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# Wondrous Magic Item Price Guide

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# Consumables

Potions	Cost in GP	Attunement
<b>Common</b>		
<b>Potion of Climbing</b>		
Potion of Climbing	40	-
Potion of Comprehension	40	-
Potion of Healing	30	-
Potion of Watchful Rest	50	-
<b>Uncommon</b>		
Blood of the Lycanthrope Antidote	220	-
Bottled Breath	140	-
Mummy Rot Antidote	200	-
Oil of Slipperiness	230	-
Philter of Love	50	-
Potion of Animal Friendship	130	-
Potion of Fire Breath	70	-
Potion of Giant Strength (Hill)	240	-
Potion of Growth	190	-
Potion of Healing (Greater)	100	-
Potion of Poison	60	-
Potion of Resistance	190	-
Potion of Water Breathing	110	-
Thessal toxin Antidote	140	-
<b>Rare</b>		
Elixir of Health	400	-
Oil of Etherealness	1,400	-
Potion of Aqueous Form	700	-
Potion of Clairvoyance	1,200	-
Potion of Diminution	500	-
Potion of Gaseous Form	600	-
Potion of Giant Strength (Fire)	1,400	-
Potion of Giant Strength (Frost)	900	-
Potion of Giant Strength (Stone)	900	-

Potions	Cost in GP	Attunement
<b>Rare</b>		
Potion of Healing (Superior)	500	-
Potion of Heroism	400	-
Potion of Invulnerability	2,500	-
Potion of Maximum Power	1,600	-
Potion of Mind control (Beast)	1,600	-
Potion of Mind control (Humanoid)	1,900	-
Potion of Mind Reading	400	-
<b>Very Rare</b>		
Oil of Sharpness	17,000	-
Potion of Flying	15,000	-
Potion of Giant Strength (Cloud)	19,000	-
Potion of Healing (Supreme)	5,000	-
Potion of Invisibility	4,000	-
Potion of Longevity	25,000	-
Potion of Mind control (Monster)	20,000	-
Potion of Possibility	21,000	-
Potion of Speed	9,000	-
Potion of Vitality	17,000	-
<b>Legendary</b>		
Potion of Giant Size	220,000	-
Potion of Giant Strength (Storm)	160,000	-

Scrolls	Cost in GP	Attunement
<b>Common</b>		
Spell Scroll (Cantrip)	30	-
Spell Scroll (1st Level)	50	-
<b>Uncommon</b>		
Spell Scroll (2nd Level)	100	-
Spell Scroll (3rd Level)	200	-

Scrolls	Cost in GP	Attunement
<b>Rare</b>		
Scroll of Protection	700	-
Spell Scroll (4th Level)	1,100	-
Spell Scroll (5th Level)	1,500	-
<b>Very Rare</b>		
Spell Scroll (6th Level)	8,000	-
Spell Scroll (7th Level)	14,000	-
Spell Scroll (8th Level)	20,000	-
<b>Legendary</b>		
Nether Scroll of Azumar	100,000	-
Scroll of Tarrasque Summoning	210,000	-
Scroll of the Comet	140,000	-
Spell Scroll (9th Level)	70,000	-

# Rods, Staffs, and Wands

Rods	Cost in GP	Attunement
<b>Common</b>		
Fernian Ash Focus		
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
<b>Uncommon</b>		
Immovable Rod	100	-
Rod of Retribution	225	Required
Rod of the Pact Keeper, +1	225	Required
<b>Rare</b>		
Rod of Rulership	4,000	Required
Rod of the Pact Keeper, +2	2,500	Required
Rod of the Vonindod	750	Required
Tentacle Rod	500	Required
<b>Very Rare</b>		
Blast Scepter	42,500	Required
Rod of Absorption	45,000	Required
Rod of Alertness	22,500	Required
Rod of Security	47,500	-
Rod of the Pact Keeper, +3	22,500	Required
<b>Legendary</b>		
Rod of Lordly Might	275,000	Required
Rod of Resurrection	450,000	Required

