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Magic Arms and Armor
Price Guide

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Light Armor

Padded	Cost in GP	Attunement
Common		
Cast-Off Armor	50	-
Smoldering Armor	75	-
Uncommon		
Mariner's Armor	350	-
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Leather	Cost in GP	Attunement
Common		
Cast-Off Armor	50	-
Smoldering Armor, Leather	75	-
Uncommon		
Mariner's Armor	350	-
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Leather Golem Armor	3,500	Required
Very Rare		
Armor, +2	22,500	-
Heward's Hireling Armor	45,000	Required
Hunter's Coat	25,000	Required
Last Stand Armor	7,500	-
Living Armor	10,000	Required

Leather	Cost in GP	Attunement
Legendary		
Armor, +3	275,000	-

Studded Leather	Cost in GP	Attunement
Common		
Cast-Off Armor	100	-
Smoldering Armor	125	-
Uncommon		
Mariner's Armor	400	-
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Glamoured Studded Leather	2,000	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Medium Armor

Hide	Cost in GP	Attunement
Common		
Armor of Gleaming		
Cast-Off Armor	100	-
Smoldering Armor	50	-
Mariner's Armor	75	-
Uncommon		
Elven Chain	375	-
Rare		
Adamantine Armor	5,000	Required
Armor, +1	1,000	-
Very Rare		
Adamantine Armor	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Adamantine Armor	275,000	-
Hide of the Feral Guardian	500,000	Required

Chain Shirt	Cost in GP	Attunement
Common		
Armor of Gleaming		
Cast-Off Armor	150	-
Smoldering Armor	100	-
Mariner's Armor	125	-
Uncommon		
Adamantine Armor	200	-
Mariner's Armor	400	-
Mithral Armor	250	-
Rare		
Adamantine Armor	5,000	Required
Armor, +1	1,000	-
Elven Chain	4,250	-
Mizziu Armor	3,250	-

Chain Shirt	Cost in GP	Attunement
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Scale Mail	Cost in GP	Attunement
Common		
Armor of Gleaming	150	-
Cast-Off Armor	100	-
Smoldering Armor	125	-
Uncommon		
Adamantine Armor	200	-
Mariner's Armor	400	-
Mithral Armor	250	-
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Mizzium Armor	3,250	-
Very Rare		
Armor, +2	22,500	-
Dragon Scale Mail	17,500	Required
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Spiked Armor	Cost in GP	Attunement
Common		
Armor of Gleaming	175	-
Cast-Off Armor	125	-
Smoldering Armor	150	-
Uncommon		
Mariner's Armor	425	-

Spiked Armor	Cost in GP	Attunement
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Mizzium Armor	3,250	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Breastplate	Cost in GP	Attunement
Common		
Armor of Gleaming	500	-
Cast-Off Armor	450	-
Smoldering Armor	475	-
Uncommon		
Adamantine Armor	550	-
Mariner's Armor	750	-
Mithral Armor	600	-
Rare		
Armor of Resistance	5,500	Required
Armor, +1	1,500	-
Dragonguard	3,750	-
Mizzium Armor	3,750	-
Molten Bronze Skin	5,250	Required
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Half Plate	Cost in GP	Attunement
Common		
Armor of Gleaming		
Cast-Off Armor	850	-
Smoldering Armor	800	-
Uncommon		
Adamantine Armor	825	-
Mariner's Armor	900	-
Mithral Armor	1,100	-
Rare		
Armor of Resistance	950	Required
Armor, +1	2,500	-
Mithral Half Plate, +1	4,000	-
Mizzium Armor	5,500	Required
Very Rare		
Armor, +2	7,500	-
Last Stand Armor	10,000	Required
Living Armor	22,500	-
Legendary		
Armor, +3	275,000	-

