack rolls, damage rolls, and AC until the end of your next turn.

Overpaid. Once a day for the first ten days after you attune to the spear, you can cast the *commune* spell without requiring material components to contact Heliod.

Destroying the Sun Spear. You can't easily unmake a weapon blessed by the gods. There are only two ways to destroy such a weapon: melt it down in Purphoros' forge, which resides within Mount Velus, or slay the god who blessed the weapon—in this case, Heliod—to transform the weapon into a nonmagical item that is susceptible to all methods of destruction.





TABLET OF OSTRACISM

Story, common (requires attunement)

Price: none | no sentimentality

This magical tablet is already attuned to someone who has been ostracized and is used to track the person's exile. It's linked with a twin tablet kept in the polis that ostracized the person. When a polis ostracizes someone, it gives the ostracized citizen the tablet with the duration of the ostracism imbued within it. Each day at dawn, if the tablet is in the ostracized person's possession and the person isn't within the boundaries of the polis, the tablet subtracts 1 day from the duration of the ostracism. At the end of the ostracism's duration, both tablets crack in half and the polis allows the citizen to enter its borders again.

While carrying the tablet, the ostracized citizen can't re-enter the polis. Death is the penalty for an ostracized citizen entering the polis without the tablet.

Whoever traded this intact tablet to the Gray Merchant is doomed to permanent exile. You wonder what may have driven someone to give up the opportunity to go home.

If you wish to track down the person who traded away the tablet, the DM can craft a story about the person or generate one by rolling on the following tables:

POLIS THAT OSTRACIZED THE PERSON

d3 Home

- | | |
|---|---------|
| 1 | Akros |
| 2 | Meletis |
| 3 | Setessa |

OSTRACIZED PERSON

d8 Identity

- | | |
|---|----------------------|
| 1 | Politician |
| 2 | Soldier |
| 3 | Shopkeeper |
| 4 | Cleric |
| 5 | Commoner |
| 6 | Philosopher |
| 7 | Thaumaturge (wizard) |
| 8 | Quiet loner |

REASON FOR OSTRACISM

d6 Reason

- | | |
|---|---|
| 1 | Displayed too much hubris |
| 2 | Committed a crime against the city's patron god |
| 3 | Ran afoul of a powerful person |
| 4 | Scapegoated for a natural disaster |
| 5 | Jeopardized the city's defenses |
| 6 | Violated the city's norms or mores |

CURRENT LOCATION

d4 Location

- | | |
|---|--------------------------|
| 1 | In the home polis |
| 2 | In another polis |
| 3 | Wandering a distant land |
| 4 | In the Underworld |

REASON FOR ABANDONING THE TABLET

d6 Reason

- | | |
|---|---|
| 1 | Wanted to return to the home polis under a different identity |
| 2 | Planned to betray the home polis |
| 3 | Gave up on waiting out the duration of the ostracism |
| 4 | Lost all emotional connection to the home polis |
| 5 | Was desperate for something the Gray Merchant offered and had nothing else to trade |
| 6 | Discovered a way to be allowed to return home without waiting out the duration of the ostracism |

Paid. You know that if you find the polis that ostracized the owner of the tablet, authorities there can identify the tablet and the owner's identity.

Overpaid. You receive divine inspiration that teaches you the command word to activate the tablet, which causes engraved text to appear on its surface detailing the polis that ostracized the tablet's owner, the identity of the owner, and the reason for the ostracism.

TELESCOPE

Story, common

Price: 10 gp | no sentimentality

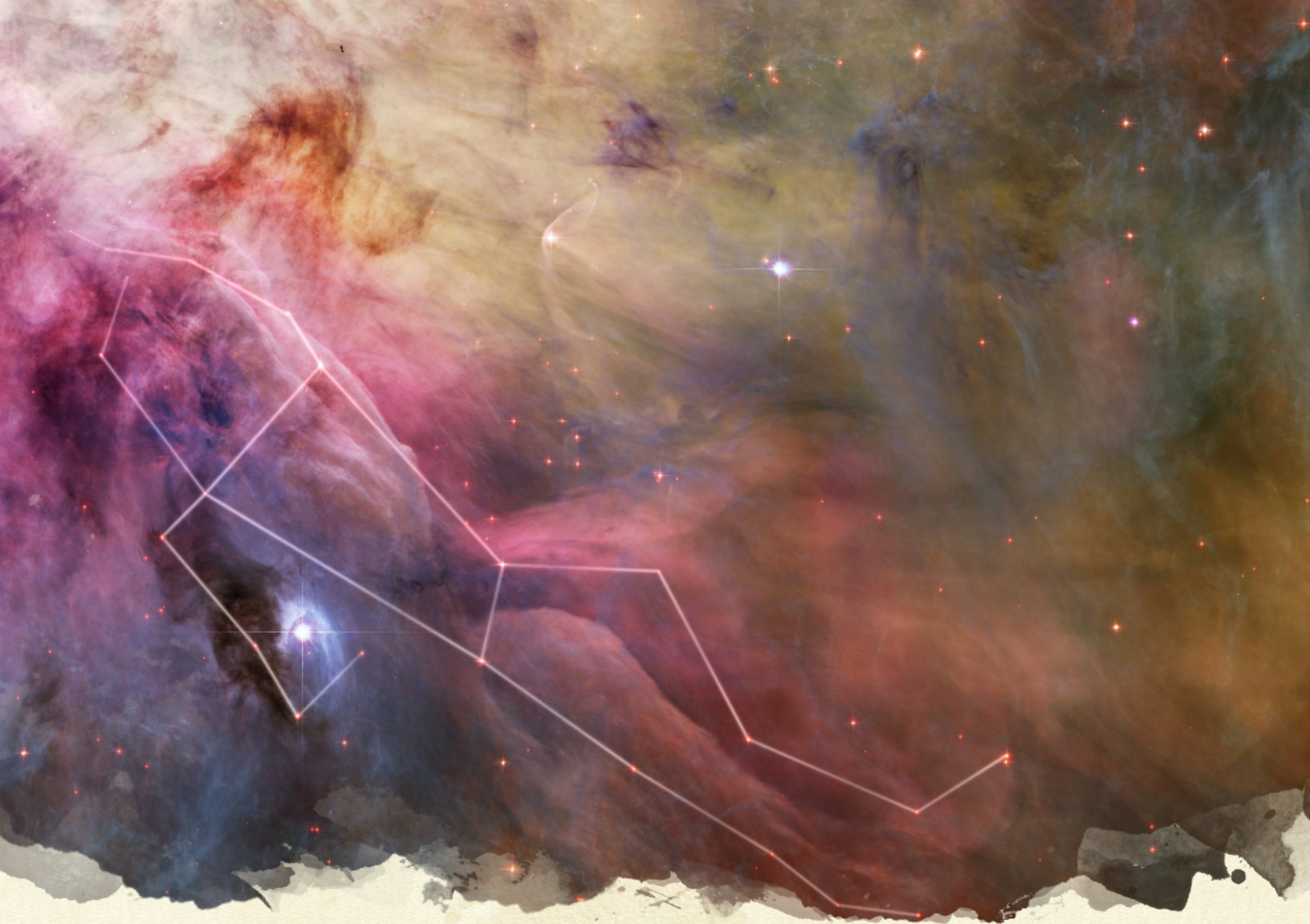
This telescope allows you to get a closer look at the constellations in the night sky.