Staffs	Cost in GP	Attunement
<b>Common</b>		
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
Staff of Adornment	50	-
Staff of Birdcalls	100	-
Staff of Flowers	75	-
Xorian Wenge Focus	75	Required
<b>Uncommon</b>		
Skyblinder Staff	450	Required
Staff of the Adder	125	Required
Staff of the Python	200	Required
<b>Rare</b>		
Gulthias Staff	1,750	Required
Spider Staff	500	Required
Staff of Charming	3,750	Required
Staff of Defense	2,000	Required
Staff of Healing	4,000	Required
Staff of Swarming Insects	4,250	Required
Staff of the Ivory Claw	4,750	Required
Staff of the Woodlands	4,750	Required
Staff of Withering	2,000	Required
<b>Very Rare</b>		
Staff of Dunamancy	35,000	Required
Staff of Fate	12,500	Required
Staff of Fire	15,000	Required

Staffs	Cost in GP	Attunement
<b>Very Rare</b>		
Staff of Frost	22,500	Required
Staff of Power	42,500	Required
Staff of Striking	17,500	Required
Staff of Thunder and Lightning	10,000	Required
Voyager Staff	35,000	Required
<b>Legendary</b>		
Blackstaff	300,000	Required
Dragonstaff of Ahghairon	275,000	Required
Staff of the Magi	425,000	Required

Wands	Cost in GP	Attunement
<b>Common</b>		
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
Wand of Conducting	75	-
Wand of Pyrotechnics	100	-
Wand of Scowls	50	-
Wand of Smiles	50	-
Xorian Wenge Focus	75	Required
<b>Uncommon</b>		
Wand of Entangle	400	Required
Wand of Magic Detection	275	-
Wand of Magic Missiles	500	-
Wand of Secrets	325	-
Wand of the War Mage, +1	225	Required
Wand of Web	500	Required

<b>Wands</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Rare</b>		
Failed Experiment Wand	1,250	Required
Wand of Binding	3,000	Required
Wand of Enemy Detection	1,500	Required
Wand of Fear	2,500	Required
Wand of Fireballs	4,750	Required
Wand of Lightning Bolts	4,750	Required
Wand of Paralysis	4,000	Required
Wand of the War Mage, +2	2,500	Required
Wand of Viscid Globs	1,000	Required
Wand of Winter	4,500	Required
Wand of Wonder	4,250	Required
<b>Very Rare</b>		
Wand of Polymorph	20,000	Required
Wand of the War Mage, +3	22,500	Required

# Worn Gear

Rings	Cost in GP	Attunement
<b>Common</b>		
Band of Loyalty		
Band of Loyalty	50	Required
<b>Uncommon</b>		
Guild Signet	100	Required
Ring of Jumping	175	Required
Ring of Mind Shielding	400	Required
Ring of Obscuring	400	Required
Ring of Swimming	200	-
Ring of Truth Telling	225	Required
Ring of Warmth	150	Required
Ring of Water Walking	175	-
Rings of Shared Suffering	475	Required
<b>Rare</b>		
Ring of Animal Influence	1,750	-
Ring of Evasion	2,750	Required
Ring of Feather Falling	500	Required
Ring of Free Action	4,750	Required
Ring of Protection	1,000	Required
Ring of Resistance	3,000	Required
Ring of Spell Storing	5,000	Required
Ring of Temporal Salvation	4,500	Required
Ring of the Ram	2,250	Required
Ring of X-ray Vision	3,000	Required
<b>Very Rare</b>		
Horned Ring	15,000	Required
Ring of Regeneration	15,000	Required
Ring of Shooting Stars	42,500	Required
Ring of Telekinesis	47,500	Required

Rings	Cost in GP	Attunement
<b>Legendary</b>		
Ring of Djinni Summoning	450,000	Required
Ring of Elemental Command (Air)	325,000	Required
Ring of Elemental Command (Earth)	275,000	Required
Ring of Elemental Command (Fire)	75,000	Required
Ring of Elemental Command (Water)	100,000	Required
Ring of Invisibility	75,000	Required
Ring of Spell Turning	400,000	Required
Ring of Three Wishes	500,000	-

Head Gear	Cost in GP	Attunement
<b>Common</b>		
Breathing Bubble	100	-
Dread Helm	50	-
Hat of Vermin	75	-
Hat of Wizardry	100	Required
<b>Uncommon</b>		
Cap of Water Breathing	175	-
Circlet of Blasting	275	-
Circlet of Human Perfection	425	Required
Crown of the Forest	125	-
Earworm	275	Required
Hat of Disguise	375	Required
Headband of Intellect	500	Required
Helm of Comprehending Languages	125	-
Helm of Telepathy	500	Required
Helm of Underwater Action	300	Required
Mask of the Beast	150	-
Propeller Helm	300	Required
Spies' Murmur	325	Required