Heavy Armor

Ring Mail	Cost in GP	Attunement
Common		
Armor of Gleaming		
	125	-
Cast-Off Armor	75	-
Smoldering Armor	100	-
Uncommon		
Adamantine Armor	175	-
Mariner's Armor	375	-
Mind Carapace Armor	400	Required
Mithral Armor	225	-
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Mizzium Armor	3,250	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Chain Mail	Cost in GP	Attunement
Common		
Armor of Gleaming		
	175	-
Cast-Off Armor	125	-
Smoldering Armor	150	-
Uncommon		
Adamantine Armor	225	-
Mariner's Armor	425	-
Mind Carapace Armor	450	Required
Mithral Armor	275	-

Chain Mail	Cost in GP	Attunement
Rare		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Mizzium Armor	3,250	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-
Efreeti Chain	225,000	Required

Splint	Cost in GP	Attunement
Common		
Armor of Gleaming	300	-
Cast-Off Armor	250	-
Smoldering Armor	275	-
Uncommon		
Adamantine Armor	350	-
Mariner's Armor	550	-
Mind Carapace Armor	575	Required
Mithral Armor	400	-
Rare		
Armor of Resistance	5,250	Required
Armor, +1	1,250	-
Mizzium Armor	3,500	-
Very Rare		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
Legendary		
Armor, +3	275,000	-

Plate	Cost in GP	Attunement
Common		
Armor of Gleaming	1,600	-
Cast-Off Armor	1,550	-
Smoldering Armor	1,575	-
Uncommon		
Adamantine Armor	1,650	-
Mariner's Armor	1,850	-
Mind Carapace Plate	1,875	Required
Mithral Armor	1,700	-
Rare		
Armor of Resistance	6,500	Required
Armor of Vulnerability	4,500	Required
Armor, +1	2,500	-
Mizzium Armor	4,750	-
Molten Bronze Skin	6,250	Required
Scorpion Armor	4,750	Required
Very Rare		
Armor, +2	25,000	-
Demon Armor	45,000	Required
Dwarven Plate	27,500	-
Last Stand Armor	10,000	-
Living Armor	12,500	Required
Legendary		
Armor of Invulnerability	200,000	Required
Armor, +3	275,000	-
Obsidian Flint Dragon Plate	150,000	-
Plate Armor of Etherealness	500,000	Required
Powered Armor	400,000	Required

Shields

Shields	Cost in GP	Attunement
Common		
Shield of Expression		
	50	-
Uncommon		
Sentinel Shield	375	-
Shield, +1	300	-
Rare		
Arrow-Catching Shield	4,750	Required
Battering Shield	4,000	Required
Pariah's Shield	5,000	Required
Shield of Far Sight	3,000	-
Shield of Missile Attraction	1,750	Required
Shield, +2	3,000	-
Very Rare		
Animated Shield	25,000	Required
Shield of the Uven Rune	40,000	Required
Shield, +3	30,000	-
Spellguard Shield	42,500	Required
Legendary		
Shield of the Hidden Lord	175,000	Required

Simple Melee Weapons

Clubs	Cost in GP	Attunement
Common		
Armbblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Daggers	Cost in GP	Attunement
Common		
Armbblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Dagger of Blindsight	4,000	Required
Dagger of Venom	1,250	-
Dragontooth Dagger	1,750	-
Needle of Mending	4,000	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Daggers	Cost in GP	Attunement
Legendary		
Bookmark	50,000	Required
Rakdos Riteknife	225,000	Required
Tinderstrike	425,000	Required

Greatclubs	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Handaxes	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Berserker Axe	3,250	Required
Corpse Slayer	2,750	Required
Giant Slayer	3,750	-
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Javelins	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Javelin of Lightning	225	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Javelin of Backbiting	12,500	Required
Weapon, +3	40,000	-

Light Hammers	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Maces	Cost in GP	Attunement
Common		
Armblade	50	Required