Paid. When you point the telescope at a constellation, you learn the story behind that god or hero.

Overpaid. You can see the stars and constellations when you peer through the telescope even if it's daytime or cloudy.



TELESCOPE



TENDRIL OF ARIXMETHES

Wondrous item, rare — [see card](#)

Price: 800-1,200 gp | low sentimentality

This tendril came from the mouth of a slumbering kraken and flops around angrily. It has 60 hit points and 17 AC. You can spend 5 minutes stroking it softly while whispering a password to it until it falls asleep and becomes inert. You can then affix the tendril to any surface. When a creature comes within 5 feet of the tendril, it must say the password within 6 seconds or the tendril awakens and lashes out, dealing 1d6 bludgeoning damage if the creature fails a DC 14 Dexterity saving throw to dodge the attack. The tendril stops attacking when someone speaks the password within 30 feet of it.

Paid. A creature struck by the tendril must succeed a DC 16 Strength saving throw or become restrained by the tentacle. The creature can repeat the saving throw at the start of its next turn, freeing itself on a success or remaining restrained and suffering another 1d6 bludgeoning

damage on a failure. The tendril releases a creature it's restraining if someone speaks the password within 30 feet of it. While the tendril is restraining a creature, it can't attack or restrain another creature.

Overpaid. With the tendril in hand, you can use an action to focus on the tendril and sense the direction of Arixmethes the kraken.

THREE-HEADED COLLAR

Wondrous item, uncommon (requires attunement)
— [see card](#)

Price: 450-800 gp | low sentimentality

There are three collars connected to a leash. The collars only fasten around beasts with an Intelligence of 6 or lower. The distance between the collars and the length of the leash magically change to accommodate the size of collared beasts. One collar holds one beast unless the beast has more than one head. Collared beasts share senses and act as one creature, though they retain their individual abilities and actions. In combat, they share the same initiative order.

To collar a beast, you must grapple it while holding the collar.

Paid. While you hold the leash, collared beasts don't attempt to escape from you. The collar makes collared beasts non-hostile toward you but doesn't compel them to be friendly or obedient.

Overpaid. You have advantage on skill checks to fasten the collar around a beast.

TRAVELER'S AMULET

Wondrous item, uncommon — [see card](#)

Price: 100-500 gp | low sentimentality

The amulet contains a 2-inch-wide crystal globe that depicts a photorealistic diorama of a location you have visited. While holding the amulet, you can change the depicted location at will. The diorama is a generic landscape scene that gives no information about what's present or occurring at that location in the present day.

Paid. The amulet replaces all the material components required for the *find the path* spell.

Overpaid. A creature holding the amulet can imagine a scene up to 1 minute long, and the amulet recreates the imagined scene as a looping, animated diorama within the crystal globe.

TRICKSTER'S COIN

Wondrous item, common

Price: 80-200 gp | low sentimentality

This gold coin has no markings on it but is otherwise a real gold coin worth the equivalent of 1 gp when used for trade. Once a day, anyone can squeeze the coin twice in the span of 1 second to activate the coin. An activated coin returns to the hand of whoever activated it at dawn the next day. There is no way to detect if the coin has been activated, and the coin can't be deactivated once activated. Attempts to activate an already activated coin have no effect.

Paid. The coin changes shape to bear the markings of the most common currency that match its value in its surrounding area.

Overpaid. The coin is now a platinum coin worth 1 pp, with all its other properties remaining the same, including its Paid properties.

UNDYING ASPHODEL

Wondrous item, common

Price: 1-5 cp | no sentimentality

The asphodel flowers on this sprig never wither, fall off, or otherwise suffer aging effects, appearing fresh as the day they were plucked.

Paid. The sprig and its flowers are immune to all damage.

Overpaid. The flowers don't trigger allergies.

VAPORS OF THE ORACLE

Potion, very rare — [see card](#)

Price: 4,000-12,000 gp | medium sentimentality

Yellow smoke dances within a corked glass vial, forming the silhouettes of creatures and landscapes. When you inhale this potion, you fall into a trance, becoming incapacitated for 3 minutes, and see visions of the immediate future.

During the next 24 hours, you may declare up to 3 visions. Declaring a vision means you saw the next 60 seconds during your trance. You can experience the next 60 seconds and afterward, decide whether you accept what happened as reality or reset to when you declared the vision to make

different choices. If you reset to the start of the vision, you can't declare any more visions because your actions have changed the future. Combat makes time seem to rush by—if you enter initiative order during the vision and the vision's remaining duration is greater than 12 seconds, the vision's remaining duration becomes 12 seconds.

Paid. You have resistance to nonmagical damage while you're incapacitated by the potion.

Overpaid. Residual vapors in your system allow you to see an ever-changing future. You're able to declare up to 3 visions within 24 hours of inhaling the vapors even if you reset to the start of a vision and make different choices.



VAPORS OF THE ORACLE

VASE OF TALES

Wondrous item, common

Price: 35-85 gp | low sentimentality

This clay vase stands 1 foot tall and is 8 inches in diameter at its widest point. It weighs 3 pounds.

Paid. Every day the painting on the vase changes to depict a scene it witnessed the previous day. Touching the vase causes the painting to move, animating up to 1 hour of the scene. The DM determines what scene it depicts, but it favors dramatic moments filled with intense emotions. The painting is always rendered in a style consistent with traditional Theran art.

Overpaid. While touching the vase, you can use a bonus action to change the painting on the vase to depict any scene it depicted in the last 5 days.

VEIL OF FAVOR

Wondrous item, common

Price: 10-50 gp | low sentimentality

This semi-transparent white veil can be worn over your face. When looking through the veil, you see an undulating aura around intelligent creatures showing the amount of favor they've curried with the gods. A flat aura about one inch thick represents the average person who is dutiful to the gods. A sickly aura clings to those who have offended the gods while no aura means the gods have abandoned them and won't answer their pleas. Those with thick auras or an almost overwhelming glow around them are favored by the gods due to great acts of piety or heroism, and they may even be chosen champions of a god.

Paid. When you focus on a single creature, you learn which god they primarily worship.

Overpaid. You also see glows around items which have been blessed or touched by a god and can focus on the item to learn which god blessed or touched it.

WARHORN OF MOGIS

Wondrous item, legendary (requires attunement by a devout worshiper of Mogis) — [see card](#)

Price: 100,000-240,000 gp | high sentimentality

This warhorn is carved from the horn of a minotaur, and Mogis only graces the most ferocious warriors with such a magic horn. Worshipers of Mogis (which typically include all Theran minotaurs with rare exceptions) covet such warhorns and go to great lengths to take one for themselves. If they discover you possess such a warhorn, they attack you to obtain it.

