

THE DISCERNING MERCHANT'S PRICE GUIDE

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



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Fey Rune Labs creates homebrew material, tools, battlemaps, and more for Dungeons & Dragons Fifth Edition.

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SO, YOU WANT TO BE A RELIC MERCHANT LIKE ME, EH? WAIT. MAYBE YOU'RE JUST HERE TO WHEELDE THE LOWEST PRICE OUT OF ME THAT YOU CAN. EITHER WAY, JUST WANT TO POINT OUT THAT, LEGALLY SPEAKING, THIS GUIDE DOES NOT GUARANTEE THAT YOU WILL IN ANY WAY, SHAPE, OR FORM BE TRANSFORMED INTO A DISCERNING MERCHANT BY USING IT, AND THAT I CANNOT BE HELD LIABLE FOR ANY DISCERNMENT OR LACK THEREOF WHICH MAY RESULT. YOU KNOW, JUST SO WE'RE CLEAR.
- FARRICK NUCKLESTABLE

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WHAT THIS DOCUMENT IS

The Discerning Merchant's Price Guide is a tool primarily for Dungeon Masters, although players may find it useful as well, particularly in magic-heavy campaigns.

Simply put, the Discerning Merchant's Price Guide is an alternate organizational tool for magic items that already exist under the rules in the D&D Fifth Edition. It provides tables for magical items in many categories: all the weapons are together, all the staves are together, and so on, similarly to how items were laid out in 3.5e. As a DM, if I need to quickly find a sword to award a player, I want to know exactly where to look and what my options are.

It additionally provides suggested costs, attunement requirements, and other relevant details. I've found it very useful in my own campaigns, and hopefully it proves helpful to you as well.

ORGANIZATIONAL TABLES

The tables in the following pages are intended to assist in quickly finding an item of a particular type. If you're looking for a weapon, alphabetical order isn't real helpful, since they might have many different names. The actual descriptions of these items, however, are not included; those must be found in the appropriate book. Reference page numbers are provided, along with their rarity, attunement requirements, and suggested cost (rather than a simple range). Note that these prices are *suggestions*; feel free to adjust them as you see fit.

These tables follow the rules as written; they contain no homebrew information or modifications, and almost all the suggested prices fall within the ranges suggested for items of their rarity.

PRICING EXCEPTIONS

There are a few notable exceptions to rules-as-written price ranges listed in the Dungeon Master's Guide (DMG). It's doubtful that any player would dish out 25,000.01 gp for a *potion of storm giant strength*, even though that's the minimum "by the book" price for a consumable legendary item. You will find that potion costs, particularly those of high rarities, have been modified.

In this edition, the prices for *winged boots* and a *broom of flying* have been increased. Flying is a powerful ability, and it was absurd that these items were cheaper than a *potion of flying*. A potion is now the cheapest way to fly, although any character who wants to do so more than once will still find a broom, wings, or boots a more worthwhile investment.

Several other items also fall outside standard price ranges, primarily because they are underpowered compared to other items of the same tier.

Items with prices intentionally modified beyond the normal range for their rarity are marked with an asterisk (*).

ADJUSTING PRICE BY LOCATION

Magic items are naturally going to be easier to find in urban centers, but even when available in smaller settlements, residents might be reluctant to part with such treasures. While some DMs may not wish to bother with this degree of granularity, those who prefer a formulaic approach can consult the following table for a rough guide to modifying prices based on settlement size (or use it as inspiration for your own table).

PRICE MODIFIERS

Settlement Size	Modifier	Example
Hamlet	100% surcharge	A group of farms
Village	50% surcharge	Phandalin
Town	20% surcharge	Greenest
City	—	Berdusk
Metropolis	10% cheaper	Waterdeep
Megalopolis	20% cheaper	Ravnica, Sharn

SORTING & ABBREVIATIONS

On all tables, items are sorted first by rarity, and second alphabetically. The reference column makes use of multiple abbreviations as shorthand for various D&D books. These are listed below.

REFERENCE ABBREVIATIONS

Book	Abbreviation
Dungeon Master's Guide	DMG
Xanathar's Guide to Everything	XGE
Lost Mine of Phandelver	LMP
Hoard of the Dragon Queen	HDQ
Out of the Abyss	OA
Princes of the Apocalypse	PA
The Rise of Tiamat	RT
Curst of Strahd	CS
Tales from the Yawning Portal	TYP
Storm King's Thunder	SKT
Tomb of Annihilation	TA
Waterdeep: Dragon Heist	WDH
Guildmaster's Guide to Ravnica	GGR
Ghosts of Saltmarsh	GS
Acquisitions Incorporated	AI
Baldur's Gate: Descent into Avernus	BGDA
Eberron: Rising From The Last War	ERLW
Explorer's Guide to Wildemount	EGW
Mythic Odysseys of Theros	MOT

POTIONS & OILS

POTION OR OIL	RARITY	SUGGESTED COST	REFERENCE
Perfume of Bewitching	Common	75 gp	XGE 138
Potion of Climbing	Common	30 gp	DMG 187
Potion of Healing (Common)	Common	50 gp	DMG 187-188
Bottled Breath	Uncommon	350 gp	PA 222
Oil of Slipperiness	Uncommon	250 gp	DMG 184
Philter of Love	Uncommon	150 gp	DMG 184
Potion of Animal Friendship	Uncommon	200 gp	DMG 187
Potion of Fire Breath	Uncommon	350 gp	DMG 187
Potion of Giant Strength (Hill)	Uncommon	125 gp	DMG 187
Potion of Growth	Uncommon	300 gp	DMG 187
Potion of Healing (Uncommon)	Uncommon	300 gp	DMG 187-188
Potion of Poison	Uncommon	500 gp	DMG 188
Potion of Resistance	Uncommon	500 gp	DMG 188
Potion of Waterbreathing	Uncommon	400 gp	DMG 188
Elixir of Health	Rare	2,000 gp	DMG 168
Oil of Etherealness	Rare	2,000 gp	DMG 183
Potion of Aqueous Form	Rare	1,000 gp	MOT 197
Potion of Clairvoyance	Rare	900 gp	DMG 187
Potion of Diminution	Rare	500 gp	DMG 187
Potion of Gaseous Form	Rare	1,500 gp	DMG 187
Potion of Giant Strength (Frost/Stone)	Rare	650 gp	DMG 187
Potion of Giant Strength (Fire)	Rare	1,200 gp	DMG 187
Potion of Healing (Rare)	Rare	750 gp	DMG 187-188
Potion of Heroism	Rare	800 gp	DMG 188
Potion of Invulnerability	Rare	1,500 gp	DMG 188
Potion of Maximum Power	Rare	2,000 gp	EGW 268
Potion of Mind Control (beast)	Rare	1,600 gp	TYP 229
Potion of Mind Control (humanoid)	Rare	2,500 gp	TYP 229
Potion of Mind Reading	Rare	1,100 gp	DMG 188
Oil of Sharpness*	Very Rare	2,200 gp	DMG 184
Potion of Flying	Very Rare	2,500 gp	DMG 187
Potion of Giant Strength (Cloud)*	Very Rare	1,800 gp	DMG 187
Potion of Healing (Very Rare)*	Very Rare	1,500 gp	DMG 187-188
Potion of Invisibility*	Very Rare	2,000 gp	DMG 188
Potion of Longevity	Very Rare	3,000 gp	DMG 188
Potion of Mind Control (monster)	Very Rare	6,000 gp	TYP 229
Potion of Possibility*	Very Rare	1,900 gp	EGW 268
Potion of Speed*	Very Rare	2,000 gp	DMG 188
Potion of Vitality*	Very Rare	1,800 gp	DMG 188
Potion of Giant Size*	Legendary	11,000 gp	SKT 236
Potion of Giant Strength (Storm)*	Legendary	8,000 gp	DMG 187