Maces	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Lightbringer	425	Required
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Bonecounter		
Bonecounter	1,500	-
Corpse Slayer	2,750	Required
Mace of Disruption	4,000	Required
Mace of Smiting	3,750	-
Mace of Terror	4,000	Required
Saint Markovia's Thighbone	3,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Quarterstaffs	Cost in GP	Attunement
Common		
Armblade		
Armblade	50	Required
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Sickles	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Moon Sickle, +1	425	Required
Weapon of Warning	500	-
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Moon Sickle, +2	2,500	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Moon Sickle, +3	42,500	Required
Weapon, +3	40,000	-

Spears	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Blood Spear	350	Required
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Spear of Backbiting	12,500	Required
Weapon, +3	40,000	-
Legendary		
Windvane	425,000	Required

Yklwas	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Martial Melee Weapons

Battleaxes	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Hew	275	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Berserker Axe	3,250	Required
Corpse Slayer	2,750	Required
Giant Slayer	3,750	-
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-
Legendary		
Azuredge	125,000	Required
Fane-Eater	100,000	Required

Double-Bladed Scimitars	Cost in GP	Attunement
Uncommon		
Hellfire Double-Bladed Scimitar	450	-

Flails	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-

Flails	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Devotee's Censer	4,500	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Glaives	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Greataxes	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Berserker Axe	3,250	Required
Corpse Slayer	2,750	Required
Giant Slayer	3,750	-
Vicious Weapon	775	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-

Greataxes	Cost in GP	Attunement
Very Rare		
Bloodaxe	32,500	Required
Weapon, +3	40,000	-
Legendary		
Gurt's Greataxe	400,000	Required
Orcsplitter	200,000	Required

Greatswords	Cost in GP	Attunement
Common		
Moon-Touched Sword	125	-
Uncommon		
Hellfire Weapon	400	-
Sword of Vengeance	450	Required
Weapon of Warning	550	Required
Weapon, +1	150	-
Winter's Dark Bite	525	-
Rare		
Acheron Blade	5,000	Required
Corpse Slayer	2,750	Required
Dragon Slayer	4,000	-
Flame Tongue	2,250	Required
Gambler's Blade	3,750	Required
Giant Slayer	3,750	-
Mind Blade	4,250	Required
Sword of Life Stealing	1,250	Required
Sword of Wounding	1,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-

Greatswords	Cost in GP	Attunement
Very Rare		
Blade of the Medusa	37,500	Required
Dancing Sword	7,500	Required
Frost Brand	12,500	Required
Nine Lives Stealer	35,000	Required
Polymorph Blade	20,000	Required
Sword of Sharpness	7,500	Required
Weapon, +3	40,000	-
Legendary		
Blackrazor	325,000	Required
Defender	300,000	Required
Greater Silver Sword	425,000	Required
Hazirawn	375,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required
Ruinblade	50,000	Required
Vorpal Sword	275,000	Required
Waythe	250,000	Required

Halberds	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Lances	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Longswords	Cost in GP	Attunement
Common		
Armblade	75	Required
Moon-Touched Sword	100	-
Uncommon		
Hellfire Weapon	375	-
Sword of Vengeance	425	Required
Weapon of Warning	525	Required
Weapon, +1	125	-
Shatterspike	500	Required

Longswords	Cost in GP	Attunement
Rare		
Acheron Blade	5,000	Required
Corpse Slayer	2,750	Required
Dragon Slayer	4,000	-
Flame Tongue	2,250	Required
Gambler's Blade	3,750	Required
Giant Slayer	3,750	-
Mind Blade	4,250	Required
Serpent's Fang	2,250	-
Sun Blade	5,000	Required
Sword of Life Stealing	1,250	Required
Sword of Wounding	1,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Blade of the Medusa	37,500	Required
Dancing Sword	7,500	Required
Frost Brand	1,250,000	Required
Nine Lives Stealer	35,000	Required
Polymorph Blade	20,000	Required
Sword of Sharpness	7,500	Required
Sword of the Paruns	17,500	Required
Weapon, +3	40,000	-
Legendary		
Dawnbringer	125,000	Required
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required
Moonblade	475,000	Required
Nepenthe	500,000	Required
Sunsword	150,000	Required
Sword of Answering	350,000	Required
Vorpal Sword	275,000	Required