Head Gear	Cost in GP	Attunement
<b>Rare</b>		
Helm of Teleportation	4,250	Required
Helm of the Gods	4,500	Required
Ioun Stone of Historical Knowledge	2,500	Required
Ioun Stone of Language Knowledge	2,750	Required
Ioun Stone of Natural Knowledge	3,000	Required
Ioun Stone of Religious Knowledge	3,750	Required
Ioun Stone of Self-Preservation	2,000	Required
Ioun Stone of Supreme Intellect	1,500	Required
<b>Very Rare</b>		
Helm of Brilliance	50,000	Required
Helm of Devil Command	45,000	Required
Ioun Stone of Absorption	17,500	Required
Ioun Stone of Agility	25,000	Required
Ioun Stone of Fortitude	25,000	Required
Ioun Stone of Insight	25,000	Required
Ioun Stone of Intellect	25,000	Required
Ioun Stone of Leadership	25,000	Required
Ioun Stone of Strength	25,000	Required
Ioun Stone of Vitality	10,000	Required
Peregrine Mask	37,500	Required
Watchful Helm	20,000	Required
<b>Legendary</b>		
Belashyrra's Beholder Crown	50,000	Required
Black Dragon Mask	200,000	Required
Blue Dragon Mask	225,000	Required
Green Dragon Mask	225,000	Required
Helm of the Scavenger	150,000	Required
Ioun Stone of Greater Absorption	300,000	Required
Ioun Stone of Mastery	150,000	Required
Ioun Stone of Regeneration	125,000	Required
Lost Crown of Besilmer	100,000	Required
Red Dragon Mask	250,000	Required
White Dragon Mask	175,000	Required

<b>Eye Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Ersatz Eye	75	Required
<b>Uncommon</b>		
Eyes of Charming	300	Required
Eyes of Minute Seeing	225	-
Eyes of the Eagle	225	Required
Finder's Goggles	200	Required
Goggles of Night	200	-
Goggles of Object Reading	350	Required
Inquisitive's Goggles	325	Required
<b>Rare</b>		
Knave's Eye Patch	4,000	Required
<b>Legendary</b>		
Danoth's Visor	300,000	Required

<b>Neck Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Clockwork Amulet	50	-
Dark Shard Amulet	100	Required
<b>Uncommon</b>		
Amulet of Proof against Detection and Location	475	Required
Amulet of the Devout, +1	225	Required
Amulet of the Drunkard	125	-
Brooch of Living Essence	250	Required
Brooch of Shielding	400	Required
Harkon's Bite	200	Required
Medallion of Thoughts	350	Required
Necklace of Adaptation	475	Required
Periapt of Health	375	-
Periapt of Wound Closure	375	Required

Neck Gear	Cost in GP	Attunement
<b>Rare</b>		
Amulet of Health	4,000	Required
Amulet of Protection from Turning	2,500	Required
Amulet of the Devout, +2	2,500	Required
Butcher's Bib	3,000	Required
Master's Amulet	1,750	Required
Necklace of Fireballs	3,250	-
Necklace of Prayer Beads	4,750	Required
Periapt of Proof against Poison	2,750	-
Shield Guardian Amulet	1,750	Required
<b>Very Rare</b>		
Amulet of the Black Skull	25,000	Required
Amulet of the Devout, +3	22,500	Required
Amulet of the Planes	37,500	Required
<b>Legendary</b>		
Scarab of Protection	225,000	Required

Shoulder Gear	Cost in GP	Attunement
<b>Common</b>		
Cloak of Billowing	75	-
Cloak of Many Fashions	75	-
<b>Uncommon</b>		
Cloak of Elvenkind	325	Required
Cloak of Protection	300	Required
Cloak of the Manta Ray	375	-
Nature's Mantle	275	Required
<b>Rare</b>		
Cape of the Mountebank	2,250	-
Cloak of Displacement	4,750	Required
Cloak of the Bat	1,500	Required

Shoulder Gear	Cost in GP	Attunement
<b>Rare</b>		
Hell Hound Cloak	4,500	Required
Mantle of Spell Resistance	4,750	Required
Piwafwi of Fire Resistance	4,000	Required
Wings of Flying	1,000	Required
<b>Very Rare</b>		
Cloak of Arachnida	12,500	Required
<b>Legendary</b>		
Cloak of Invisibility	325,000	Required
Vermishroud	400,000	Required