Bound by Blood. You can't end attunement to the warhorn unless you die, lose the favor of Mogis, or use the *wish* spell. A creature that kills someone attuned to the warhorn automatically becomes attuned to the warhorn.

Paid. When you blow the warhorn, all worshipers of Mogis within a mile of you are unable to attack you for the next hour and must make a DC 20 Wisdom saving throw. If they fail, they must obey any orders you communicate to them that they can understand for the next hour. During this time, they cooperate with each other to achieve your intended goal to the best of their ability, behaving like a disciplined army unless you explicitly order discord amongst their ranks. They don't need to obey an order to harm themselves. Once the effect ends, they become

immune to the warhorn's effects for the next 24 hours.

Overpaid. Once a day for the first ten days after you attune to the warhorn, you may cast the *commune* spell without requiring material components to contact Mogis.

WHIP OF EREBOS' AGENT

Weapon (whip), artifact (requires attunement by a creature opposed to the undead) — [see card](#)

Price: 100,000-250,000 gp | high sentimentality

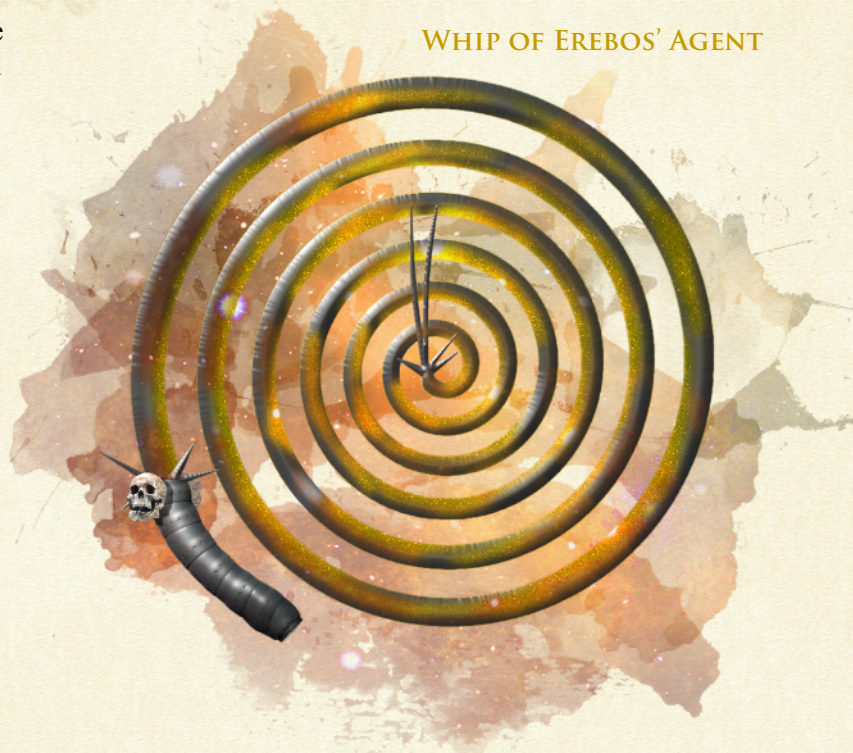
This whip was taken from an agent of Erebus and echoes the properties of Mastix, the whip with endless reach possessed by the god of death himself. It has a leather handle from which hang small ivory carvings of skulls, and the lash twinkles with bleak and sorrowful starlight.

With the whip in hand, you sense the presence of undead creatures when they come within 120 feet of you. You gain a +3 bonus to attack and damage rolls made against undead creatures with this magic weapon.

Paid. You gain the following attributes when using the weapon:

Control the Grave. You can use an action to lash the whip against the corpse of a creature that died within the last hour. The creature returns to life for 2 turns with maximum hit points and the stats it had in life. The creature shares your initiative order but takes its turn after yours and is considered a creature under your control. The creature uses its full movement and actions each turn to approach and attack a target you choose on

WHIP OF EREBOS' AGENT



your turn. When the creature drops to 0 hit points or 2 turns pass after the creature's revival, the creature's body evaporates into black smoke and its soul passes on to its journey to the Underworld, leaving no corpse behind and becoming unable to be raised from the dead.

Life Link. When you're hit by an attack, you can use your reaction to distribute the damage you'd take from being hit to up to two creatures you control instead. If the damage exceeds the remaining hit points of the creatures you designate, you suffer the excess damage.

No Escape. If you raise creatures from the dead using any ability except the ones granted by this whip, Erebus conveys his displeasure by causing you to lose attunement to the whip. You can't attune to the whip again unless you placate Erebus with a suitable sacrificial offering.

Overpaid. Once a day for the first ten days after you attune to the whip, you may cast the *commune* spell without requiring material components to contact Erebus.

Destroying the Whip of Erebus. You can't easily unmake a weapon blessed by the gods. There are only two ways to destroy such a weapon: melt it down in Purphoros' forge, which resides within Mount Velus, or slay the god who blessed the weapon—in this case, Erebus—to transform the weapon into a nonmagical item that is susceptible to all methods of destruction.

WINGS OF HUBRIS

Adventuring gear, common — [see card](#)

Price: 50-100 gp | no sentimentality

These mechanical wings are inventions of the great thinker Dalakos. While wearing these wings on your back, you can use an action to flap your arms to fly upward up to 30 feet. Once in the air, the wings flap on their own using the power of the wind, allowing you to fly forward with a speed of 60 feet. You must use an action to change direction, hover, ascend, or descend.

The wings are destroyed if you take fire damage while wearing them or use them to fly higher than 100 feet.

Paid. The wings have 25 hit points, which can be restored by repairing them during a short rest. The wings are immune to all types of damage except fire and suffer the same amount of fire damage as you when you're hit by fire damage. The wings are destroyed if they fall to 0 hit points.

Overpaid. The wings are destroyed if you use them to fly higher than 200 feet instead of 100 feet.

WITCHES' EYE

Wondrous item, very rare — [see card](#)

Price: 20,000-60,000 gp | medium sentimentality

Commonly mistaken for witches, hence the misnomer, this eye actually comes from a coven of hags that share the eye to see the strands of destiny. If you're missing an eye, placing the eye in your eye socket allows you to see using the eye. The eye has darkvision up to 120 feet, and you can use an action to observe a creature up to 60 feet away to see how many hit points it has.

Paid. Once a day, while holding the eye, you can use an action to cast the *scrying* spell without its material components requirement and with a DC of 20 for the target's Wisdom saving throw.

Overpaid. The *scrying* spell's target's Wisdom saving throw DC is 25 instead of 20.

XEBEC OF KRUPHIX

Wondrous item, uncommon

Price: 800-6,000 gp | low sentimentality

This model of a xebec sailing ship is intricately detailed and quite a collector's item for fans of such crafts.