SPELL SCROLLS

SCROLL	ATTUNE?	SAVE DC	ATTACK BONUS	RARITY	SUGGESTED COST	REFERENCE
Spell Scroll (Cantrip)	No	13	+5	Common	15 gp	DMG 200
Spell Scroll (1st Level)	No	13	+5	Common	25 gp	DMG 200
Spell Scroll (2nd Level)	No	13	+5	Uncommon	150 gp	DMG 200
Spell Scroll (3rd Level)	No	15	+7	Uncommon	400 gp	DMG 200
Spell Scroll (4th Level)	No	15	+7	Rare	800 gp	DMG 200
Spell Scroll (5th Level)	No	17	+9	Rare	1,500 gp	DMG 200
Scroll of Protection	No	—	—	Rare	3,500 gp	DMG 199
Spell Scroll (6th Level)*	No	17	+9	Very Rare	2,000 gp	DMG 200
Spell Scroll (7th Level)	No	18	+10	Very Rare	3,500 gp	DMG 200
Spell Scroll (8th Level)	No	18	+10	Very Rare	5,000 gp	DMG 200
Spell Scroll (9th Level)*	No	19	+11	Legendary	20,000 gp	DMG 200

SPELL GEMS

GEM	ATTUNE?	SAVE DC	ATTACK BONUS	RARITY	SUGGESTED COST	REFERENCE
Spell Gem (Cantrip)	Yes (optional)	13	+5	Uncommon	150 gp	OA 223
Spell Gem (1st Level)	Yes (optional)	13	+5	Uncommon	350 gp	OA 223
Spell Gem (2nd Level)	Yes (optional)	13	+5	Rare	1,500 gp	OA 223
Spell Gem (3rd Level)	Yes (optional)	15	+7	Rare	4,000 gp	OA 223
Spell Gem (4th Level)	Yes (optional)	15	+7	Very Rare	8,000 gp	OA 223
Spell Gem (5th Level)	Yes (optional)	17	+9	Very Rare	15,000 gp	OA 223
Spell Gem (6th Level)	Yes (optional)	17	+9	Very Rare	20,000 gp	OA 223
Spell Gem (7th Level)	Yes (optional)	18	+10	Legendary	35,000 gp	OA 223
Spell Gem (8th Level)	Yes (optional)	18	+10	Legendary	51,000 gp	OA 223
Spell Gem (9th Level)	Yes (optional)	19	+11	Legendary	78,000 gp	OA 223

WEAPONS

WEAPON	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Armsblade (any one-handed melee weapon)	Yes (warforged)	Common	100 gp	ERLW 276
Moon-Touched Sword (any sword)	No	Common	+75 gp	XGE 138
Veteran's Cane	No	Common	50 gp	XGE 139
+1 Weapon (any)	No	Uncommon	500 gp	DMG 213
Blood Spear	Yes	Uncommon	375 gp	CS 221
Hellfire Weapon (any weapon)	No	Uncommon	500 gp	BGDA 223
Ild Rune Weapon (any weapon)	No	Uncommon	400 gp	SKT 235
Javelin of Lightning	No	Uncommon	350 gp	DMG 178
Seeker Dart	No	Uncommon	100 gp	PA 223
Shatterspike (longsword)	Yes	Uncommon	550 gp	TYP 229
Skold Rune Weapon (any two-handed melee weapon)	No	Uncommon	500 gp	SKT 234
Storm Boomerang	No	Uncommon	150 gp	PA 223
Sword of Vengeance (any sword)	Yes	Uncommon	400 gp	DMG 206
Trident of Fish Command	Yes	Uncommon	300 gp	DMG 209
Weapon of Warning	Yes	Uncommon	400 gp	DMG 213
+2 Weapon (any)	No	Rare	2,500 gp	DMG 213
Acheron Blade (any sword)	Yes	Rare	900 gp	EGW 265
Berserker Axe (cursed)	Yes	Rare	2,000 gp	DMG 155

WEAPONS (CONT'D)

WEAPON	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Corpse Slayer (any weapon)	Yes	Rare	1,300 gp	EGW 266
Dagger of Venom	No	Rare	1,500 gp	DMG 161
Dragon Slayer (any sword)	No	Rare	4,800 gp	DMG 166
Dragontooth Dagger	No	Rare	5,000 gp	RT 93
Flame Tongue (any sword)	Yes	Rare	5,000 gp	DMG 170
Giant Slayer (any axe or sword)	No	Rare	4,600 gp	DMG 172
Mace of Disruption	Yes	Rare	1,750 gp	DMG 179
Mace of Smiting	No	Rare	2,000 gp	DMG 179
Mace of Terror	Yes	Rare	3,500 gp	DMG 180
Needle of Mending (dagger)	Yes	Rare	1,400 gp	EGW 268
Sun Blade (longsword)	Yes	Rare	2,000 gp	DMG 205
Sunforger (warhammer)	Yes	Rare	4,600 gp	GGR 181
Sword of Life Stealing (any sword)	Yes	Rare	2,200 gp	DMG 206
Sword of Wounding (any sword)	Yes	Rare	1,200 gp	DMG 207
Two-Birds Sling	No	Rare	4,000 gp	MOT 198
Vicious Weapon (any weapon)	No	Rare	4,000 gp	DMG 209
Weapon of Certain Death (any weapon)	No	Rare	1,500 gp	EGW 270
+3 Weapon (any)	No	Very Rare	15,000 gp	DMG 213
Bloodaxe (greataxe)	Yes	Very Rare	27,000 gp	EGW 266
Dancing Sword (any sword)	Yes	Very Rare	10,000 gp	DMG 161
Duskcrusher (warhammer)	Yes	Very Rare	8,500 gp	EGW 266-267
Dwarven Thrower (warhammer)	Yes	Very Rare	25,000 gp	DMG 167
Dyrrn's Tentacle Whip	Yes	Very Rare	17,000 gp	ERLW 276
Frost Brand (any sword)	Yes	Very Rare	11,000 gp	DMG 171
Nine Lives Stealer (any sword)	Yes	Very Rare	36,000 gp	DMG 183
Oathbow (longbow)	Yes	Very Rare	13,000 gp	DMG 183
Scimitar of Speed	Yes	Very Rare	7,500 gp	DMG 199
Spear of Backbiting (spear or javelin)	Yes	Very Rare	6,500 gp	TYP 229
Sword of the Paruns (longsword)	Yes	Very Rare	16,000 gp	GGR 181
Sword of Sharpness (slashing swords)	Yes	Very Rare	42,000 gp	DMG 206
Azuredge (battleaxe)	Yes	Legendary	53,000 gp	WDH 189
Bookmark (dagger)*	Yes	Legendary	30,000 gp	TA 206
Dawnbringer (longsword)	Yes (non-evil)	Legendary	57,000 gp	OA 222
Defender (any sword)	Yes	Legendary	55,000 gp	DMG 164
Drown (trident)	Yes	Legendary	66,000 gp	PA 224
Fane-Eater	Yes (evil cleric/paladin)	Legendary	55,000 gp	BGDA 223
Gurt's Greataxe	Yes	Legendary	67,000 gp	SKT 234
Hammer of Thunderbolts (maul)	Yes	Legendary	51,000 gp	DMG 173
Hazirawn (greatsword)	Yes	Legendary	66,000 gp	HDQ 94
Holy Avenger (any sword)	Yes (paladin)	Legendary	65,000 gp	DMG 174
Ironfang (war pick)	Yes	Legendary	76,000 gp	PA 224-225
Korolnor Scepter	Yes	Legendary	63,000 gp	SKT 234-235

