

MAGIC ITEM MARKETPLACE

NO MORE GUESSING ON PRICES FOR POWERFUL MAGIC ITEMS!

This package contains a list of every magic item in the Dungeon Master's Guide as well as Xanathar's Guide with definitive prices for each item. It also contains simple, easy to memorize guidelines for staging and stocking a magic item shop on the fly.

No more guessing on prices for powerful magic items!

*SPECIFIC PRICES FOR MAGIC ITEMS
WITH GUIDELINES FOR RUNNING SHOPPING SPREES*

BY LEVEL ZERO GAMING



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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SETTING UP SHOP

THE DRAGON'S LAIR HAS BEEN SWEEPED CLEAN OF terrors and traps, and while the party revels in their hard earned victory, their favorite spoils are the treasures of the beast's horde! The party heads back to their bustling city of choice to put their unfathomable weight of gold to good use, and there's no faster way to spend it all than on magic items! This package contains simple, easy to memorize guidelines on staging and stocking a magic item marketplace on the fly. It also has fair set prices for each individual magic item that a shop might sell, as well as rules for bargaining, bartering, and selling with and to a magic shopkeeper and some other extras.

MAGIC MARKETS ON THE FLY

Your magic shop can be as detailed as you want it to be. If the party is passing through a village and not likely to return, you can just use the minimum information. On the other hand, if you're looking to give the players a favorite shop in their city, you can start it off small and expand it each time the party returns to buy and sell, giving the players a sense that they had an impact on their beloved shopkeeper's life!

SHOP SETTING AND TIER

To start, you'll determine what **tier rating** the store ranks at. This is usually determined by what type of settlement the shop resides in. A tier 1 shop would be located in an extraplanar metropolis and is likely the home of a race of arcane artificers, while a tier 9 shop is probably a lowly peddler who's got their hands on a few glowing trinkets. The magic shop of your typical fantasy city is probably a tier 5 shop. The *Dungeon Master's Guide* outlines different types of settlements on page 16, you may want to take a look at that if you're wondering about the differences between villages, towns, and cities. Metropolis appears on the tier stable, but isn't a settlement size mentioned in the *Dungeon Master's Guide*. That should speak to how incredibly rare these types of settlements are.

Most fantasy settings don't feature a metropolis where very rare magic items are typically crafted and sold, but yours might! Generally, you can follow this table for deciding what tier your magic shop might be. You can roll on this table if you wish as well.

Shop tiers by settlement category

Settlement	Tier Range	1d4 Roll
Metropolis	1-4	1=1, 2=2, 3=3, 4=4
City	3-6	1=3, 2=4, 3=5, 4=6
Town	4-7	1=4, 2=5, 3=6, 4=7
Village	6-9	1=6, 2=7, 3=8, 4=9

This tier rating is a factor in the likelihood of a character finding the item that they're looking for in the shop. The tier number represents the penalty applied to **stock checks**.

STOCKING THE SHOP

Some shops carry all kinds of magical items, but most only carry a specific type. For example a shop may only carry wands and staves and another may only carry weapons and armor. Whatever the shop's specialty is, the stocking system works the same. At the end of this package you'll find the magic item matrix, which is essentially a spreadsheet of every magic item in the *Dungeon Master's Guide* (DMG), and *Xanathar's Guide to Everything* (XG) sorted by rarity, then item type, and completed with prices. When stocking a shop the most important area to pay attention to is item rarity. Each tier of rarity has a different sized die associated with it. This die is used to determine the quantity of a particular item in stock at a shop for that week. Legendary items would not typically be sold for a price anyone could afford if a merchant ever got their hands on one, so they're not listed.

Stock Check Rarity Dice

Magic Item Rarity	Stock Check Die
Common	1d10
Uncommon	1d8
Rare	1d6
Very Rare	1d4

To determine if a shop has the item that a character is looking for roll a **stock check**. A stock check uses the stock check die determined by the item's rarity and is modified by the shop's tier rating.