Paid. The model grants favorable tailwinds when brought aboard a ship, increasing the ship's speed by 20 percent.

Overpaid. At dawn each day, the model turns by itself to point its bow at the nearest shrine of Kruphix, god of horizons.

XEBEC OF
KRUPHIX



YOKE OF CAREFUL UNBURDENING

Wondrous item, rare

Price: 2,000-12,000 gp | low sentimentality

This yoke must go on two pack animals traveling side-by-side for its effects to work. It magically adjusts its size to fit the creatures. Animals wearing the yoke can move double their usual maximum weight capacity when pulling a carriage, cart, chariot, sled, or wagon.

Paid. While wearing the yoke, animals pulling a carriage, cart, chariot, sled, or wagon ignore difficult terrain.

Overpaid. While wearing the yoke, animals pulling a carriage, cart, chariot, sled, or wagon can move at normal speed up to 12 hours a day without suffering exhaustion from a forced march.

ZEPHYR SADDLE

Wondrous item, rare

Price: 1,000-6,000 gp | low sentimentality

This saddle is shaped into an artistic representation of a gust of wind. A temperate breeze flows around you when you sit on it.

Paid. While a horse wears the saddle, the horse gains +20 hit points, +4 AC, and +10 feet of speed.

Overpaid. While using the saddle to ride a horse, you gain a +4 bonus to all checks to stay on the horse.

CHAPTER 3: RANDOM ROLL TABLES

This chapter has three sections. First, there are the recommended roll tables for determining the wares the Gray Merchant pulls from his bag if you use him as described in chapter 1. Second, there are roll tables which sort the items in this supplement by rarity. Finally, there are generic Magic Item loot tables similar to those in the *Dungeon Master's Guide* should you instead wish to use the items in this supplement as loot obtained from random monsters, treasure chests, or dungeons.

GRAY MERCHANT ROLL TABLES

Since characters can obtain any item from the Gray Merchant for essentially no cost, you may wish to prevent him from presenting items of a power level far too high for your campaign. Roll tables are therefore provided by party level range. Each table gives a chance at specific item types/rarities. Once you determine the type, you then roll on the rarity tables in the next section, "Roll Tables by Rarity," to select the actual item he draws from his bag.

If you don't want to use *story* or *artifact* items, roll on the Common Items table any time you're directed to roll on a Story Items table, and roll on the Legendary Items table instead of the Artifacts table.

LEVEL 1-2 MERCHANDISE

d100 Item Type

1-20	Story (commons only)
21-90	Common
91-00	Uncommon

*When rolling for 7 items, this table gives:

- 71% chance of at least one story item
- 99.9% chance of at least one common item
- 52% chance of at least one uncommon item

**Actual chances are higher since characters can get the Gray Merchant to refresh inventory

LEVEL 3-4 MERCHANDISE

d100 Item Type

1-20	Story
21-70	Common
71-97	Uncommon
98-00	Rare

*When rolling for 7 items, this table gives:

- 71% chance of at least one story item
- 99.7% chance of at least one common item
- 99.9% chance if not using story items
- 89% chance of at least one uncommon item
- 19% chance of at least one rare item

**Actual chances are higher since characters can get the Gray Merchant to refresh inventory

LEVEL 5-9 MERCHANDISE

d100 Item Type

1-10	Story
11-60	Common
61-85	Uncommon
86-99	Rare
00	Very Rare

*When rolling for 7 items, this table gives:

- 52% chance of at least one story item
- 99.2% chance of at least one common item
- 99.9% chance if not using story items
- 87% chance of at least one uncommon item
- 65% chance of at least one rare item
- 7% chance of at least one very rare item

**Actual chances are higher since characters can get the Gray Merchant to refresh inventory

LEVEL 10-14 MERCHANDISE

d100 Item Type

1-5	Story
6-25	Common
26-65	Uncommon
66-85	Rare
86-98	Very Rare
99	Legendary
00	Artifact

*When rolling for 7 items, this table gives:

- 30% chance of at least one story item
- 79% chance of at least one common item
- 87% chance if not using story items
- 97% chance of at least one uncommon item
- 79% chance of at least one rare item
- 62% chance of at least one very rare item
- 13% chance of at least one legendary item or artifact
- 7% chance of at least one artifact

**Actual chances are higher since characters can get the Gray Merchant to refresh inventory

LEVEL 15+ MERCHANDISE

d100 Item Type

1-5	Story
6-20	Common
21-55	Uncommon
56-80	Rare
81-95	Very Rare
96-99	Legendary
00	Artifact

*When rolling for 7 items, this table gives:

- 30% chance of at least one story item
- 68% chance of at least one common item
- 79% chance if not using story items
- 95% chance of at least one uncommon item
- 87% chance of at least one rare item
- 68% chance of at least one very rare item
- 30% chance of at least one legendary item or artifact
- 7% chance of at least one artifact

**Actual chances are higher since characters can get the Gray Merchant to refresh inventory

ROLL TABLES BY RARITY

Note that the following items aren't listed in these tables despite being described in the supplement because they aren't intended to be available from the Gray Merchant's inventory: *Gray Merchant's gold coin* (common story item), *Ring of Anax* (artifact ring), and *Ring of Promised Reunion* (artifact ring).

STORY ITEMS (COMMON ONLY)

d6	Item	Page
1	Diary of Thrasios	18
2	Fragment of Misera	20
3	Iroan Pledge	25
4	Scrap of Epic Poetry	33
5	Tablet of Ostracism	39
6	Telescope	39

STORY ITEMS

d8	Item	Page
1	Arrowhead Shard	9
2	Diary of Thrasios	18
3	Fragment of Misera	20
4	Iroan Pledge	25
5	Scrap of Epic Poetry	33
6	Sigiled Starfish	34
7	Tablet of Ostracism	39
8	Telescope	39

COMMON ITEMS

d100	Item	Page
1-4	Bidet of Thassa	15
5-8	Callaphe's Compass	16
9-13	Cap of Authority	17
14-17	Chorus Mask	17
18-21	Dust of Nyx	18
22-25	Fragment of Anger	20
26-29	Fragment of Joy	20
30-34	Funerary Mask	22
35-39	Golden Funeral Mask of Asphodel	22
40-43	Iridescent Pearl Necklace	25
44-47	Judgy Golden Apple	25
48-51	Karametran Sickle	26
52-55	Leonin Hairbrush	26
56-59	Leonin Snare	26
60-63	Meletis Agora License	27
64-67	Mirror of Alirios	27
68-71	Quill of Ephara	29
72-75	Setessan Joke Basket	33
76-79	Sorrowful Lekythos	35
80-83	Trickster's Coin	41
84-88	Undying Asphodel	41
89-92	Vase of Tales	41
93-96	Veil of Favor	42
97-00	Wings of Hubris	43