WEAPONS (CONT'D)

WEAPON	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Luck Blade (any sword)	Yes	Legendary	100,000 gp	DMG 179
Matalotok (warhammer)	Yes	Legendary	70,000 gp	BGDA 224
Orcsplitter (greataxe)	Yes (good dwarf/fighter/paladin)	Legendary	60,000 gp	PA 224
Rakdos Riteknife (dagger)	Yes	Legendary	60,000 gp	GGR 180
Sunsword (longsword)	Yes	Legendary	55,000 gp	CS 223
Sword of Answering (longsword)	Yes (same alignment)	Legendary	51,000 gp	DMG 206
Tinderstrike (dagger)	Yes	Legendary	71,000 gp	PA 225
Vorpal Sword (slashing swords)	Yes	Legendary	75,000 gp	DMG 209
Waythe (greatsword)	Yes	Legendary	62,000 gp	TYP 229
Windvane (spear)	Yes	Legendary	68,000 gp	PA 225

AMMUNITION

AMMUNITION	RARITY	SUGGESTED COST	REFERENCE
Unbreakable Arrow (arrow)	Common	25 gp	XGE 139
Walloping Ammunition (any)	Common	30 gp	XGE 139
+1 Ammunition (any)	Uncommon	50 gp	DMG 150
+2 Ammunition (any)	Rare	250 gp	DMG 150
+3 Ammunition (any)*	Very Rare	1,250 gp	DMG 150
Arrow of Slaying (any)*	Very Rare	1,000 gp	DMG 152
Sling Bullets of Althemone	Very Rare	5,500 gp	MOT 198

SHIELDS

SHIELD	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Shield of Expression	No	Common	50 gp	XGE 139
+1 Shield	No	Uncommon	450 gp	DMG 200
Sentinel Shield	No	Uncommon	300 gp	DMG 199
+2 Shield	No	Rare	4,000 gp	DMG 200
Arrow-Catching Shield	Yes	Rare	4,500 gp	DMG 152
Battering Shield	Yes	Rare	850 gp	EGW 266
Pariah's Shield	Yes	Rare	1,500 gp	GGR 180
Shield of Missile Attraction	Yes	Rare	1,000 gp	DMG 200
Skold Rune Shield	Yes	Rare	2,600 gp	SKT 234
Stein Rune Shield	Yes	Rare	4,600 gp	SKT 235
+3 Shield	No	Very Rare	22,000 gp	DMG 200
Animated Shield	Yes	Very Rare	6,000 gp	DMG 151
Spellguard Shield	Yes	Very Rare	36,000 gp	DMG 201
Shield of the Hidden Lord	Yes	Legendary	86,000 gp	BGDA 225

ARMOR

ARMOR	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Armor of Gleaming (any medium or heavy)	No	Common	+75 gp	XGE 136
Cast-Off Armor (light, medium, or heavy)	No	Common	+50 gp	XGE 136
Smoldering Armor (light, medium, or heavy)	No	Common	+75 gp	XGE 139
Adamantine Armor (medium or heavy, but not hide)	No	Uncommon	+500	DMG 150
Mariner's Armor (light, medium, or heavy)	No	Uncommon	+400	DMG 181
Mithral Armor (medium or heavy, but not hide)	No	Uncommon	+450	DMG 182
Vind Rune Armor (light, medium, or heavy)	Yes	Uncommon	300 gp	SKT 236
+1 Armor (light, medium, or heavy)	No	Rare	3,500	DMG 152
Armor of Resistance (light, medium, or heavy)	Yes	Rare	3,000	DMG 152
Armor of Vulnerability (plate)	Yes	Rare	1,500	DMG 152
Elven Chain (chain shirt)	No	Rare	4,500	DMG 168
Glamoured Studded Leather	No	Rare	4,800	DMG 172
Ild Rune Armor (light, medium, or heavy)	Yes	Rare	3,000 gp	SKT 235
Mizzium Armor (medium or heavy, but not hide)	No	Rare	+1,500 gp	GGR 179
Molten Bronze Skin (breastplate, half plate, or plate)	Yes	Rare	+1300	MOT 196
Scorpion Armor (plate)	Yes	Rare	2,100 gp	TA 208
+2 Armor (light, medium, or heavy)	No	Very Rare	20,000	DMG 152
Demon Armor (plate) (cursed)	Yes	Very Rare	7,500	DMG 165
Dragon Scale Mail	Yes	Very Rare	15,000	DMG 165
Dwarven Plate	No	Very Rare	25,000	DMG 167
Hunter's Coat (leather)	Yes	Very Rare	5,000 gp	EGW 267
Last Stand Armor (any armor)	No	Very Rare	6,500 gp	EGW 267
Living Armor	Yes	Very Rare	9,500 gp	ERLW 278
+3 Armor (light, medium, or heavy)	No	Legendary	51,000	DMG 152
Armor of Invulnerability (plate)	Yes	Legendary	70,000	DMG 152
Efreeti Chain (chain mail)	Yes	Legendary	80,000	DMG 167
Obsidian Flint Dragon Plate*	No	Legendary	27,000 gp	BGDA 224
Plate Armor of Etherealness	Yes	Legendary	60,000	DMG 185

RODS

ROD	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Immovable Rod	No	Uncommon	500 gp	DMG 175
Rod of the Pact Keeper (+1)	Yes	Uncommon	400 gp	DMG 197
Rod of Retribution	Yes	Uncommon	250 gp	EGW 269
Rod of Rulership	Yes	Rare	3,600 gp	DMG 197
Rod of the Pact Keeper (+2)	Yes	Rare	4,000 gp	DMG 197
Rod of the Vonindod	Yes	Rare	3,400 gp	SKT 236
Tentacle Rod	Yes	Rare	2,000 gp	DMG 208
Rod of Absorption	Yes	Very Rare	48,000 gp	DMG 195
Rod of Alertness	Yes	Very Rare	11,000 gp	DMG 196
Rod of Security	No	Very Rare	45,000 gp	DMG 197
Rod of the Pact Keeper (+3)	Yes	Very Rare	14,000 gp	DMG 197
Rod of Lordly Might	Yes	Legendary	70,000 gp	DMG 196
Rod of Resurrection	Yes	Legendary	125,000 gp	DMG 197