So, if a character is in a tier 5 shop looking for a cloak of elvenkind (uncommon) the stock check will look like this:

$$1d8-5 = \text{quantity of item in stock}$$

Roll with caution! If your players are desperate for potions of healing, use your intuition and skip or fudge the die roll to let them buy some. You may also want to keep potentially game breaking items out of your game by doing the same thing.

BARTERS & BARGAINS

Players love swindling shopkeepers, it's can be fun, but also game breaking if it goes to far. Let your bards and rogues play greedy by having them make persuasion checks against merchants to get discounts or free stuff with other purchases. Don't forget however that the merchant's got a family to feed back at home! Persuasion check DCs should be high to get a good discount and always made with disadvantage unless the merchant has good reason to think their coming out on top with the deal. This is a good chart to follow when the characters start haggling.

Difficulty Class Bargaining

Persuasion DC	Price Adjustment
DC15	10%
DC20	15%
DC25	20%
DC30	30%
DC35	50%

A DC35 persuasion check seems pretty lofty, but there are lucky halfling bards out there with the skills to make it happen, sometimes even with disadvantage.

SELLING & TRADING

Merchants have to make profit on the items they sell, so naturally they have to buy or craft their wares at a much lower cost (usually half the cost) than they'll end up selling for. Characters can make persuasion checks to try and increase their selling price to a merchant. Those persuasion checks can follow the same table as when bargaining for a lower price to buy. Trading items should be a bit less effective than trading for coins, usually an adventurer's gear will be worn and show signs of wear, so the shopkeeper will accept only a quarter of the value for used gear or items unless magically preserved or painstakingly cared for by each of the item's owners.

STORE SECURITY

With all this great loot sitting in one place, you might see the rogue's mouth actually start to water. Any shopkeeper worth their salt has scrolls or a wand of arcane lock to cast on their doors each night. Many others employ the use of golems, gargoyles, animated armor or similar constructs to protect their business day and night. In the case that a thief does manage to get away with some goods, the shopkeeper can employ a diviner to discover the culprit's location and send a well paid and equipped mercenary their way!

MAGIC ITEM MATRIX

The remainder of this package is the list of magic items and their prices in gold pieces. Feel free to adjust the numbers if they seem unfair to you. All of the prices are based on information taken from the *Dungeon Master's Guide* for what items had prices. Then I compared the abilities of each item in relation to one another the best I could and came up with prices that fit into the ranges from the DMG. You' see **CoMC** appear with a number beside it in several places. This stands for **Cost of Mundane Counterpart**. The *+1 weapon* is 10 x CoMC, so multiply the specific weapon's price by 10 to find your price. For example, since a longsword costs 15gp, a *+1 longsword* will cost 150gp