UNCOMMON ITEMS

d100	Item	Page
1-3	Akroan Rocking Horse	7
4-6	Alseid's Gift	7
7-9	Anvilwrought Raptor	7
10-12	Aspect Icon - Deer	10
13-15	Aspect Icon - Dolphin	10
16-18	Aspect Icon - Dove	10
19-21	Aspect Icon - Horse	11
22-24	Aspect Icon - Owl	12
25-27	Aspect Icon - Pig	13
28-30	Aspect Icon - Vulture	13
31-33	Aspect Icon - Wolf	13
34-35	Astral Cornucopia	13
36-37	Blade of Hubris	15
38-40	Chapparal Grass	17
41-43	Clay Owl	17
44-46	Conspirator's Whistle	18
47-49	Dragon Teeth	18
50-52	Euklisia of Ephara	19
53-55	Flint of Phenax	19
56-58	Floating Driftwood	20
59-61	Golden Funeral Mask of Odunos	22
62-64	Golden Funeral Masks of the Phalanx	23
65-66	Heliod's Glory	25
67-69	Pharika's Cure	28
70-72	Phoenix Feather	28
73-75	Prowler's Helm	28
76-78	Satyr's Pilo	32
79-81	Scarf of Athreos	32
82-84	Skein of Skophos	34
85-87	Soul-Guide Lantern	35
88-90	Springleaf Drum	35
91-93	Stubborn Boulder	37
94-95	Three-Headed Collar	40
96-98	Traveler's Amulet	41
99-00	Xebec of Kruphix	43



VASE OF TALES

RARE ITEMS

d100	Item	Page
1-5	Adventurer's Podium	7
6-11	Archon Cape	9
12-16	Aspect Icon - Donkey	10
17-21	Aspect Icon - Peacock	12
22-26	Aspect Icon - Swan	13
27-31	Aspect Icon - Tortoise	13
32-36	Bountiful Lekythos	15
37-41	Crown of Atris	18
42-46	Flamecast Wheel	19
47-51	Fruit of Tizerus	21
52-56	Laurel Wreath	26
57-62	Lightning Diadem	26
63-67	Mirror Shield	27
68-73	Pharika's Libation Jar	28
74-79	Potion of Paradox	28
80-84	Strand of Arasta	36
85-90	Tendrils of Arixmethes	40
91-95	Yoke of Careful Unburdening	44
96-00	Zephyr Saddle	44

VERY RARE ITEMS

d100	Item	Page
1-6	Archon Armor	9
7-12	Aspect Icon - Gorgon	11
13-18	Aspect Icon - Hydra	11
19-25	Aspect Icon - Lamprey	11
26-31	Aspect Icon - Manticore	12
32-37	Entrancing Lyre	19
38-43	Golden Funeral Mask of the Pseudamma	23
44-49	Nyx Lotus	27
50-55	Oreskos Heresy	28
56-61	Rod of Gallia	31
62-67	Rod of Keranos	31
68-74	Sacrificial Knife	32
75-81	Setessan Lasso	34
82-87	Starlit Mantle	36
88-94	Vapors of the Oracle	41
95-00	Witches' Eye	43

LEGENDARY ITEMS

d6	Item	Page
1	Aspect Icon - Mongoose	12
2	Fleetfeather Sandals	19
3	Golden Funeral Mask of the Gray Merchant	22
4	Pyxis of Pandemonium	29
5	Staff of Athreos	35
6	Warhorn of Mogis	42

ARTIFACTS

d100	Item	Page
1-14	Bident of Thassa's Beloved	14
15-28	Bow of Nylea's Hunter	15
29-42	Hammer of the Forged of Purphoros	24
43-57	Ring of Cymede	30
58-72	Rings of Kynaïos and Tiro	31
73-86	Sun Spear	37
87-00	Whip of Erebus' Agent	42



RANDOM REWARD TABLES

The following Magic Item tables are intended to function like the Random Magic Items tables of the same names in the *Dungeon Master's Guide*. They can be used when providing random rewards for killing powerful monsters, completing quests, conquering dungeons, or otherwise finding treasure.

Each table comes with footnotes explaining the philosophy behind its contents so you can better judge whether it's an appropriate reward table for any given situation.

Unless otherwise specified with keywords *base* or *Overpaid*, we recommend that items obtained through these tables come with their base and *Paid* properties. *Paid* and *Overpaid* properties always override base and *Paid* properties respectively if the two descriptions conflict.

MAGIC ITEM TABLE A

d100	Item	Page
1-6	Zephyr Saddle (<i>base</i>)	44
7-10	Alseid's Gift (<i>base</i>)	7
11-20	Dust of Nyx (<i>base</i>)	18
21-30	Fragment of Anger	20
31-40	Fragment of Joy	20
41-50	Gray Merchant's gold coin (replace with Golden Funeral Mask of Asphodel if not using the Gray Merchant)	23 (or 22)
51-57	Iridescent Pearl Necklace	25
58-65	Meletis Agora License	27
65-74	Pharika's Cure	28
75-79	Archon Cape (<i>base</i> , doesn't require attunement)	9
80-89	Setessan Joke Basket	33
90-00	Undying Asphodel	41

This table contains limited use items or items that don't exhibit strong magical effects. These are essentially items that provide flavor but are unlikely to impact the mechanics of the game.

MAGIC ITEM TABLE B

d100	Item	Page
1-5	Pharika's Cure	28
6-9	Rod of Gallia (<i>base</i>)	31
10-15	Chapparral Grass	17
16-20	Dragon Teeth	18
21-24	Bidet of Thassa	15
25-29	Cap of Authority	17
30-34	Chorus Mask	17
35-39	Funerary Mask	22
40-42	Judgy Golden Apple	25
43-46	Karametran Sickle	26
47-50	Leonin Hairbrush	26
51-53	Leonin Snare	26
54-57	Meletis Agora License	27
58-61	Mirror of Alirios	27

d100	Item	Page
62-65	Callaphe's Compass	16
66-69	Quill of Ephara	29
70-73	Setessan Joke Basket (<i>Overpaid</i>)	33
74-77	Sorrowful Lekythos	35
78-81	Telescope	39
82-84	Trickster's Coin	41
85-87	Vase of Tales	41
88-90	Veil of Favor	42
91	Wings of Hubris	43
92	Prowler's Helm	28
93	Alseid's Gift	7
94	Astral Cornucopia	13
95	Conspirator's Whistle	18
96	Euklisia of Ephara	19
97	Scarf of Athreos	32
98	Traveler's Amulet	41
99	Xebec of Kruphix	43
00	Phoenix Feather	28

This table contains limited use items, adventuring gear, or items with minor magical effects that are unlikely to affect combat situations.