Mauls	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-
Legendary		
Hammer of Thunderbolts	125,000	Required

Morningstars	Cost in GP	Attunement
Common		
Armblade		
Armblade	75	Required
Uncommon		
Hellfire Weapon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Corpse Slayer		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Pikes	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-

Pikes	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Rapiers	Cost in GP	Attunement
Common		
Ardblade	75	Required
Moon-Touched Sword	100	-
Uncommon		
Hellfire Weapon	375	-
Sword of Vengeance	425	Required
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Acheron Blade	5,000	Required
Corpse Slayer	2,750	Required
Dragon Slayer	4,000	-
Flame Tongue	2,250	Required
Gambler's Blade	3,750	Required
Giant Slayer	3,750	-
Mind Blade	4,250	Required
Sword of Life Stealing	1,250	Required
Sword of Wounding	1,250	Required
Vicious Rapier, +1	1,000	-
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-

Rapiers	Cost in GP	Attunement
Very Rare		
Blade of the Medusa	37,500	Required
Dancing Sword	7,500	Required
Frost Brand	12,500	Required
Nine Lives Stealer	35,000	Required
Polymorph Blade	20,000	Required
Weapon, +3	40,000	-
Legendary		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required

Scimitars	Cost in GP	Attunement
Common		
Armblade	75	Required
Moon-Touched Sword	100	-
Uncommon		
Hellfire Weapon	375	-
Sword of Vengeance	425	Required
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Acheron Blade	5,000	Required
Corpse Slayer	2,750	Required
Dragon Slayer	4,000	-
Flame Tongue	2,250	Required
Gambler's Blade	3,750	Required
Giant Slayer	3,750	-
Mind Blade	4,250	Required
Sword of Life Stealing	1,250	Required
Sword of Wounding	1,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-

Scimitars	Cost in GP	Attunement
Very Rare		
Blade of the Medusa	37,500	Required
Dancing Sword	7,500	Required
Frost Brand	12,500	Required
Nine Lives Stealer	35,000	Required
Polymorph Blade	20,000	Required
Scimitar of Speed	27,500	Required
Sword of Sharpness	7,500	Required
Weapon, +3	40,000	-
Legendary		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required
Vorpal Sword	275,000	Required

Shortswords	Cost in GP	Attunement
Common		
Armblade	50	Required
Moon-Touched Sword	75	-
Uncommon		
Hellfire Weapon	350	-
Sword of Vengeance	400	Required
Weapon of Warning	500	Required
Weapon, +1	100	-

Shortswords	Cost in GP	Attunement
Rare		
Acheron Blade	5,000	Required
Corpse Slayer	2,750	Required
Dragon Slayer	4,000	-
Flame Tongue	2,250	Required
Gambler's Blade	3,750	Required
Giant Slayer	3,750	-
Mind Blade	4,250	Required
Piercer	2,000	Required
Sword of Life Stealing	1,250	Required
Sword of Wounding	1,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Blade of the Medusa	37,500	Required
Dancing Sword	7,500	Required
Frost Brand	12,500	Required
Nine Lives Stealer	35,000	Required
Polymorph Blade	20,000	Required
Weapon, +3	40,000	-
Legendary		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required

Tridents	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Trident of Fish Command	175	Required
Weapon of Warning	500	Required
Weapon, +1	100	-

Tridents	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-
Legendary		
Drown	350,000	Required
Wave	175,000	Required

War Picks	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-
Legendary		
Ironfang	450,000	Required

Warhammers	Cost in GP	Attunement
Common		
Armblade	75	Required
Uncommon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-

Warhammers	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Sunforger	4,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Duskcrusher	37,500	Required
Dwarven Thrower	47,500	Required
Weapon, +3	40,000	-
Legendary		
Matalotok	100,000	Required
Whelm	400,000	Required