Common Magic Items (Stock = 1D10 - Shop Tier)	RRP (in GP)	Type	Source
Armor of Gleaming	1.5x CoMC	Common Armor	xg 136
Cast-Off Armor	1.5x CoMC	Armor	xg 136
Shield of Expression	10 p.	Armor	xg 139
Smoldering Armor	1.5x CoMC	Armor	xg 139
Potion of Climbing	50 p.	Common Potion	dmg 187
Potion of Healing	50 p.	Potion	dmg 187
Spell Scroll, Cantrip	50 p.	Common Scroll	dmg 200
Spell Scroll, 1st Level	100 p.	Scroll	dmg 200
Staff of Adornment	20 p.	Common Staff	xg 139
Staff of Birdcalls	20 p.	Staff	xg 139
Staff of Flowers	20 p.	Staff	xg 139
Wand of Conducting	50 p.	Common Wand	xg 140
Wand of Pyrotechnics	30 p.	Wand	xg 140
Wand of Scowls	20 p.	Wand	xg 140
Wand of Smiles	20 p.	Wand	xg 140
Moon Touched Sword	1.5x CoMC	Common Weapon	xg 138
Unbreakable Arrow (20)	10 p.	Weapon	xg 139
Veteran's Cane	20 p.	Weapon	xg 139
Walloping Ammunition (20)	50 p.	Weapon	xg 139
Bead of Nourishment (3)	10 p.	Common Wonder	xg 136
Bead of Refreshment (3)	10 p.	Wondrous Item	xg 136
Boots of False Tracks	30 p.	Wondrous Item	xg 136
Candle of the Deep	10 p.	Wondrous Item	xg 136
Charlatan's Die	40 p.	Wondrous Item	xg 136
Cloak of Billowing	10 p.	Wondrous Item	xg 136
Cloak of Many Fashions	30 p.	Wondrous Item	xg 136
Clockwork Amulet	50 p.	Wondrous Item	xg 137
Clothes of Mending	20 p.	Wondrous Item	xg 137
Darkshard Amulet	50 p.	Wondrous Item	xg 137
Dread Helm	20 p.	Wondrous Item	xg 137
Ear Horn of Hearing	20 p.	Wondrous Item	xg 137
Enduring Spellbook	50 p.	Wondrous Item	xg 137
Ersatz Eye	50 p.	Wondrous Item	xg 137
Hat of Vermin	40 p.	Wondrous Item	xg 137
Hat of Wizardry	50 p.	Wondrous Item	xg 137
Heward's Handy Spice Pouch	30 p.	Wondrous Item	xg 137
Horn of Silent Alarm	30 p.	Wondrous Item	xg 137
Instrument of Illusions	30 p.	Wondrous Item	xg 137
Instrument of Scribing	40 p.	Wondrous Item	xg 138
Lock of Trickery	40 p.	Wondrous Item	xg 138
Mystery Key	50 p.	Wondrous Item	xg 138
Orb of Direction	10 p.	Wondrous Item	xg 138
Orb of Time	10 p.	Wondrous Item	xg 138
Perfume of Bewitching	50 p.	Wondrous Item	xg 138
Pipe of Smoke Monsters	10 p.	Wondrous Item	xg 138
Pole of Angling	10 p.	Wondrous Item	xg 138
Pole of Collapsing	10 p.	Wondrous Item	xg 138
Pot of Awakening	30 p.	Wondrous Item	xg 138
Rope of Mending	10 p.	Wondrous Item	xg 138
Ruby of the War Mage	50 p.	Wondrous Item	xg 138
Talking Doll	200 p.	Wondrous Item	xg 139
Tankard of Sobriety	200 p.	Wondrous Item	xg 139
Uncommon Magic Items (Stock = 1D8 - Shop Tier)	RRP (in GP)	Type	Source
Adamantine Armor	3x CoMC	Uncommon Armor	dmg 150
Mariner's Armor	3x CoMC	Armor	dmg 181
Mithral Armor	5x CoMC	Armor	dmg 182
Sentinel Shield	250 p.	Armor	dmg 199
Shield, +1	200 p.	Armor	dmg 200
Oil of Slipperiness	100 p.	Uncommon Potion	dmg 184
Philter of Love	120 p.	Potion	dmg 184
Potion of Animal Friendship	100 p.	Potion	dmg 187
Potion of Fire Breath	120 p.	Potion	dmg 187
Potion of Greater Healing	100 p.	Potion	dmg 187
Potion of Growth	180 p.	Potion	dmg 187
Potion of Hill Giant Strength	260 p.	Potion	dmg 187
Potion of Poison	200 p.	Potion	dmg 188
Potion of Resistance	190 p.	Potion	dmg 188
Potion of Water Breathing	150 p.	Potion	dmg 188
Ring of Jumping	120 p.	Uncommon Ring	dmg 191