Arm Gear	Cost in GP	Attunement
<b>Common</b>		
Wand Sheath	50	Required
<b>Uncommon</b>		
Bracers of Archery	125	Required
<b>Rare</b>		
Bracer of Flying Daggers	1,750	Required
Bracers of Defense	2,750	Required
<b>Very Rare</b>		
Bracelet of Rock Magic	20,000	Required
Illusionist's Bracers	22,500	Required

Hand Gear	Cost in GP	Attunement
<b>Uncommon</b>		
Gauntlets of Ogre Power	450	Required
Gloves of Missile Snaring	225	Required
Gloves of Swimming and Climbing	175	Required
Gloves of Thievery	250	-
Living Gloves	300	Required

<b>Hand Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Rare</b>		
Claws of the Umber Hulk	1,250	Required
Gauntlets of Flaming Fury	2,000	Required
<b>Legendary</b>		
Gloves of Soul Catching	125,000	Required

<b>Body Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Clothes of Mending	50	-
Glamerweave (Common)	100	-
Shiftweave	75	-
<b>Uncommon</b>		
Glamerweave (Uncommon)	150	-
Mizzium Apparatus	375	Required
Robe of Serpents	250	Required
Robe of Useful Items (+ cost of items)	225	-
Wingwear	275	Required
<b>Rare</b>		
Robe of Eyes	4,000	Required
Robe of Summer	1,250	Required
<b>Very Rare</b>		
Lord's Ensemble	17,500	Required
Robe of Scintillating Colors	25,000	Required
Robe of Stars	47,500	Required
<b>Legendary</b>		
Robe of the Archmagi	300,000	Required

<b>Waist Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Rare</b>		
Belt of Dwarvenkind	4,750	Required
Belt of Giant Strength (Hill)	5,000	Required

<b>Waist Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Very Rare</b>		
Belt of Giant Strength (Frost)	10,000	Required
Belt of Giant Strength (Fire)	35,000	Required
Belt of Giant Strength (Stone)	22,500	Required
<b>Legendary</b>		
Belt of Giant Strength (Cloud)	50,000	Required
Belt of Giant Strength (Storm)	150,000	Required
Stormgirdle	225,000	Required

<b>Foot Gear</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Boots of False Tracks	75	-
<b>Uncommon</b>		
Boots of Elvenkind	150	-
Boots of Striding and Springing	175	Required
Boots of the Winterlands	500	Required
Slippers of Spider Climbing	300	Required
Winged Boots	450	Required
<b>Rare</b>		
Boots of Levitation	3,000	Required
Boots of Speed	2,000	Required
Horseshoes of Speed	2,500	-
<b>Very Rare</b>		
Horseshoes of a Zephyr	7,500	-

# Music and Art

Instruments	Cost in GP	Attunement
<b>Common</b>		
Horn of Silent Alarm	60	-
Instrument of Illusions	100	Required
Instrument of Scribing	100	Required
<b>Uncommon</b>		
Instrument of the Bards (Doss Lute)	500	Required
Instrument of the Bards (Fochlucan Bandlore)	450	Required
Instrument of the Bards (Mac-Fuirmidh Cittern)	475	Required
Night Caller	300	-
Pipes of Haunting	400	-
Pipes of the Sewers	200	Required
Rhythm-Maker's Drum, +1	225	Required
<b>Rare</b>		
Chime of Opening	1,750	-
Concertina	1,750	-
Eagle Whistle	750	-
Horn of Blasting	1,000	-
Horn of the Endless Maze	2,000	-
Horn of Valhalla (Brass)	3,250	Required
Horn of Valhalla (Silver)	2,500	Required
Instrument of the Bards (Canaith Mandolin)	4,500	Required
Instrument of the Bards (Cli Lyre)	4,750	Required
Lyre of Building	3,250	Required
Reveler's Concertina	3,250	Required
Rhythm-Maker's Drum, +2	2,500	Required
Siren Song Lyre	3,000	Required

Instruments	Cost in GP	Attunement
<b>Very Rare</b>		
Conch of Teleportation	22,500	Required
Horn of Valhalla (Bronze)	12,500	-
Instrument of the Bards (Anstruth Harp)	42,500	Required
Rhythm-Maker's Drum, +3	22,500	Required
<b>Legendary</b>		
Horn of Valhalla (Iron)	175,000	-
Instrument of the Bards (Ollamh Harp)	350,000	Required