WANDS

WAND	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Imbued Wood Focus	Yes	Common	75 gp	ERLW 277
Wand of Conducting	No	Common	90 gp	XGE 140
Wand of Pyrotechnics	No	Common	65 gp	XGE 140
Wand of Scowls	No	Common	60 gp	XGE 140
Wand of Smiles	No	Common	60 gp	XGE 140
+1 Wand of the War Mage	Yes	Uncommon	400 gp	DMG 212
Wand of Entangle	Yes (spellcaster)	Uncommon	300 gp	TYP 229
Wand of Magic Detection	No	Uncommon	150 gp	DMG 211
Wand of Magic Missiles	No	Uncommon	300 gp	DMG 211
Wand of Secrets	No	Uncommon	125 gp	DMG 211
Wand of Web	Yes	Uncommon	250 gp	DMG 212
+2 Wand of the War Mage	Yes	Rare	4,000 gp	DMG 212
Wand of Binding	Yes	Rare	2,500 gp	DMG 209
Wand of Enemy Detection	Yes	Rare	3,750 gp	DMG 210
Wand of Fear	Yes	Rare	3,250 gp	DMG 210
Wand of Fireballs	Yes	Rare	4,800 gp	DMG 210
Wand of Lightning Bolts	Yes	Rare	4,800 gp	DMG 211
Wand of Paralysis	Yes	Rare	4,250 gp	DMG 211
Wand of Viscid Globbs	Yes	Rare	900 gp	OA 223
Wand of Winter	Yes	Rare	4,100 gp	HDQ 94
Wand of Wonder	Yes	Rare	2,250 gp	DMG 212
+3 Wand of the War Mage	Yes	Very Rare	14,000 gp	DMG 212
Wand of Polymorph	Yes	Very Rare	21,000 gp	DMG 211

NEVER LET A RELIC MERCHANT KNOW THAT YOU ACTUALLY WANT SOMETHING. MAKE THEM CONVINCING YOU, AND BE DIFFICULT TO CONVINCING. POINT OUT HOW RARELY IT WOULD BE USEFUL. AFTER ALL, YOU'RE NOT STUPID ENOUGH TO GO OUT ADVENTURING. WHEN, EVENTUALLY, THEY BELIEVE YOU WILL BE DOING THEM A FAVOR TO PURCHASE IT, SPRING. MAKE THE DEAL AS FAST AS POSSIBLE, AND TELL THEM YOU SUPPOSE THEY ARE RIGHT. THIS MIGHT BE USEFUL AFTER ALL.

- FARRICK NUCKLESTABBLE

STAFFS

STAFF	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Staff of Adornment	No	Common	50 gp	XGE 139
Staff of Birdcalls	No	Common	70 gp	XGE 139
Staff of Flowers	No	Common	50 gp	XGE 139
Skyblinder Staff	Yes	Uncommon	375 gp	GGR 181
Staff of the Adder	Yes	Uncommon	350 gp	DMG 203
Staff of the Python	Yes	Uncommon	250 gp	DMG 204
Gulthias Staff	Yes	Rare	2,200 gp	CS 221
Spider Staff	Yes	Rare	1,750 gp	LMP 53
Staff of Charming	Yes	Rare	3,750 gp	DMG 201
Staff of Defense	Yes	Rare	3,400 gp	LMP 53
Staff of Healing	Yes	Rare	4,800 gp	DMG 202
Staff of Swarming Insects	Yes	Rare	4,500 gp	DMG 203
Staff of the Ivory Claw	Yes (spellcaster)	Rare	1,000 gp	EGW 270
Staff of the Woodlands	Yes	Rare	4,500 gp	DMG 204
Staff of Withering	Yes	Rare	2,100 gp	DMG 205
Staff of Dunamancy	Yes (wizard)	Very Rare	27,000 gp	EGW 270
Staff of Fire	Yes	Very Rare	18,000 gp	DMG 201
Staff of Frost	Yes	Very Rare	18,000 gp	DMG 202
Staff of Power	Yes	Very Rare	46,000 gp	DMG 202
Staff of Striking	Yes	Very Rare	36,000 gp	DMG 203
Staff of Thunder and Lightning	Yes	Very Rare	30,000 gp	DMG 204-205
Voyager Staff	Yes (spellcaster)	Very Rare	10,500 gp	GGR 181
Blackstaff	Yes (special)	Legendary	72,000 gp	WDH 190
Dragonstaff of Anghairon	Yes	Legendary	50,500 gp	WDH 191
Staff of the Magi	Yes	Legendary	98,000 gp	DMG 203

RINGS

RING	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Guild Signet	Yes	Uncommon	350 gp	GGR 178
Ring of Jumping	Yes	Uncommon	250 gp	DMG 191
Ring of Mind Shielding	Yes	Uncommon	450 gp	DMG 191
Ring of Obscuring	Yes	Uncommon	150 gp	EGW 269
Ring of Swimming	No	Uncommon	300 gp	DMG 193
Ring of Truth Telling	Yes	Uncommon	150 gp	WDH 192
Ring of Warmth	Yes	Uncommon	480 gp	DMG 193
Ring of Water Walking	No	Uncommon	500 gp	DMG 193
Ring of Animal Influence	No	Rare	1,000 gp	DMG 189
Ring of Evasion	Yes	Rare	4,900 gp	DMG 191
Ring of Feather Falling	Yes	Rare	2,200 gp	DMG 191
Ring of Free Action	Yes	Rare	4,500 gp	DMG 191
Ring of Protection	Yes	Rare	3,000 gp	DMG 191
Ring of Resistance	Yes	Rare	3,500 gp	DMG 192
Ring of Spell Storing	Yes	Rare	3,600 gp	DMG 192
Ring of Temporal Salvation	Yes	Rare	2,250 gp	EGW 269
Ring of the Ram	Yes	Rare	4,000 gp	DMG 193
Ring of X-Ray Vision	Yes	Rare	3,500 gp	DMG 193

RINGS (CONT'D)

RING	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Ring of Elemental Command	Yes	Legendary	200,000 gp	DMG 190
Ring of Invisibility	Yes	Legendary	75,000 gp	DMG 191
Ring of Spell Turning	Yes	Legendary	66,000 gp	DMG 193
Ring of Three Wishes	No	Legendary	97,950 gp	DMG 193
Ring of Regeneration	Yes	Very Rare	40,000 gp	DMG 191
Ring of Shooting Stars	Yes	Very Rare	20,000 gp	DMG 192
Ring of Telekinesis	Yes	Very Rare	25,000 gp	DMG 193
Ring of Djinni Summoning	Yes	Legendary	125,000 gp	DMG 190