Ring of Mind Shielding	500 p.	Ring	dmg 191
Ring of Swimming	180 p.	Ring	dmg 193
Ring of Warmth	100 p.	Ring	dmg 193
Ring of Water Walking	200 p.	Ring	dmg 193
Immovable Rod	150 p.	Uncommon Rod	dmg 175
Rod of the Pact Keeper, +1	250 p.	Rod	dmg 197
Spell Scroll, 2nd Level	150 p.	Uncommon Scroll	dmg 200
Spell Scroll, 3rd Level	300 p.	Scroll	dmg 200
Staff of the Adder	250 p.	Uncommon Staff	dmg 203
Staff of the Python	400 p.	Staff	dmg 204
Wand of Magic Detection	200 p.	Uncommon Wand	dmg 211
Wand of Magic Missiles	500 p.	Wand	dmg 211
Wand of Secrets	400 p.	Wand	dmg 211
Wand of the War Mage, +1	250 p.	Wand	dmg 212
Wand of Web	300 p.	Wand	dmg 212
Ammunition, +1	100x CoMC	Uncommon Weapon	dmg 150
Javelin of Lightning	350 p.	Weapon	dmg 178
Sword of Vengeance	5x CoMC	Weapon	dmg 206
Trident of Fish Command	150 p.	Weapon	dmg 209
Weapon of Warning	10x CoMC	Weapon	dmg 213
Weapon, +1	10x CoMC	Weapon	dmg 213
Alchemy Jug	450 p.	Uncommon Wonder	dmg 150
Amulet of Proof Against Detection and Location	250 p.	Wondrous Item	dmg 150
Bag of Holding	250 p.	Wondrous Item	dmg 153
Bag of Tricks	350 p.	Wondrous Item	dmg 154
Boots of Elvenkind	250 p.	Wondrous Item	dmg 155
Boots of Striding and Springing	240 p.	Wondrous Item	dmg 156
Boots of the Winterlands	200 p.	Wondrous Item	dmg 156
Bracers of Archery	250 p.	Wondrous Item	dmg 156
Brooch of Shielding	400 p.	Wondrous Item	dmg 156
Broom of Flying	500 p.	Wondrous Item	dmg 156
Cap of Water Breathing	200 p.	Wondrous Item	dmg 157
Circlet of Blasting	450 p.	Wondrous Item	dmg 158
Cloak of Elvenkind	350 p.	Wondrous Item	dmg 158
Cloak of Protection	150 p.	Wondrous Item	dmg 159
Cloak of the Manta Ray	320 p.	Wondrous Item	dmg 159
Decanter of Endless Water	230 p.	Wondrous Item	dmg 161
Deck of Illusions	150 p.	Wondrous Item	dmg 161
Driftglobe	100 p.	Wondrous Item	dmg 166
Dust of Disappearance	350 p.	Wondrous Item	dmg 166
Dust of Dryness	120 p.	Wondrous Item	dmg 166
Dust of Sneezing and Choking	300 p.	Wondrous Item	dmg 166
Elemental Gem	500 p.	Wondrous Item	dmg 167
Eversmoking Bottle	200 p.	Wondrous Item	dmg 168
Eyes of Charming	450 p.	Wondrous Item	dmg 168
Eyes of Minute Seeing	100 p.	Wondrous Item	dmg 168
Eyes of the Eagle	130 p.	Wondrous Item	dmg 168
Figurine of Wondrous Power, Silver Raven	270 p.	Wondrous Item	dmg 170
Gauntlets of Ogre Power	500 p.	Wondrous Item	dmg 171
Gem of Brightness	400 p.	Wondrous Item	dmg 171
Gloves of Missile Snaring	450 p.	Wondrous Item	dmg 172
Gloves of Swimming and Climbing	300 p.	Wondrous Item	dmg 172
Gloves of Thievery	300 p.	Wondrous Item	dmg 172
Goggles of Night	130 p.	Wondrous Item	dmg 172
Hat of Disguise	400 p.	Wondrous Item	dmg 173
Headband of Intellect	500 p.	Wondrous Item	dmg 173
Helm of Comprehending Languages	250 p.	Wondrous Item	dmg 173
Helm of Telepathy	500 p.	Wondrous Item	dmg 174
Instrument of the Bards, Doss Lute	250 p.	Wondrous Item	dmg 176
Instrument of the Bards, Fochlucan Bandore	250 p.	Wondrous Item	dmg 176
Instrument of the Bards, Mac-Fuirmidh Cittern	250 p.	Wondrous Item	dmg 176
Keoghtom's Ointment	100 p.	Wondrous Item	dmg 179
Lantern of Revealing	500 p.	Wondrous Item	dmg 179
Medallion of Thoughts	300 p.	Wondrous Item	dmg 181
Necklace of Adaptation	250 p.	Wondrous Item	dmg 182
Pearl of Power	500 p.	Wondrous Item	dmg 184
Periapt of Health	180 p.	Wondrous Item	dmg 184
Periapt of Wound Closure	450 p.	Wondrous Item	dmg 184
Pipes of Haunting	120 p.	Wondrous Item	dmg 185
Pipes of the Sewers	200 p.	Wondrous Item	dmg 185