Figurines	Cost in GP	Attunement
<b>Common</b>		
Sekolahian Worshiping Statuette	100	-
<b>Uncommon</b>		
Figurine of Wondrous Power (Silver Raven)	225	-
Guild Keyrune (Rakdos)	275	Required
Guild Keyrune (Simic)	300	Required
<b>Rare</b>		
Figurine of Wondrous Power (Bronze Griffon)	2,750	-
Figurine of Wondrous Power (Ebony Fly)	1,250	-
Figurine of Wondrous Power (Golden Lions)	1,750	-
Figurine of Wondrous Power (Ivory Goats)	1,500	-
Figurine of Wondrous Power (Marble Elephant)	2,250	-
Figurine of Wondrous Power (Onyx Dog)	750	-
Figurine of Wondrous Power (Serpentine Owl)	1,000	-
Guild Keyrune (Azorius)	3,250	Required
Guild Keyrune (Boros)	4,750	Required
Guild Keyrune (Gruul)	4,000	Required
Guild Keyrune (Izzet)	3,500	Required
Guild Keyrune (Orzhov)	3,000	Required
Guild Keyrune (Selesnya)	3,750	Required
<b>Very Rare</b>		
Figurine of Wondrous Power (Obsidian Steed)	10,000	-
Guild Keyrune (Dimir)	30,000	Required
Guild Keyrune (Golgari)	37,500	Required

# Baubles & Gems

Orbs & Cubes	Cost in GP	Attunement
<b>Common</b>		
<b>Common</b>		
Bead of Nourishment	50	-
Bead of Refreshment	50	-
Charlatan's Die	75	Required
Orb of Direction	50	-
Orb of Gonging	50	-
Orb of Shielding	100	Required
Orb of Time	75	-
<b>Uncommon</b>		
Cracked Driftglobe	100	-
Driftglobe	150	-
<b>Rare</b>		
Astromancy Archive	4,000	Required
Bead of Force	750	-
Cube of Force	5,000	Required
Docent	3,250	-
Dodecahedron of Doom	3,750	-
Iron Bands of Bilarro	3,750	-
Orb of the Stein Rune	4,000	Required
Professor Orb	3,750	-
Professor Skant	1,750	-
<b>Very Rare</b>		
Crystal Ball	45,000	Required
Crystalline Chronicle	50,000	Required
Devastation Orb (Air)	10,000	-
Devastation Orb (Earth)	32,500	-
Devastation Orb (Fire)	20,000	-
Devastation Orb (Water)	22,500	-
Navigation Orb	35,000	Required
Orb of the Veil	27,500	Required

Orbs & Cubes	Cost in GP	Attunement
<b>Legendary</b>		
Crystal Ball of Mind Reading	350,000	Required
Crystal Ball of Telepathy	425,000	Required
Crystal Ball of True Seeing	500,000	Required
Cubic Gate	350,000	-
Luxon Beacon	10,000	-
Sphere of Annihilation	175,000	-
Ythrynn Mythallar	275,000	Required

Precious Stones	Cost in GP	Attunement
<b>Common</b>		
Cleansing Stone	50	-
Ruby of the War Mage	100	Required
Spellshard	75	-
<b>Uncommon</b>		
Cursed Luckstone	350	Required
Elemental Gem	100	-
Feywild Shard	450	Required
Gem of Brightness	375	-
Orc Stone	475	Required
Pearl of Power	500	Required
Psi Crystal	375	Required
Sending Stone	300	-
Sending Stones	300	-
Spell Gem (Lapis Lazuli)	275	Required
Spell Gem (Obsidian)	175	Required
Stone of Good Luck (Luckstone)	350	Required
Stone of Ill Luck	325	Required