Whips	Cost in GP	Attunement
Common		
Armblade	50	Required
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Mind Lash	4,250	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Dyrrn's Tentacle Whip	10,000	Required
Weapon, +3	40,000	-

Simple Ranged Weapons

Boomerangs	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Storm Boomerang	200	-
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Crossbows, Light	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Darts	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Seeker Dart	175	-
Weapon of Warning	500	Required
Weapon, +1	100	-

Darts	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Shortbows	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Slings	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Two-Birds Sling	1,000	-
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Martial Ranged Weapons

Blowguns	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer		
Corpse Slayer	2,750	-
Vicious Weapon	750	Required
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Crossbows, Hand	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	425	-
Weapon of Warning	575	Required
Weapon, +1	175	-
Rare		
Corpse Slayer		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Crossbows, Heavy	Cost in GP	Attunement
Uncommon		
Hellfire Weapon		
Hellfire Weapon	400	-
Weapon of Warning	550	Required
Weapon, +1	150	-

Crossbows, Heavy	Cost in GP	Attunement
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Longbows	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	400	-
Weapon of Warning	550	Required
Weapon, +1	150	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Oathbow	50,000	Required
Weapon, +3	40,000	-

Nets	Cost in GP	Attunement
Uncommon		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
Rare		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
Very Rare		
Weapon, +3	40,000	-

Firearm Weapons

Antimatter Rifles	Cost in GP	Attunement
Common		
Base Weapon	1,500	-
Uncommon		
Hellfire Weapon	1,850	Required
Weapon, +1	1,600	-
Rare		
Weapon, +2	3,000	-
Very Rare		
Weapon, +3	42,500	-

Bad News	Cost in GP	Attunement
Common		
Base Weapon	650	-

Blunderbusses	Cost in GP	Attunement
Common		
Base Weapon	300	-

Hand Mortar (Exandria)	Cost in GP	Attunement
Common		
Base Weapon	400	-

Laser Pistols	Cost in GP	Attunement
Common		
Base Weapon	1,000	-
Uncommon		
Hellfire Weapon	1,350	Required
Weapon, +1	1,100	-

Laser Pistols	Cost in GP	Attunement
Rare		
Weapon, +2	2,500	-
Very Rare		
Weapon, +3	40,000	-

Laser Rifles	Cost in GP	Attunement
Common		
Base Weapon	1,250	-
Uncommon		
Hellfire Weapon	1,600	Required
Weapon, +1	1,350	-
Rare		
Weapon, +2	2,750	-
Very Rare		
Weapon, +3	42,500	-

Muskets	Cost in GP	Attunement
Common		
Base Weapon	500	-
Uncommon		
Hellfire Weapon	850	Required
Weapon, +1	600	-
Rare		
Weapon, +2	2,000	-
Very Rare		
Weapon, +3	40,000	-

Muskets (Exandria)	Cost in GP	Attunement
Common		
Base Weapon	300	-

Palm Pistols	Cost in GP	Attunement
Common		
Base Weapon	50	-

Pepperboxes	Cost in GP	Attunement
Common		
Base Weapon	250	-

Pistols	Cost in GP	Attunement
Common		
Base Weapon	250	-
Uncommon		
Hellfire Weapon	600	Required
Weapon, +1	350	-
Rare		
Weapon, +2	1,750	-
Very Rare		
Weapon, +3	40,000	-

Pistols (Exandria)	Cost in GP	Attunement
Common		
Base Weapon	150	-

Pistols, Automatic	Cost in GP	Attunement
Common		
Base Weapon	350	-
Uncommon		
Hellfire Weapon	700	Required
Weapon, +1	450	-
Rare		
Weapon, +2	1,750	-
Very Rare		
Weapon, +3	40,000	-

Revolvers	Cost in GP	Attunement
Common		
Base Weapon	500	-
Uncommon		
Hellfire Weapon	850	Required
Weapon, +1	600	-
Rare		
Weapon, +2	2,000	-
Very Rare		
Weapon, +3	40,000	-