MAGIC ITEM TABLE C

d100	Item	Page
1-3	Pharika's Cure (<i>Overpaid</i>)	28
4-6	Potion of Paradox (<i>Overpaid</i>)	28
7-11	Dust of Nyx	18
12-15	Callaphe's Compass (<i>Overpaid</i>)	16
16-19	Chapparral Grass (<i>Overpaid</i>)	17
20-25	Chorus Mask (<i>Overpaid</i>)	17
26-30	Funerary Mask (<i>Overpaid</i>)	22
31-35	Iridescent Pearl Necklace (<i>Overpaid</i>)	25
36-39	Mirror of Alirios (<i>Overpaid</i>)	27
40-44	Quill of Ephara (<i>Overpaid</i>)	29
45-48	Sorrowful Lekythos (<i>Overpaid</i>)	35
49-52	Trickster's Coin (<i>Overpaid</i>)	41
53-56	Vase of Tales (<i>Overpaid</i>)	41
57-60	Veil of Favor (<i>Overpaid</i>)	42
61-63	Wings of Hubris (<i>Overpaid</i>)	43
64-67	Aspect Icon - Deer (<i>base</i>)	10
68-71	Aspect Icon - Dolphin (<i>base</i>)	10
72-75	Aspect Icon - Dove (<i>base</i>)	10
76-79	Aspect Icon - Horse (<i>base</i>)	11
80-83	Aspect Icon - Owl (<i>base</i>)	12
84-87	Aspect Icon - Pig (<i>base</i>)	13
88-90	Aspect Icon - Vulture (<i>base</i>)	13
91-92	Aspect Icon - Wolf (<i>base</i>)	13
93	Clay Owl	17
94	Flint of Phenax	19
95	Floating Driftwood	29
96	Golden Funeral Mask of Odunos	22
97	Golden Funeral Masks of the Phalanx	23
98	Heliod's Glory	25
99	Stubborn Boulder	37
00	Akroan Rocking Horse	7

This table contains upgraded versions of many common items and slightly more powerful uncommons left out of table B.

MAGIC ITEM TABLE D

d100	Item	Page
1	Blade of Hubris	15
2-7	Aspect Icon - Deer	10
8-13	Aspect Icon - Dolphin	10
14-19	Aspect Icon - Dove	10
20-25	Aspect Icon - Owl	12
26-31	Bountiful Lekythos (<i>base</i>)	15
32-37	Conspirator's Whistle (<i>Overpaid</i>)	18
38-43	Dragon Teeth	18
44-49	Euklisia of Ephara (<i>Overpaid</i>)	19
50-55	Flint of Phenax (<i>Overpaid</i>)	19
56-60	Floating Driftwood (<i>Overpaid</i>)	20
60-64	Phoenix Feather	28
65-69	Prowler's Helm	28
70-74	Satyr's Pilo	32
75-79	Scarf of Athreos (<i>Overpaid</i>)	32
80-84	Skein of Skophos	34
85-90	Springleaf Drum (<i>base</i>)	35
91-92	Stubborn Boulder	37
93-95	Three-Headed Collar	40
96-98	Traveler's Amulet (<i>Overpaid</i>)	41
99-00	Xebec of Kruphix (<i>Overpaid</i>)	43

This table contains the less powerful uncommon items.

MAGIC ITEM TABLE E

d100	Item	Page
1-5	Phoenix Feather (<i>Overpaid</i>)	28
6-9	Akroan Rocking Horse (<i>Overpaid</i>)	7
10-14	Anvilwrought Raptor	7
15-19	Aspect Icon - Horse	11
20-24	Aspect Icon - Pig	13
25-29	Aspect Icon Vulture	13
30-34	Aspect Icon - Wolf	13
35-39	Aspect Icon - Peacock (<i>base</i>)	12
40-44	Aspect Icon - Swan (<i>base</i>)	13
45-49	Aspect Icon - Tortoise (<i>base</i>)	13
50-55	Clay Owl (<i>Overpaid</i>)	17
56-60	Dragon Teeth (<i>Overpaid</i>)	18
61-64	Golden Funeral Masks of the Phalanx (<i>Overpaid</i>)	23
65-68	Helioid's Glory (<i>Overpaid</i>)	25
69-72	Leonin Snare (<i>Overpaid</i>)	26
73-75	Prowler's Helm (<i>Overpaid</i>)	28
76-78	Satyr's Pilo (<i>Overpaid</i>)	32
79-81	Skein of Skophos (<i>Overpaid</i>)	34
82-84	Springleaf Drum	35
85-87	Stubborn Boulder (<i>Overpaid</i>)	37
88-89	Flamecast Wheel (<i>base</i>)	19
90-91	Bountiful Lekythos	15
92-93	Lightning Diadem (<i>base</i>)	26
94-95	Mirror Shield (<i>base</i>)	27
96-97	Tendril of Arixmethes (<i>base</i>)	40
98-99	Yoke of Careful Unburdening (<i>base</i>)	44
00	Pharika's Libation Jar (<i>base</i>)	28

This table contains the most powerful uncommon items and some downgraded rares.

MAGIC ITEM TABLE F

d100	Item	Page
1	Blade of Hubris	15
2-3	Akroan Rocking Horse (<i>Overpaid</i>)	7
4-5	Alseid's Gift (<i>Overpaid</i>)	7
6-7	Dragon Teeth (<i>Overpaid</i>)	18
8-9	Funerary Mask (<i>Overpaid</i>)	22
10-11	Quill of Ephara (<i>Overpaid</i>)	29
12-13	Trickster's Coin	41
14-15	Witches' Eye (<i>base</i>)	43
16-17	Aspect Icon (<i>Overpaid</i>) (roll d8)	
1	Deer	10
2	Dolphin	10
3	Dove	10
4	Horse	11
5	Owl	12
6	Pig	13
7	Vulture	13
8	Wolf	13
18-19	Astral Cornucopia (<i>Overpaid</i>)	13
19-20	Clay Owl (<i>Overpaid</i>)	17
21-23	Conspirator's Whistle (<i>Overpaid</i>)	18
24-27	Flint of Phenax (<i>Overpaid</i>)	19
28-31	Floating Driftwood (<i>Overpaid</i>)	20
32-35	Stubborn Boulder (<i>Overpaid</i>)	37
36-38	Strand of Arasta	36
39-41	Archon Armor (<i>base</i>)	9
42-44	Archon Cape	9
45-47	Aspect Icon - Donkey (<i>base</i>)	10
48-50	Aspect Icon - Peacock	12
51-53	Aspect Icon - Swan	13
54-56	Aspect Icon - Tortoise	13
57-59	Wings of Hubris (<i>Overpaid</i>)	43
60-61	Bountiful Lekythos	15
62-63	Crown of Atris (<i>base</i>)	18
64-65	Flamecast Wheel	19
66-67	Fruit of Tizerus	21
68-69	Laurel Wreath	26
70-71	Leonin Snare (<i>Overpaid</i>)	26
72-73	Lightning Diadem	26
74-75	Mirror Shield	27
76-77	Potion of Paradox (<i>Overpaid</i>)	28
78-79	Phoenix Feather (<i>Overpaid</i>)	28
80-81	Prowler's Helm (<i>Overpaid</i>)	28
82-83	Satyr's Pilo (<i>Overpaid</i>)	32
84-85	Skein of Skophos (<i>Overpaid</i>)	34
86-87	Tendril of Arixmethes	40
88-89	Three-Headed Collar (<i>Overpaid</i>)	40
90-91	Yoke of Careful Unburdening	44
92-93	Zephyr Saddle	44
94-95	Pharika's Libation Jar	28
96	Strand of Arasta (<i>Overpaid</i>)	36
97	Crown of Atris (<i>Overpaid</i>)	18
98	Zephyr Saddle (<i>Overpaid</i>)	44
99	Adventurer's Podium	7
00	Bountiful Lekythos (<i>Overpaid</i>)	15

This table is a grab bag of functional commons, uncommons, and rares.