Precious Stones	Cost in GP	Attunement
<b>Rare</b>		
Astral Shard	2,250	Required
Blod Stone	4,000	Required
Elemental Essence Shard	1,500	Required
Far Realm Shard	2,500	Required
Gem of Seeing	4,000	Required
Loadstone	500	-
Opal of the Ild Rune	2,250	Required
Outer Essence Shard	2,250	Required
Shadowfell Shard	1,500	Required
Speaking Stone	750	-
Spell Gem (Bloodstone)	2,000	Required
Spell Gem (Quartz)	1,750	Required
Stone of Controlling Earth Elementals	1,250	-
Stonespeaker Crystal	3,250	Required
<b>Very Rare</b>		
Dispelling Stone	5,000	-
Ingot of the Skold Rune	7,500	Required
Shard of the Ise Rune	12,500	Required
Spell Gem (Amber)	15,000	Required
Spell Gem (Jade)	30,000	Required
Spell Gem (Topaz)	45,000	Required
<b>Legendary</b>		
Nightfall Pearl	175,000	Required
Spell Gem (Diamond)	350,000	Required
Spell Gem (Ruby)	250,000	Required
Spell Gem (Star Ruby)	200,000	Required

# Books & Body Art

Tomes	Cost in GP	Attunement
<b>Common</b>		
Enduring Spellbook		
	100	-
<b>Uncommon</b>		
Arcane Grimoire, +1	225	Required
Elder Cartographer's Glossography	125	-
<b>Rare</b>		
Alchemical Compendium	4,750	Required
Arcane Grimoire, +2	2,500	Required
Atlas of Endless Horizons	3,750	Required
Duplicitous Manuscript	2,250	Required
Fulminating Treatise	1,750	Required
Heart Weaver's Primer	1,500	Required
Libram of Souls and Flesh	1,000	Required
Planecaller's Codex	3,750	Required
Protective Verses	2,750	Required
<b>Very Rare</b>		
Arcane Grimoire, +3	22,500	Required
Manual of Bodily Health	32,500	-
Manual of Gainful Exercise	27,500	-
Manual of Golems	20,000	-
Manual of Quickness of Action	42,500	-
Tome of Clear Thought	17,500	-
Tome of Leadership and Influence	25,000	-
Tome of Understanding	22,500	-
<b>Legendary</b>		
Grimoire Infinitus	500,000	Required
Tome of the Stilled Tongue	200,000	Required

Tattoos	Cost in GP	Attunement
<b>Common</b>		
Illuminator's Tattoo	100	Required
Masquerade Tattoo	75	Required
Spellwrought Tattoo (Cantrip)	75	-
Spellwrought Tattoo (1st level)	100	-
<b>Uncommon</b>		
Barrier Tattoo (Uncommon)	325	Required
Coiling Grasp Tattoo	350	Required
Eldritch Claw Tattoo	475	Required
Spellwrought Tattoo (2nd level)	225	-
Spellwrought Tattoo (3rd level)	300	-
<b>Rare</b>		
Barrier Tattoo (Rare)	2,500	Required
Shadowfell Brand Tattoo	4,000	Required
Spellwrought Tattoo (4th level)	1,000	-
Spellwrought Tattoo (5th level)	1,500	-
<b>Very Rare</b>		
Absorbing Tattoo	20,000	Required
Barrier Tattoo (Very Rare)	22,500	Required
Ghost Step Tattoo	25,000	Required
Lifewell Tattoo	12,500	Required
<b>Legendary</b>		
Blood Fury Tattoo	100,000	Required

# Miscellaneous Wondrous Items

Miscellaneous Wondrous Items	Cost in GP	Attunement
<b>Common</b>		
Candle of the Deep	75	-
Cartographer's Map Case	50	-
Chest of Preserving	75	-
Coin of Delving	75	-
Ear Horn of Hearing	50	-
Everbright Lantern	50	-
Feather Token (Feather Fall)	50	-
Heward's Handy Spice Pouch	75	-
Keycharm	75	Required
Lantern of Tracking	75	-
Lock of Trickery	75	-
Moodmark Paint	75	-
Mystery Key	75	-
Perfume of Bewitching	50	-
Pipe of Remembrance	75	-
Pipe of Smoke Monsters	50	-
Pole of Angling	50	-
Pole of Collapsing	50	-
Pot of Awakening	75	-
Pressure Capsule	75	-
Prosthetic Limb	50	-
Rope of Mending	75	-
Scribe's Pen	100	Required
Spyglass of Clairvoyance	75	-
Talking Doll	100	Required
Tankard of Plenty	50	-
Tankard of Sobriety	50	-
Veteran's Cane	75	-
Voting Kit	75	-
Vox Seeker	75	-