Quiver of Ehlonna	300 p.	Wondrous Item	dmg 189
Robe of Useful Items	250 p.	Wondrous Item	dmg 195
Rope of Climbing	150 p.	Wondrous Item	dmg 197
Saddle of the Cavalier	200 p.	Wondrous Item	dmg 199
Sending Stones	150 p.	Wondrous Item	dmg 199
Slippers of Spider Climbing	300 p.	Wondrous Item	dmg 200
Stone of Good Luck	250 p.	Wondrous Item	dmg 205
Wind Fan	150 p.	Wondrous Item	dmg 213
Winged Boots	350 p.	Wondrous Item	dmg 214
RARE MAGIC ITEMS (STOCK = 1D6 - SHOP TIER)	RRP (IN GP)	TYPE	SOURCE
Armor of Resistance	x30 CoMC	Rare Armor	dmg 152
Armor of Vulnerability	x20 CoMC	Armor	dmg 152
Armor, +1	x50 CoMC	Armor	dmg 152
Arrow-catching Shield	1,200 p.	Armor	dmg 152
Elven Chain	600 p.	Armor	dmg 168
Glamoured Studded Leather	900 p.	Armor	dmg 172
Shield of Missile Attraction	1,000 p.	Armor	dmg 200
Shield, +2	1,500 p.	Armor	dmg 200
Elixir of Health	600 p.	Rare Potion	dmg 168
Oil of Ethereality	750 p.	Potion	dmg 183
Potion of Clairvoyance	2,300 p.	Potion	dmg 187
Potion of Diminution	2,370 p.	Potion	dmg 187
Potion of Fire Giant Strength	3,750 p.	Potion	dmg 187
Potion of Frost Giant Strength	1,250 p.	Potion	dmg 187
Potion of Gaseous Form	5,000 p.	Potion	dmg 187
Potion of Heroism	1,830 p.	Potion	dmg 188
Potion of Invulnerability	4,840 p.	Potion	dmg 188
Potion of Mind Reading	3,380 p.	Potion	dmg 188
Potion of Stone Giant Strength	1,250 p.	Potion	dmg 187
Potion of Superior Healing	500 p.	Potion	dmg 187
Ring of Animal Influence	1,000 p.	Rare Ring	dmg 189
Ring of Evasion	5,000 p.	Ring	dmg 191
Ring of Feather Falling	2,000 p.	Ring	dmg 191
Ring of Free Action	3,000 p.	Ring	dmg 191
Ring of Protection	1,500 p.	Ring	dmg 191
Ring of Resistance	2,500 p.	Ring	dmg 192
Ring of Spell Storing	4,500 p.	Ring	dmg 192
Ring of the Ram	1,000 p.	Ring	dmg 193
Ring of X-ray Vision	3,500 p.	Ring	dmg 193
Rod of Rulership	4,500 p.	Rare Rod	dmg 197
Rod of the Pact Keeper, +2	2,500 p.	Rod	dmg 197
Tentacle Rod	3,800 p.	Rod	dmg 208
Scroll of Protection	4,200 p.	Rare Scroll	dmg 199
Spell Scroll, 4th Level	1,500 p.	Scroll	dmg 200
Spell Scroll, 5th Level	3,000 p.	Scroll	dmg 200
Staff of Charming	4,800 p.	Rare Staff	dmg 201
Staff of Healing	2,500 p.	Staff	dmg 202
Staff of Swarming Insects	3,300 p.	Staff	dmg 203
Staff of the Woodlands	3,800 p.	Staff	dmg 204
Staff of Withering	2,800 p.	Staff	dmg 205
Wand of Binding	2,000 p.	Rare Wand	dmg 209
Wand of Enemy Detection	1,600 p.	Wand	dmg 210
Wand of Fear	1,300 p.	Wand	dmg 210
Wand of Fireballs	4,500 p.	Wand	dmg 210
Wand of Lightning Bolts	4,300 p.	Wand	dmg 211
Wand of Paralysis	4,400 p.	Wand	dmg 211
Wand of the War Mage, +2	2,500 p.	Wand	dmg 212
Wand of Wonder	1,000 p.	Wand	dmg 212
Ammunition, +2	500x CoMC	Rare Weapon	dmg 150
Berserker Axe	750 p.	Weapon	dmg 155
Dagger of Venom	600 p.	Weapon	dmg 161
Dragon Slayer	65x CoMC	Weapon	dmg 166
Flame Tongue	80x CoMC	Weapon	dmg 170
Giant Slayer	65x CoMC	Weapon	dmg 172
Mace of Disruption	1,280 p.	Weapon	dmg 179
Mace of Smiting	1,500 p.	Weapon	dmg 179
Mace of Terror	650 p.	Weapon	dmg 180
Sun Blade	2,250 p.	Weapon	dmg 205
Sword of Life Stealing	x65 CoMC	Weapon	dmg 206
Sword of Wounding	x200 CoMC	Weapon	dmg 207