MAGIC ITEM TABLE G

d100	Item	Page	d100	Item	Page
1	Strand of Arasta (<i>Overpaid</i>)	36	48	Zephyr Saddle	44
2-6	Aspect Icons (roll d10)		49	Flamecast Wheel	19
1	Wolf (<i>Overpaid</i>)	13	50	Fruit of Tizerus	21
2	Vulture (<i>Overpaid</i>)	13	51	Adventurer's Podium	7
3	Donkey	10	52	Archon Cape (<i>Overpaid</i>)	9
4	Peacock (<i>Overpaid</i>)	12	53	Crown of Atris	18
5	Swan (<i>Overpaid</i>)	13	54	Flamecast Wheel (<i>Overpaid</i>)	19
6	Tortoise (<i>Overpaid</i>)	13	55	Laurel Wreath	26
7	Gorgon (<i>base</i>)	11	56	Lightning Diadem	26
8	Hydra (<i>base</i>)	11	57	Mirror Shield	27
9	Lamprey (<i>base</i>)	11	58	Tendrill of Arixmethes	40
0	Manticore (<i>base</i>)	12	59	Yoke of Careful Unburdening (<i>Overpaid</i>)	44
7	Pharika's Cure (<i>Overpaid</i>)	28	60	Zephyr Saddle (<i>Overpaid</i>)	44
8	Vapors of the Oracle (<i>base</i>)	41	61	Pharika's Libation Jar (<i>Overpaid</i>)	28
9	Potion of Paradox (<i>Overpaid</i>)	28	62	Adventurers' Podium (<i>Overpaid</i>)	7
10	Callaphe's Compass (<i>Overpaid</i>)	16	63	Archon Armor	9
11	Funerary Mask (<i>Overpaid</i>)	22	64	Entrancing Lyre (<i>base</i>)	19
12	Golden Funeral Mask of Asphodel (<i>Overpaid</i>)	22	65	Golden Funeral Mask of the Pseudamma (<i>base</i>)	23
13	Leonin Hairbrush (<i>Overpaid</i>)	26	66	Nyx Lotus (<i>base</i>)	27
14	Leonin Snare (<i>Overpaid</i>)	26	67-68	Oreskos Heresy	28
15	Meletis Agora License	27	69	Rod of Gallia	31
16	Mirror of Alirios (<i>Overpaid</i>)	27	70	Rod of Keranos (<i>base</i>)	31
17	Quill of Ephara (<i>Overpaid</i>)	29	71-72	Sacrificial Knife	32
18	Trickster's Coin (<i>Overpaid</i>)	41	73	Setessan Lasso (<i>base</i>)	34
19	Vase of Tales (<i>Overpaid</i>)	41	74	Starlit Mantle (<i>base</i>)	36
20	Wings of Hubris (<i>Overpaid</i>)	43	75	Aspect Icon - Gorgon	11
21	Akroan Rocking Horse	7	76	Aspect Icon - Hydra	11
22	Akroan Rocking Horse (<i>Overpaid</i>)	7	77	Aspect Icon - Lamprey	11
23	Alseid's Gift (<i>Overpaid</i>)	7	78	Aspect Icon - Manticore	12
24	Astral Cornucopia (<i>Overpaid</i>)	13	79	Entrancing Lyre	19
25	Chapparral Grass (<i>Overpaid</i>)	17	80	Golden Funeral Mask of the Pseudamma	23
26	Aspect Icon - Horse (<i>Overpaid</i>)	11	81	Setessan Lasso	34
27	Clay Owl (<i>Overpaid</i>)	17	82	Starlit Mantle	36
28	Springleaf Drum	35	83	Vapors of the Oracle	41
29	Conspirator's Whistle (<i>Overpaid</i>)	18	84-85	Witches' Eye	43
30	Dragon Teeth	18	86	Nyx Lotus	27
31	Dragon Teeth (<i>Overpaid</i>)	18	87	Crown of Atris (<i>Overpaid</i>)	18
32	Flint of Phenax (<i>Overpaid</i>)	19	88	Lightning Diadem (<i>Overpaid</i>)	26
33	Floating Driftwood (<i>Overpaid</i>)	20	89	Mirror Shield (<i>Overpaid</i>)	27
34	Golden Funeral Mask of Odunos (<i>Overpaid</i>)	22	90	Vapors of the Oracle (<i>Overpaid</i>)	41
35	Golden Funeral Masks of the Phalanx (<i>Overpaid</i>)	23	91	Pyxis of Pandemonium	29
36	Heliod's Glory (<i>Overpaid</i>)	25	92	Setessan Lasso (<i>Overpaid</i>)	34
37	Phoenix Feather	28	93	Starlit Mantle (<i>Overpaid</i>)	36
38	Phoenix Feather (<i>Overpaid</i>)	28	94	Staff of Athreos (<i>base</i>)	35
39	Prowler's Helm (<i>Overpaid</i>)	28	95	Bident of Thassa's Beloved (<i>base</i>)	14
40	Satyr's Pilois (<i>Overpaid</i>)	32	96	Bow of Nylea's Hunter (<i>base</i>)	15
41	Scarf of Athreos (<i>Overpaid</i>)	32	97	Hammer of the Forged of Purphoros (<i>base</i>)	24
42	Skein of Skophos (<i>Overpaid</i>)	34	98	Sun Spear (<i>base</i>)	37
43	Soul-Guide Lantern (<i>Overpaid</i>)	35	99	Whip of Erebus' Agent (<i>base</i>)	42
44	Springleaf Drum (<i>Overpaid</i>)	35	00	Golden Funeral Mask of the Gray Merchant (<i>base</i>)	22
45	Stubborn Boulder (<i>Overpaid</i>)	37			
46	Three-Headed Collar (<i>Overpaid</i>)	40			
47	Yoke of Careful Unburdening	44			

This table is a mix of all rarities.