WONDROUS ITEMS: HEAD

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Breathing Bubble	No	Common	50 gp	EGW 266
Dread Helm	No	Common	55 gp	XGE 137
Hat of Vermin	No	Common	65 gp	XGE 137
Hat of Wizardry	Yes (wizard)	Common	75 gp	XGE 137
Cap of Water Breathing	No	Uncommon	450 gp	DMG 157
Circlet of Blasting	No	Uncommon	350 gp	DMG 158
Hat of Disguise	Yes	Uncommon	475 gp	DMG 173
Headband of Intellect	Yes	Uncommon	450 gp	DMG 173
Helm of Comprehending Languages	No	Uncommon	200 gp	DMG 173
Helm of Telepathy	Yes	Uncommon	300 gp	DMG 174
Helm of Underwater Action	Yes	Uncommon	500 gp	GS 229
Spies' Murmur	Yes	Uncommon	475 gp	GGR 181
Helm of Teleportation	Yes	Rare	4,250 gp	DMG 174
Helm of the Gods	Yes	Rare	1,200 gp	MOT 196
Ioun Stone: Awareness	Yes	Rare	4,000 gp	DMG 176-177
Ioun Stone: Protection	Yes	Rare	3,600 gp	DMG 176-177
Ioun Stone: Reserve	Yes	Rare	4,500 gp	DMG 176-177
Ioun Stone: Sustenance	Yes	Rare	3,000 gp	DMG 176-177
Knave's Eye Patch	Yes	Rare	2,000 gp	WDH 191
Helm of Brilliance	Yes	Very Rare	32,000 gp	DMG 173
Helm of Devil Command	Yes (special)	Very Rare	21,500 gp	BGDA 223
Ioun Stone: Absorption	Yes	Very Rare	20,000 gp	DMG 176-177
Ioun Stone: Agility	Yes	Very Rare	8,000 gp	DMG 176-177
Ioun Stone: Fortitude	Yes	Very Rare	8,000 gp	DMG 176-177
Ioun Stone: Insight	Yes	Very Rare	8,000 gp	DMG 176-177
Ioun Stone: Intellect	Yes	Very Rare	8,000 gp	DMG 176-177
Ioun Stone: Leadership	Yes	Very Rare	8,000 gp	DMG 176-177
Peregrine Mask	Yes	Very Rare	6,000 gp	GGR 180
Ioun Stone: Strength	Yes	Very Rare	8,000 gp	DMG 176-177
Belashyrra's Beholder Crown	Yes	Legendary	51,000 gp	ERLW 276
Ioun Stone: Greater Absorption	Yes	Legendary	60,000 gp	DMG 176-177
Ioun Stone: Mastery	Yes	Legendary	60,000 gp	DMG 176-177
Ioun Stone: Regeneration	Yes	Legendary	55,000 gp	DMG 176-177
Lost Crown of Besilmer	Yes	Legendary	23,000 gp	PA 223-224

WONDROUS ITEMS: EYES

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Ersatz Eye	Yes	Common	75 gp	XGE 137
Eyes of Charming	Yes	Uncommon	300 gp	DMG 168
Eyes of Minute Seeing	No	Uncommon	150 gp	DMG 168
Eyes of the Eagle	Yes	Uncommon	400 gp	DMG 168
Finder's Goggles	Yes (Mark of Finding)	Uncommon	500 gp	ERLW 277
Goggles of Night	No	Uncommon	300 gp	DMG 172
Goggles of Object Reading	Yes	Uncommon	350 gp	EGW 267
Mast of the Beast	No	Uncommon	200 gp	TA 207
Black Dragon Mask	Yes	Legendary	95,000 gp	HDQ 94

WONDROUS ITEMS: NECK

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Clockwork Amulet	No	Common	100 gp	XGE 137
Dark Shard Amulet	Yes (warlock)	Common	75 gp	XGE 137
Amulet of Proof Against Detection and Location	Yes	Uncommon	400 gp	DMG 150
Amulet of the Drunkard	No	Uncommon	500 gp	EGW 265
Brooch of Shielding	Yes	Uncommon	375 gp	DMG 156
Medallion of Thoughts	Yes	Uncommon	300 gp	DMG 181
Necklace of Adaptation	Yes	Uncommon	450 gp	DMG 182
Periapt of Health	No	Uncommon	250 gp	DMG 184
Periapt of Wound Closure	Yes	Uncommon	375 gp	DMG 184
Amulet of Health	Yes	Rare	4,000 gp	DMG 150
Amulet of Protection from Turning	Yes	Rare	3,600 gp	TYP 228
Charm of Plant Command	Yes	Rare	1,500 gp	GS 229
Necklace of Fireballs	No	Rare	4,350 gp	DMG 182
Necklace of Prayer Beads	Yes (cleric/druid/paladin)	Rare	5,000 gp	DMG 182
Periapt of Proof Against Poison	No	Rare	4,700 gp	DMG 184
Amulet of the Black Skull	Yes	Very Rare	6,400 gp	TA 206
Amulet of the Planes	Yes	Very Rare	43,000 gp	DMG 150
Holy Symbol of Ravenkind	Yes (good cleric/paladin)	Legendary	51,000 gp	CS 222
Scarab of Protection	Yes	Legendary	58,000 gp	DMG 199

WONDROUS ITEMS: SHOULDERS

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Cloak of Billowing	No	Common	100 gp	XGE 136
Cloak of Many Fashions	No	Common	90 gp	XGE 136
Cloak of Elvenkind	Yes	Uncommon	250 gp	DMG 158
Cloak of Protection	Yes	Uncommon	400 gp	DMG 159
Cloak of the Manta Ray	No	Uncommon	350 gp	DMG 159
Piwafwi (Cloak of Elvenkind)	Yes	Uncommon	200 gp	OA 222
Cape of the Mountebank	No	Rare	3,900 gp	DMG 157
Cloak of Displacement	Yes	Rare	3,600 gp	DMG 158
Cloak of the Bat	Yes	Rare	4,600 gp	DMG 159
Hell Hound Cloak	Yes	Rare	1,700 gp	TYP 228
Ise Rune Cloak	Yes	Rare	1,200 gp	SKT 237

WONDROUS ITEMS: SHOULDERS (CONT'D)

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Mantle of Spell Resistance	Yes	Rare	4,200 gp	DMG 180
Piwafwi of Fire Resistance	Yes	Rare	1,400 gp	OA 222
Vind Rune Cloak	Yes	Rare	650 gp	SKT 236
Wings of Flying	Yes	Rare	3,600 gp	DMG 214
Cloak of Arachnida	Yes	Very Rare	14,000 gp	DMG 158
Cloak of Invisibility	Yes	Legendary	54,000 gp	DMG 158-159

WONDROUS ITEMS: ARMS & WRISTS

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Prosthetic Limb	Yes	Common	100 gp	ERLW 278; EGW 268
Wand Sheath	Yes (warforged)	Common	75 gp	ERLW 279
Bracers of Archery	Yes	Uncommon	350 gp	DMG 156
Bracer of Flying Daggers	Yes	Rare	1,000 gp	WDH 190
Bracers of Defense	Yes	Rare	4,000 gp	DMG 156
Arcane Propulsion Arm	Yes	Very Rare	5,100 gp	ERLW 276
Bracelet of Rock Magic	Yes	Very Rare	9,000 gp	TYP 228
Illusionist's Bracers	Yes (spellcaster)	Very Rare	13,500 gp	GGR 178