Vicious Weapon	x90 CoMC	Weapon	dmg 209
Weapon, +2	x100 CoMC	Weapon	dmg 213
Amulet of Health	500 p.	Rare Wonder	dmg 150
Bag of Beans	850 p.	Wondrous Item	dmg 152
Bead of Force	1,000 p.	Wondrous Item	dmg 154
Belt of Dwarvenkind	900 p.	Wondrous Item	dmg 155
Belt of Hill Giant Strength	2,500 p.	Wondrous Item	dmg 155
Boots of Levitation	500 p.	Wondrous Item	dmg 155
Boots of Speed	950 p.	Wondrous Item	dmg 155
Bowl of Commanding Water Elementals	750 p.	Wondrous Item	dmg 156
Bracers of Defense	2,000 p.	Wondrous Item	dmg 156
Brazier of Commanding Fire Elementals	750 p.	Wondrous Item	dmg 156
Cape of the Mountebank	900 p.	Wondrous Item	dmg 157
Censer of Controlling Air Elementals	7,500 p.	Wondrous Item	dmg 158
Chime of Opening	2,000 p.	Wondrous Item	dmg 158
Cloak of Displacement	4,500 p.	Wondrous Item	dmg 158
Cloak of the Bat	1,340 p.	Wondrous Item	dmg 159
Cube of Force	3,800 p.	Wondrous Item	dmg 159
Daern's Instant Fortress	4,850 p.	Wondrous Item	dmg 160
Dimensional Shackles	750 p.	Wondrous Item	dmg 165
Figurine of Wondrous Power, Bronze Griffon	650 p.	Wondrous Item	dmg 169
Figurine of Wondrous Power, Ebony Fly	1,300 p.	Wondrous Item	dmg 169
Figurine of Wondrous Power, Golden Lions	1,100 p.	Wondrous Item	dmg 169
Figurine of Wondrous Power, Ivory Goats	1,600 p.	Wondrous Item	dmg 169
Figurine of Wondrous Power, Marble Elephant	850 p.	Wondrous Item	dmg 170
Figurine of Wondrous Power, Onyx Dog	1,300 p.	Wondrous Item	dmg 170
Figurine of Wondrous Power, Serpentine Owl	1,400 p.	Wondrous Item	dmg 170
Folding Boat	5,000 p.	Wondrous Item	dmg 170
Gem of Seeing	1,000 p.	Wondrous Item	dmg 172
Helm of Teleportation	3,300 p.	Wondrous Item	dmg 174
Heward's Handy Haversack	800 p.	Wondrous Item	dmg 174
Horn of Blasting	1,200 p.	Wondrous Item	dmg 174
Horn of Valhalla, Brass	1,450 p.	Wondrous Item	dmg 175