Rifles, Automatic	Cost in GP	Attunement
Common		
Base Weapon	550	-
Uncommon		
Hellfire Weapon	900	Required
Weapon, +1	650	-
Rare		
Weapon, +2	2,000	-
Very Rare		
Weapon, +3	40,000	-

Rifles, Hunting	Cost in GP	Attunement
Common		
Base Weapon	800	-
Uncommon		
Hellfire Weapon	1,150	Required
Weapon, +1	900	-
Rare		
Weapon, +2	2,250	-
Very Rare		
Weapon, +3	40,000	-

Shotguns	Cost in GP	Attunement
Common		
Base Weapon	450	-
Uncommon		
Hellfire Weapon	800	Required
Weapon, +1	550	-
Rare		
Weapon, +2	2,000	-
Very Rare		
Weapon, +3	40,000	-

Ammunition

Arrows	Cost in GP	Attunement
Common		
Unbreakable Arrow		
Unbreakable Arrow	25	-
Walloping Ammunition (20)	25	-
Uncommon		
Ammunition, +1 (20)	150	-
Rare		
Ammunition, +2 (20)	1,000	-
Very Rare		
Ammunition, +3 (20)	3,000	-
Arrow of Slaying	12,000	-

Blowgun Needles	Cost in GP	Attunement
Common		
Walloping Ammunition (20)		
Walloping Ammunition (20)	25	-
Uncommon		
Ammunition, +1 (20)	150	-
Rare		
Ammunition, +2 (20)	1,000	-
Very Rare		
Ammunition, +3 (20)	3,000	-

Crossbow Bolts	Cost in GP	Attunement
Common		
Walloping Ammunition (20)		
Walloping Ammunition (20)	25	-
Uncommon		
Ammunition, +1 (20)	150	-
Rare		
Ammunition, +2 (20)	1,000	-
Very Rare		
Ammunition, +3 (20)	3,000	-

Sling Bullets	Cost in GP	Attunement
Common		
Walloping Ammunition (20)	25	-
Uncommon		
Ammunition, +1 (20)	150	-
Rare		
Ammunition, +2 (20)	1,000	-
Very Rare		
Ammunition, +3 (20)	3,000	-
Sling Bullets of Althemone (8)	5,000	-

Spellcasting Foci

Spellcasting Foci	Cost in GP	Attunement
Common		
Fernian Ash Focus	50	Required
Irian Rosewood Focus	100	Required
Kythrian Manchineel Focus	75	Required
Lamannian Oak Focus	75	Required
Mabaran Ebony Focus	75	Required
Risian Pine Focus	50	Required
Shavarran Birch Focus	100	Required
Xorian Wenge Focus	75	Required
Uncommon		
All-Purpose Tool, +1	225	Required
Amulet of the Devout, +1	225	Required
Arcane Grimoire, +1	225	Required
Bloodwell Vial, +1	225	Required
Rhythm-Maker's Drum, +1	225	Required
Rod of the Pact Keeper, +1	225	Required
Skyblinder Staff	450	Required
Wand of the War Mage, +1	225	Required
Rare		
All-Purpose Tool, +2	2,500	Required
Amulet of the Devout, +2	2,500	Required
Arcane Grimoire, +2	2,500	Required
Bell Branch	3,000	Required
Bloodwell Vial, +2	2,500	Required
Rhythm-Maker's Drum, +2	2,500	Required
Rod of the Pact Keeper, +2	2,500	Required
Wand of the War Mage, +2	2,500	Required

Spellcasting Foci	Cost in GP	Attunement
Very Rare		
All-Purpose Tool, +3	22,500	Required
Amulet of the Devout, +3	22,500	Required
Arcane Grimoire, +3	22,500	Required
Bloodwell Vial, +3	22,500	Required
Rhythm-Maker's Drum, +3	22,500	Required
Rod of the Pact Keeper, +3	22,500	Required
Wand of the War Mage, +3	22,500	Required