WONDROUS ITEMS: HANDS

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Prosthetic Limb	Yes	Common	100 gp	ERLW 278; EGW 268
Gauntlets of Ogre Power	Yes	Uncommon	450 gp	DMG 171
Gloves of Missile Snaring	Yes	Uncommon	325 gp	DMG 172
Gloves of Swimming and Climbing	Yes	Uncommon	250 gp	DMG 172
Gloves of Thievery	No	Uncommon	300 gp	DMG 172
Living Gloves	Yes	Uncommon	500 gp	ERLW 278
Claws of the Umber Hulk	Yes	Rare	4,300 gp	PA 222
Gauntlets of Flaming Fury	Yes	Rare	2,000 gp	BGDA 223
Arcane Propulsion Arm	Yes	Very Rare	5,100 gp	ERLW 276

WONDROUS ITEMS: WAIST

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Belt of Dwarvenkind	Yes	Rare	5,000 gp	DMG 155
Belt of Giant Strength (Hill)	Yes	Rare	4,000 gp	DMG 155
Belt of Giant Strength (Stone/Frost)	Yes	Very Rare	12,000 gp	DMG 155
Belt of Giant Strength (Fire)	Yes	Very Rare	36,000 gp	DMG 155
Belt of Giant Strength (Cloud)	Yes	Legendary	66,000 gp	DMG 155
Belt of Giant Strength (Storm)	Yes	Legendary	100,000 gp	DMG 155

WONDROUS ITEMS: BODY

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Clothes of Mending	No	Common	50 gp	XGE 137
Glameweave (common)	No	Common	50 gp	ERLW 277
Shiftweave	No	Common	100 gp	ERLW 279
Glameweave (uncommon)	No	Uncommon	150 gp	ERLW 277
Mizzium Apparatus	Yes (special)	Uncommon	500 gp	GGR 179
Robe of Serpents	Yes	Uncommon	375 gp	SKT 236
Robe of Useful Items	No	Uncommon	400 gp	DMG 195
Wingwear	Yes	Uncommon	300 gp	PA 223
Butcher's Bib	Yes	Rare	2,750 gp	EGW 266
Lord's Ensemble	Yes	Rare	5,000 gp	WDH 191
Robe of Eyes	Yes	Rare	5,000 gp	DMG 193-194
Robe of Summer	Yes	Rare	2,900 gp	TYP 229
Robe of Scintillating Colors	Yes	Very Rare	27,000 gp	DMG 194
Robe of Stars	Yes	Very Rare	45,000 gp	DMG 194
Robe of the Archmagi	Yes	Legendary	75,000 gp	DMG 194

WONDROUS ITEMS: FEET

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Boots of False Tracks	No	Common	60 gp	XGE 136
Prosthetic Limb	Yes	Common	100 gp	ERLW 278; EGW 268
Boots of Elvenkind	No	Uncommon	400 gp	DMG 155
Boots of Striding and Springing	Yes	Uncommon	200 gp	DMG 156
Boots of the Winterlands	Yes	Uncommon	300 gp	DMG 156
Slippers of Spider Climbing	Yes	Uncommon	500 gp	DMG 200
Stein Rune Boots	Yes	Uncommon	350 gp	SKT 235
Winged Boots*	Yes	Uncommon	5,000 gp	DMG 214
Boots of Levitation	Yes	Rare	4,500 gp	DMG 155
Boots of Speed	Yes	Rare	3,000 gp	DMG 155
Ise Rune Boots	Yes	Rare	2,650 gp	SKT 237
Vind Rune Boots	Yes	Rare	650 gp	SKT 236

WHEN IT COMES TO RELICS AND OTHER MAGICAL FIDDLE FADDE, GO FOR NONDESCRIPT. TRY TO FIND A RING OF RESISTANCE THAT LOOKS LIKE EVERY OTHER RING OF RESISTANCE. IF IT HAS A MAKER'S MARK, WORRY. IF IT'S GOT A NAME INSCRIBED, SELL IT TO THE NEXT PERSON YOU SEE.

- FARRICK NUCKLESTABLE

WONDROUS ITEMS: OTHER & NONE

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Bead of Nourishment	No	Common	25 gp	XGE 136
Bead of Refreshment	No	Common	25 gp	XGE 136
Candle of the Deep	No	Common	50 gp	XGE 136
Charlatan's Die	Yes	Common	80 gp	XGE 136
Cleansing Stone	No	Common	50 gp	ERLW 276
Coin of Delving	No	Common	50 gp	EGW 266
Ear Horn of Hearing	No	Common	75 gp	XGE 137
Enduring Spellbook	No	Common	100 gp	XGE 137
Everbright Lantern	No	Common	100 gp	ERLW 277
Feather Token	No	Common	25 gp	ERLW 277
Heward's Handy Spice Pouch	No	Common	100 gp	XGE 137
Horn of Silent Alarm	No	Common	85 gp	XGE 137
Instrument of Illusions	Yes	Common	100 gp	XGE 137
Instrument of Scribing	Yes	Common	80 gp	XGE 138
Keycharm	Yes (Mark of Warding)	Common	50 gp	ERLW 277
Lock of Trickery	No	Common	50 gp	XGE 138
Moodmark Paint	No	Common	50 gp	GGR 180
Mystery Key	No	Common	50 gp	XGE 138
Orb of Direction	No	Common	50 gp	XGE 138
Orb of Shielding	Yes	Common	80 gp	ERLW 278
Orb of Time	No	Common	50 gp	XGE 138
Pipe of Remembrance	No	Common	50 gp	GS 229
Pipe of Smoke Monsters	No	Common	50 gp	XGE 138
Pole of Angling	No	Common	50 gp	XGE 138
Pole of Collapsing	No	Common	55 gp	XGE 138
Pot of Awakening	No	Common	85 gp	XGE 138
Pressure Capsule	No	Common	25 gp	GS 229
Rope of Mending	No	Common	50 gp	XGE 138
Ruby of the War Mage	Yes (spellcaster)	Common	100 gp	XGE 138
Scribe's Pen	Yes (Mark of Scribing)	Common	60 gp	ERLW 278-279
Sekolahian Worshipping Statuette	No	Common	50 gp	GS 229
Spellshard	No	Common	100 gp	ERLW 279
Talking Doll	Yes	Common	75 gp	XGE 139
Tankard of Sobriety	No	Common	80 gp	XGE 139
Vox Seeker	No	Common	100 gp	EGW 270
Alchemy Jug	No	Uncommon	100 gp	DMG 150
Bag of Holding	No	Uncommon	500 gp	DMG 153-154
Bag of Tricks	No	Uncommon	350 gp	DMG 154
Balance of Harmony	No	Uncommon	200 gp	TYP 228
Balloon Pack	No	Uncommon	275 gp	PA 222
Brooch of Living Essence	Yes	Uncommon	250 gp	EGW 266
Broom of Flying*	No	Uncommon	4,500 gp	DMG 156
Cursed Luckstone	Yes	Uncommon	250 gp	GS 229
Decanter of Endless Water	No	Uncommon	300 gp	DMG 161
Deck of Illusions	No	Uncommon	450 gp	DMG 161-162
Driftglobe	No	Uncommon	100 gp	DMG 166