Horn of Valhalla, Silver	2,750 p.	Wondrous Item	dmg 175
Horseshoes of Speed	600 p.	Wondrous Item	dmg 175
Instrument of the Bards, Canaith Mandolin	1,800 p.	Wondrous Item	dmg 176
Instrument of the Bards, Cli Lyre	1,800 p.	Wondrous Item	dmg 176
Ioun Stone, Awareness	950 p.	Wondrous Item	dmg 176
Ioun Stone, Protection	600 p.	Wondrous Item	dmg 176
Ioun Stone, Reserve	2,700 p.	Wondrous Item	dmg 176
Ioun Stone, Sustenance	1,000 p.	Wondrous Item	dmg 176
Iron Bands of Bilarro	1,800 p.	Wondrous Item	dmg 177
Mantle of Spell Resistance	4,750 p.	Wondrous Item	dmg 180
Necklace of Fireballs	3,500 p.	Wondrous Item	dmg 182
Necklace of Prayer Beads	3,500 p.	Wondrous Item	dmg 182
Periapt of Proof Against Poison	2,300 p.	Wondrous Item	dmg 184
Portable Hole	2,250 p.	Wondrous Item	dmg 185
Quaal's Feather Token	1,000 p.	Wondrous Item	dmg 188
Robe of Eyes	4,300 p.	Wondrous Item	dmg 193
Rope of Entanglement	3,000 p.	Wondrous Item	dmg 197
Stone of Controlling Earth Elementals	750 p.	Wondrous Item	dmg 205
Wings of Flying	1,500 p.	Wondrous Item	dmg 214
VERY RARE MAGIC ITEMS (STOCK = 1D4 - SHOP TIER)	RRP (IN GP)	TYPE	SOURCE
Animated Shield	7,500 p.	Very Rare Armor	dmg 151
Armor, +2	x150 CoMC	Armor	dmg 152
Demon Armor	7,500 p.	Armor	dmg 165
Dragon Scale Mail	6,500 p.	Armor	dmg 165
Dwarven Plate	10,000 p.	Armor	dmg 167
Shield, +3	8,000 p.	Armor	dmg 200
Spellguard Shield	15,000 p.	Armor	dmg 201
Oil of Sharpness	5,000 p.	Very Rare Potion	dmg 184
Potion of Cloud Giant Strength	10,000 p.	Potion	dmg 187
Potion of Flying	7,450 p.	Potion	dmg 187
Potion of Invisibility	5,000 p.	Potion	dmg 188
Potion of Longevity	11,100 p.	Potion	dmg 188
Potion of Speed	6,200 p.	Potion	dmg 188
Potion of Supreme Healing	5,000 p.	Potion	dmg 187
Potion of Vitality	5,000 p.	Potion	dmg 188
Ring of Regeneration	30,000 p.	Very Rare Ring	dmg 191
Ring of Shooting Stars	10,000 p.	Ring	dmg 192