MAGIC ITEM TABLE H

d100	Item	Page
1	Strand of Arasta (<i>Overpaid</i>)	36
2-4	Anvilwrought Raptor (<i>Overpaid</i>)	7
5-7	Golden Funeral Masks of the Phalanx (<i>Overpaid</i>)	23
8-10	Springleaf Drum (<i>Overpaid</i>)	35
11-13	Stubborn Boulder (<i>Overpaid</i>)	37
14-16	Vapors of the Oracle (<i>Overpaid</i>)	41
17-19	Adventurers' Podium (<i>Overpaid</i>)	7
20-22	Aspect Icon - Donkey (<i>Overpaid</i>)	10
23-25	Bountiful Lekythos (<i>Overpaid</i>)	15
26-28	Crown of Atris (<i>Overpaid</i>)	18
29-31	Flamecast Wheel (<i>Overpaid</i>)	19
32-34	Fruit of Tizerus (<i>Overpaid</i>)	21
35-37	Lightning Diadem (<i>Overpaid</i>)	26
38-40	Mirror Shield (<i>Overpaid</i>)	27
41-42	Pharika's Libation Jar (<i>Overpaid</i>)	28
43-44	Tendrils of Arixmethes	40
45-46	Yoke of Careful Unburdening (<i>Overpaid</i>)	44
47-48	Archon Armor (<i>Overpaid</i>)	9
49-50	Aspect Icon - Gorgon (<i>Overpaid</i>)	11
51-52	Aspect Icon - Hydra (<i>Overpaid</i>)	11
53-54	Aspect Icon - Lamprey (<i>Overpaid</i>)	11
55-56	Aspect Icon - Manticore (<i>Overpaid</i>)	12
57-58	Entrancing Lyre (<i>Overpaid</i>)	19
59-60	Golden Funeral Mask of the Pseudamma	23
61-62	Nyx Lotus (<i>Overpaid</i>)	27
63-64	Oreskos Heresy (<i>Overpaid</i>)	28
65-66	Rod of Gallia (<i>Overpaid</i>)	31
67-68	Rod of Keranos	31
69-70	Sacrificial Knife	32
71-72	Setessan Lasso (<i>Overpaid</i>)	34
73-74	Starlit Mantle (<i>Overpaid</i>)	36
75-76	Witches' Eye (<i>Overpaid</i>)	43
77-78	Pyxis of Pandemonium	29
79-80	Fleetfeather Sandals	19
81-82	Staff of Athreos	35
83-84	Warhorn of Mogis	42
85-86	Aspect Icon - Mongoose	12
87-88	Golden Funeral Mask of the Pseudamma (<i>Overpaid</i>)	23
89-90	Golden Funeral Mask of the Gray Merchant (<i>base</i>)	22
91	Bident of Thassa's Beloved	14
92	Bow of Nylea's Hunter	15
93	Hammer of the Forged of Purphoros	24
94	Sun Spear	37
95	Whip of Erebos' Agent	42
96	Golden Funeral Mask of the Gray Merchant	22
97	Aspect Icon - Mongoose	12
98	Ring of Cymede	30
99	Ring of Anax	29
00	Rings of Kynaïos and Tiro	31

This table has high level items, including most legendaries and artifacts.

MAGIC ITEM TABLE I

d100	Item	Page
1-4	Vapors of the Oracle (<i>Overpaid</i>)	41
5-8	Fruit of Tizerus (<i>Overpaid</i>)	21
9-11	Lightning Diadem (<i>Overpaid</i>)	26
12-15	Mirror Shield (<i>Overpaid</i>)	27
16-19	Pharika's Libation Jar (<i>Overpaid</i>)	28
20-24	Aspect Icon - Gorgon (<i>Overpaid</i>)	11
25-29	Aspect Icon - Hydra (<i>Overpaid</i>)	11
30-34	Aspect Icon - Lamprey (<i>Overpaid</i>)	11
35-39	Aspect Icon - Manticore (<i>Overpaid</i>)	12
40-43	Entrancing Lyre (<i>Overpaid</i>)	19
44-47	Golden Funeral Mask of the Pseudamma (<i>Overpaid</i>)	23
48-52	Nyx Lotus (<i>Overpaid</i>)	27
53-57	Oreskos Heresy (<i>Overpaid</i>)	28
58-61	Rod of Gallia (<i>Overpaid</i>)	31
62-65	Rod of Keranos	31
66-70	Sacrificial Knife	32
71-75	Setessan Lasso (<i>Overpaid</i>)	34
76-79	Starlit Mantle (<i>Overpaid</i>)	36
80-81	Aspect Icon - Mongoose (<i>Overpaid</i>)	12
82-83	Fleetfeather Sandals (<i>Overpaid</i>)	19
84-85	Golden Funeral Mask of the Gray Merchant	22
86-87	Pyxis of Pandemonium	29
88-89	Staff of Athreos	35
90-91	Warhorn of Mogis	41
92	Bident of Thassa's Beloved	14
93	Bow of Nylea's Hunter	15
94	Hammer of the Forged of Purphoros	24
95	Sun Spear	37
96	Whip of Erebos' Agent	42
97	Rings of Kynaïos and Tiro (<i>Overpaid</i>)	31
98	Ring of Anax (<i>Overpaid</i>)	29
99	Ring of Cymede (<i>Overpaid</i>)	30
00	Ring of Promised Reunion	30

This table contains the most powerful items in the supplement.

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We currently live in Bakersfield, California with our family of rescue cats and are hard at work creating content to help you make the most of your TTRPG gaming experience. We'd love to hear from you about this supplement, how you used it in your game, or anything else that comes to mind! Join us on:

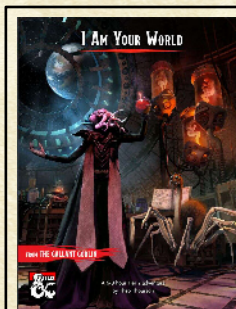
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ON THE COVER

The eponymous Gray Merchant gives a slain hydra a funeral, slathering clay on its heads to create funeral masks. Why would the Gray Merchant do this? Why does the Gray Merchant do anything?

The cover art is intended as a followup to the events depicted on both the normal and collector edition covers of *Mythic Odysseys of Theros*.

Disclaimer: The Gallant Goblin isn't responsible for accidents or injuries incurred by attempts to cast plane shift or ignite your Planeswalker spark in order to reach Theros. If you haven't yet experienced a world filled with omnipotent beings who send you on adventures and then strike you down on a whim when you become too powerful, we ask: what version of D&D are you playing?

BRING MAGIC TO YOUR TABLE

The Gray Merchant of Asphodel is a companion to the DUNGEONS & DRAGONS sourcebook *Mythic Odysseys of Theros*. Containing over 100 new items inspired by Greek mythology and cards from the Theros setting of **MAGIC: THE GATHERING**, it'll bring this new setting to life with mysterious items steeped in lore.

Add the fan-favorite Gray Merchant as a wandering trader, perhaps divinely touched, who can be a vendor of these new items and also the source of intriguing new stories and adventures.

With beautiful art, creative design, and new mechanics, this is one supplement you won't want to miss. Wow your players by bringing even more **MAGIC** to your table!



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