WONDROUS ITEMS: OTHER & NONE (CONT'D)

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Dust of Deliciousness	No	Uncommon	150 gp	EGW 267
Dust of Disappearance	No	Uncommon	200 gp	DMG 166
Dust of Dryness	No	Uncommon	350 gp	DMG 166
Dust of Sneezing and Choking	No	Uncommon	150 gp	DMG 166
Earworm	Yes	Uncommon	225 gp	ERLW 277
Elemental Gem	No	Uncommon	250 gp	DMG 168
Eversmoking Bottle	No	Uncommon	270 gp	DMG 168
Figurine of Wondrous Power (Silver Raven)	No	Uncommon	380 gp	DMG 170
Gem of Brightness	No	Uncommon	250 gp	DMG 171
Guild Charms	No	Uncommon	450 gp	GGR 173
Infernal Puzzle Box*	No	Uncommon	3,500 gp	BGDA 224
Insignia of Claws	No	Uncommon	450 gp	HDQ 94
Instrument of the Bards (Doss Lute)	Yes (bard)	Uncommon	250 gp	DMG 176
Instrument of the Bards (Fochlucan Bandore)	Yes (bard)	Uncommon	350 gp	DMG 176
Instrument of the Bards (Mac-Fuimidh Cittern)	Yes (bard)	Uncommon	450 gp	DMG 176
Keoghtom's Ointment	No	Uncommon	400 gp	DMG 179
Lantern of Revealing	No	Uncommon	500 gp	DMG 179
Night Caller	No	Uncommon	350 gp	TYP 228
Paper Bird	No	Uncommon	350 gp	WDH 191
Pearl of Power	Yes (spellcaster)	Uncommon	400 gp	DMG 184
Pipes of Haunting	No	Uncommon	300 gp	DMG 185
Pipes of the Sewers	Yes	Uncommon	150 gp	DMG 185
Pyroconverger	Yes	Uncommon	250 gp	GGR 180
Quiver of Ehlonna	No	Uncommon	250 gp	DMG 189
Rakdos Keyrune	Yes (special)	Uncommon	400 gp	GGR 178
Rope of Climbing	No	Uncommon	350 gp	DMG 197
Saddle of the Cavalier	No	Uncommon	250 gp	DMG 199
Sending Stones	No	Uncommon	500 gp	DMG 199
Simic Keyrune	Yes (special)	Uncommon	500 gp	GGR 178
Smokepowder	No	Uncommon	325 gp	WDH 192
Soul Coin	No	Uncommon	250 gp	BGDA 225
Stone of Good Luck	Yes	Uncommon	400 gp	DMG 205
Stone of Ill Luck	Yes	Uncommon	400 gp	TYP 229
Wheel of Wind and Water	No	Uncommon	350 gp	ERLW 280
Wind Fan	No	Uncommon	150 gp	DMG 213
Azorius Keyrune	Yes (special)	Rare	1,000 gp	GGR 177
Badge of the Watch	Yes (special)	Rare	3,250 gp	WDH 189
Bag of Beans	No	Rare	4,200 gp	DMG 152
Banner of the Krig Rune	Yes	Rare	4,400 gp	SKT 233
Bead of Force	No	Rare	3,000 gp	DMG 154
Blod Stone	Yes	Rare	6,500 gp	SKT 233
Boros Keyrune	Yes (special)	Rare	3,500 gp	GGR 177
Bowl of Commanding Water Elementals	No	Rare	4,700 gp	DMG 156
Brazier of Commanding Fire Elementals	No	Rare	4,700 gp	DMG 156
Censer of Controlling Air Elementals	No	Rare	4,700 gp	DMG 158
Chime of Opening	No	Rare	3,000 gp	DMG 158

WONDROUS ITEMS: OTHER & NONE (CONT'D)

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Claw of the Wyrms Rune	Yes	Rare	4,400 gp	SKT 233
Cube of Force	Yes	Rare	5,000 gp	DMG 159-160
Daern's Instant Fortress	No	Rare	5,000 gp	DMG 160-161
Dimensional Shackles	No	Rare	2,800 gp	DMG 165
Docent	Yes (warforged)	Rare	4,500 gp	ERLW 276
Eagle Whistle	No	Rare	600 gp	TYP 228
Feather of Diatryma Summoning	Yes	Rare	600 gp	WDH 191
Figurine of Wondrous Power (Bronze Griffon)	No	Rare	3,600 gp	DMG 169
Figurine of Wondrous Power (Ebony Fly)	No	Rare	3,600 gp	DMG 169
Figurine of Wondrous Power (Golden Lions)	No	Rare	5,000 gp	DMG 169
Figurine of Wondrous Power (Ivory Goats)	No	Rare	5,000 gp	DMG 169
Figurine of Wondrous Power (Marble Elephant)	No	Rare	5,000 gp	DMG 170
Figurine of Wondrous Power (Onyx Dog)	No	Rare	3,200 gp	DMG 170
Figurine of Wondrous Power (Serpentine Owl)	No	Rare	3,000 gp	DMG 170
Flying Chariot	No	Rare	4,750 gp	MOT 196
Folding Boat	No	Rare	4,750 gp	DMG 170-171
Gavel of the Venn Rune	Yes	Rare	2,800 gp	SKT 234
Gem of Seeing	Yes	Rare	5,000 gp	DMG 172
Ghost Lantern	Yes	Rare	1,750 gp	TA 206
Gruul Keyrune	Yes (special)	Rare	2,800 gp	GGR 177
Heward's Handy Haversack	No	Rare	2,000 gp	DMG 174
Horn of Blasting	No	Rare	2,500 gp	DMG 174-175
Horn of Valhalla (Silver/Brass)	No	Rare	5,000 gp	DMG 175
Horseshoes of Speed	No	Rare	3,000 gp	DMG 175
Instrument of the Bards (Canaith Mandolin)	Yes (bard)	Rare	3,750 gp	DMG 176
Instrument of the Bards (Cli Lyre)	Yes (bard)	Rare	4,250 gp	DMG 176
Iron Bands of Bilarro	No	Rare	2,600 gp	DMG 177
Izzet Keyrune	Yes (special)	Rare	1,850 gp	GGR 177
Loadstone	No	Rare	150 gp	TYP 228
Mirror of the Past	No	Rare	3,800 gp	TYP 228
Mizzium Mortar	No	Rare	2,100 gp	GGR 179
Opal of the Ild Rune	Yes	Rare	3,500 gp	SKT 235
Orb of the Stein Rune	Yes	Rare	2,700 gp	SKT 235
Orzhov Keyrune	Yes (special)	Rare	1,100 gp	GGR 178
Portable Hole	No	Rare	5,000 gp	DMG 185-187
Quaal's Feather Token	No	Rare	1,000 gp	DMG 188-189
Rope of Entanglement	No	Rare	1,000 gp	DMG 197-199
Selesnya Keyrune	Yes (special)	Rare	1,500 gp	GGR 178
Siren Song Lyre	Yes	Rare	650 gp	MOT 198
Stone of Controlling Earth Elementals	No	Rare	4,700 gp	DMG 205
Stonespeaker Crystal	Yes	Rare	4,600 gp	OA 223
Ventilating Lungs	Yes	Rare	1,000 gp	ERLW 279
Weird Tank	Yes	Rare	2,200 gp	PA 223
Arcane Cannon	No	Very Rare	6,500 gp	EGW 265
Bag of Devouring	No	Very Rare	12,000 gp	DMG 153
Battle Standard of Infernal Power	Yes	Very Rare	6,000 gp	BGDA 223