Ring of Telekinesis	12,000 p.	Ring	dmg 193
Rod of Absorption	50,000 p.	Very Rare Rod	dmg 195
Rod of Alertness	20,000 p.	Rod	dmg 196
Rod of Security	48,000 p.	Rod	dmg 197
Rod of the Pact Keeper, +3	10,000 p.	Rod	dmg 197
Spell Scroll, 6th Level	12,500 p.	Very Rare Scroll	dmg 200
Spell Scroll, 7th Level	25,000 p.	Scroll	dmg 200
Spell Scroll, 8th Level	37,500 p.	Scroll	dmg 200
Staff of Fire	35,000 p.	Very Rare Staff	dmg 201
Staff of Frost	35,000 p.	Staff	dmg 202
Staff of Power	25,000 p.	Staff	dmg 202
Staff of Striking	9,000 p.	Staff	dmg 203
Staff of Thunder and Lightning	35,000 p.	Staff	dmg 204
Wand of Polymorph	20,000 p.	Very Rare Wand	dmg 211
Wand of the War Mage, +3	10,000 p.	Wand	dmg 212
Ammunition, +3	5,000x CoMC	Very Rare Weapon	dmg 150
Arrow of Slaying	7,500x CoMC	Weapon	dmg 152
Dancing Sword	6,500 p.	Weapon	dmg 161
Dwarven Thrower	30,000 p.	Weapon	dmg 167
Frost Brand	350x CoMC	Weapon	dmg 171
Nine Lives Stealer	500x CoMC	Weapon	dmg 183
Oathbow	7,200 p.	Weapon	dmg 183
Scimitar of Speed	9,000 p.	Weapon	dmg 199
Sword of Sharpness	1,300x CoMC	Weapon	dmg 206
Weapon, +3	500x CoMC	Weapon	dmg 213
Amulet of the Planes	27,500 p.	Very Rare Wonder	dmg 150
Bag of Devouring	5,000 p.	Wondrous Item	dmg 153
Belt of Fire Giant Strength	37,500 p.	Wondrous Item	dmg 155
Belt of Frost Giant Strength	12,500 p.	Wondrous Item	dmg 155
Belt of Stone Giant Strength	12,500 p.	Wondrous Item	dmg 155
Candle of Invocation	37,000 p.	Wondrous Item	dmg 157
Carpet of Flying	25x Carrying Cap	Wondrous Item	dmg 157
Cloak of Arachnida	13,400 p.	Wondrous Item	dmg 158
Crystal Ball (non-legendary)	8,000 p.	Wondrous Item	dmg 159
Efreeti Bottle	25,000 p.	Wondrous Item	dmg 167
Figurine of Wondrous Power, Obsidian Steed	13,000 p.	Wondrous Item	dmg 170
Helm of Brilliance	45,000 p.	Wondrous Item	dmg 173
Horn of Valhalla, Bronze	12,000 p.	Wondrous Item	dmg 175
Horseshoes of a Zephyr	5,000 p.	Wondrous Item	dmg 175
Instrument of the Bards, Anstruth Harp	9,500 p.	Wondrous Item	dmg 176
Ioun Stone, Absorption	22,100 p.	Wondrous Item	dmg 176
Ioun Stone, Agility	7,700 p.	Wondrous Item	dmg 176
Ioun Stone, Fortitude	7,700 p.	Wondrous Item	dmg 176
Ioun Stone, Insight	7,700 p.	Wondrous Item	dmg 176
Ioun Stone, Intellect	7,700 p.	Wondrous Item	dmg 176
Ioun Stone, Leadership	7,700 p.	Wondrous Item	dmg 176
Ioun Stone, Strength	7,700 p.	Wondrous Item	dmg 176
Manual of Bodily Health	50,000 p.	Wondrous Item	dmg 180
Manual of Gainful Exercise	50,000 p.	Wondrous Item	dmg 180
Manual of Golems	.5 of Golem Cost	Wondrous Item	dmg 180
Manual of Quickness of Action	50,000 p.	Wondrous Item	dmg 181
Mirror of Life Trapping	46,000 p.	Wondrous Item	dmg 181
Nolzur's Marvelous Pigments	47,500 p.	Wondrous Item	dmg 183
Robe of Scintillating Colors	37,500 p.	Wondrous Item	dmg 194
Robe of Stars	48,750 p.	Wondrous Item	dmg 194
Tome of Clear Thought	50,000 p.	Wondrous Item	dmg 208
Tome of Leadership and Influence	50,000 p.	Wondrous Item	dmg 208
Tome of Understanding	50,000 p.	Wondrous Item	dmg 209



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Thanks for reading!