WONDROUS ITEMS: OTHER & NONE (CONT'D)

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Candle of Invocation	Yes	Very Rare	8,400 gp	DMG 157
Carpet of Flying	No	Very Rare	44,000 gp	DMG 157
Chronolometer	Yes	Very Rare	12,500 gp	AI 220
Conch of Teleportation*	Yes	Very Rare	1,850 gp	SKT 234
Crystal Ball	Yes	Very Rare	42,000 gp	DMG 159
Devastation Orb (Air)	No	Very Rare	8,000 gp	PA 222
Devastation Orb (Earth)	No	Very Rare	11,000 gp	PA 222
Devastation Orb (Fire)	No	Very Rare	9,500 gp	PA 222
Devastation Orb (Water)	No	Very Rare	9,500 gp	PA 223
Dimensional Loop	Yes	Very Rare	6,000 gp	AI 220-221
Dimir Keyrune	Yes (special)	Very Rare	26,000 gp	GGR 177
Dispelling Stone	No	Very Rare	7,000 gp	EGW 266
Efreeti Bottle	No	Very Rare	45,000 gp	DMG 167
Far Gear	Yes	Very Rare	7,500 gp	AI 221
Figurine of Wondrous Power (Obsidian Steed)	No	Very Rare	28,500 gp	DMG 170
Golgari Keyrune	Yes (special)	Very Rare	7,500 gp	GGR 177
Horn of Valhalla (Bronze)	No	Very Rare	20,000 gp	DMG 175
Horseshoes of a Zephyr	No	Very Rare	6,000 gp	DMG 175
Ingot of the Skold Rune	Yes	Very Rare	15,000 gp	SKT 234
Instrument of the Bards (Anstruth Harp)	Yes (bard)	Very Rare	17,500 gp	DMG 176
Kyrzin's Ooze	Yes	Very Rare	21,000 gp	ERLW 278
Manual of Bodily Health	No	Very Rare	36,000 gp	DMG 180
Manual of Gainful Exercise	No	Very Rare	36,000 gp	DMG 180
Manual of Golems	No	Very Rare	22,000 gp	DMG 180-181
Manual of Quickness of Action	No	Very Rare	36,000 gp	DMG 181
Mirror of Life Trapping	No	Very Rare	50,000 gp	DMG 181-182
Navigation Orb	Yes	Very Rare	27,000 gp	SKT 235
Nolzur's Marvelous Pigments	No	Very Rare	16,000 gp	DMG 183
Orb of the Veil	Yes	Very Rare	31,000 gp	EGW 268
Pennant of the Vind Rune	Yes	Very Rare	13,000 gp	SKT 235-236
Reincarnation Dust	No	Very Rare	3,500 gp	EGW 268
Rotor of Return*	Yes	Very Rare	2,500 gp	AI 221
Shard of the Ise Rune	Yes	Very Rare	9,000 gp	SKT 236
Speaking Stone	No	Very Rare	5,000 gp	ERLW 279
Timepiece of Travel	Yes	Very Rare	8,000 gp	AI 221-222
Tome of Clear Thought	No	Very Rare	36,000 gp	DMG 208
Tome of Leadership and Influence	No	Very Rare	36,000 gp	DMG 208
Wheel of Stars	Yes	Very Rare	6,500 gp	AI 222
Tome of Understanding	No	Very Rare	36,000 gp	DMG 209
Apparatus of Kwalish	No	Legendary	90,000 gp	DMG 151
Crystal Ball of Mind Reading	Yes	Legendary	51,000 gp	DMG 159
Crystal Ball of Telepathy	Yes	Legendary	70,000 gp	DMG 159
Crystal Ball of True Seeing	Yes	Legendary	80,000 gp	DMG 159
Cubic Gate	No	Legendary	164,000 gp	DMG 160
Deck of Many Things	No	Legendary	200,000 gp	DMG 162-164
Horn of Valhalla (Iron)	No	Legendary	50,000 gp	DMG 175

ITEM	ATTUNE?	RARITY	SUGGESTED COST	REFERENCE
Icon of Ravenloft	Yes (good)	Legendary	50,500 gp	CS 222
Infernal Tack*	Yes (evil)	Legendary	8,000 gp	BGDA 224
Instrument of the Bards (Ollamh Harp)	Yes (bard)	Legendary	51,000 gp	DMG 176
Iron Flask	No	Legendary	170,000 gp	DMG 178
Luxon Beacon*	No	Legendary	35,000 gp	EGW 268
Nightfall Pearl	Yes	Legendary	51,000 gp	EGW 268
Pyxis of Pandemonium*	No	Legendary	25,000 gp	MOT 197
Sovereign Glue*	No	Legendary	5,000 gp	DMG 200
Spell Bottle	Yes	Legendary	75,000 gp	EGW 269
Sphere of Annihilation	No	Legendary	200,000 gp	DMG 201
Talisman of Pure Good	Yes (good)	Legendary	125,000 gp	DMG 207
Talisman of the Sphere	Yes	Legendary	75,000 gp	DMG 207
Talisman of Ultimate Evil	Yes (evil)	Legendary	125,000 gp	DMG 207
Tome of the Stilled Tongue	Yes (wizard)	Legendary	60,000 gp	DMG 208
Universal Solvent*	No	Legendary	5,000 gp	DMG 209
Well of Many Worlds	No	Legendary	90,000 gp	DMG 213

BEST WAY TO MAKE MONEY IN THIS BUSINESS? FIND AN ENCHANTER. BECOME THEIR BEST FRIEND. GO TO THEIR WEDDING, AND GIVE A GREAT GIFT. BECOME A GODPARENT TO THEIR CHILDREN, OFFER TO BABYSIT THOSE CHILDREN WHILE THE ENCHANTER GOES ON AN ADVENTURE WHICH SOMEHOW DRAGS ON FOR THREE YEARS, AND THEN WHEN THEY EVENTUALLY RETURN, COMPLETELY UN-CURSED, THEY'LL BE SO GRATEFUL TO YOU THAT YOU'LL GET A STEADY SUPPLY OF BRAND NEW RELICS AT A GREAT PRICE. WORKS EVERY TIME.
- FARRICK NUCKLESTABLE



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