Miscellaneous Wondrous Items	Cost in GP	Attunement
<b>Uncommon</b>		
Alchemy Jug	425	-
All-Purpose Tool, +1	225	Required
Bag of Bounty	325	-
Bag of Holding	400	-
Bag of Tricks	350	-
Balance of Harmony	150	-
Balloon Pack	275	-
Bloodwell Vial, +1	225	Required
Broom of Flying	450	-
Decanter of Endless Water	500	-
Deck of Illusions	450	-
Dust of Deliciousness	100	-
Dust of Disappearance	175	-
Dust of Dryness	150	-
Dust of Sneezing and Choking	175	-
Eversmoking Bottle	175	-
Guardian Emblem	425	Required
Infernal Puzzle Box	225	-
Insignia of Claws	225	-
Keoghtom's Ointment	200	-
Lantern of Revealing	425	-
Paper Bird	125	-
Pyroconverger	325	Required
Quiver of Ehlonna	200	-
Rope of Climbing	300	-
Saddle of the Cavalier	275	-
Smokepowder	350	-
Soul Coin	375	-
Travel Alchemical Kit	150	-
Wheel of Wind and Water	300	-
Wind Fan	225	-

Miscellaneous Wondrous Items	Cost in GP	Attunement
<b>Rare</b>		
All-Purpose Tool, +2	2,500	Required
Badge of the Watch	4,000	Required
Bag of Beans	3,000	-
Banner of the Krig Rune	4,250	Required
Bloodwell Vial, +2	2,500	Required
Bowl of Commanding Water Elementals	2,500	-
Brazier of Commanding Fire Elementals	2,500	-
Bridle of Capturing	1,500	-
Cauldron of Plenty	2,750	-
Censer of Controlling Air Elementals	2,500	-
Charm of Plant Command	3,500	Required
Claw of the Wyrm Rune	4,500	Required
Daern's Instant Fortress	5,000	-
Dimensional Shackles	1,250	-
Feather of Diatryma Summoning	3,250	Required
Flying Chariot	2,500	-
Folding Boat	2,750	-
Galder's Bubble Pipe	4,000	Required
Gavel of the Venn Rune	3,750	Required
Ghost Lantern	3,500	Required
Heward's Handy Haversack	750	-
Hook of Fisher's Delight	1,000	-
Mirror of the Past	2,500	-
Mizzium Mortar	1,500	-
Portable Hole	1,750	-
Quaal's Feather Token (Anchor)	1,500	-
Quaal's Feather Token (Bird)	2,500	-
Quaal's Feather Token (Fan)	1,250	-
Quaal's Feather Token (Swan Boat)	3,000	-
Quaal's Feather Token (Tree)	1,000	-
Quaal's Feather Token (Whip)	2,000	-
Rope of Entanglement	1,500	-
Ventilating Lungs	4,750	Required
Weird Tank	4,000	Required

Miscellaneous Wondrous Items	Cost in GP	Attunement
<b>Very Rare</b>		
Abracadabrus	20,000	-
All-Purpose Tool, +3	22,500	Required
Arcane Cannon	22,500	-
Arcane Propulsion Arm	22,500	Required
Bag of Devouring	10,000	-
Battle Standard of Infernal Power	25,000	Required
Bloodwell Vial, +3	22,500	Required
Candle of Invocation	20,000	Required
Carpet of Flying (3 ft. x 5 ft.)	10,000	-
Carpet of Flying (4 ft. x 6 ft.)	15,000	-
Carpet of Flying (5 ft. x 7 ft.)	17,500	-
Carpet of Flying (6 ft. x 9 ft.)	20,000	-
Cauldron of Rebirth	27,500	Required
Chronolometer	32,500	Required
Dimensional Loop	35,000	Required
Efreeti Bottle	50,000	-
Far Gear	37,500	Required
Mirror of Life Trapping	22,500	-
Nolzur's Marvelous Pigments	5,000	-
Pennant of the Vind Rune	27,500	Required
Reincarnation Dust	20,000	-
Rotor of Return	32,500	Required
Timepiece of Travel	40,000	Required
Wheel of Stars	42,500	Required

Miscellaneous Wondrous Items	Cost in GP	Attunement
<b>Legendary</b>		
Apparatus of Kwalish	325,000	-
Black Crystal Tablet	200,000	Required
Deck of Many Things	475,000	-
Deck of Several Things	100,000	-
Holy Symbol of Ravenkind	125,000	Required
Icon of Ravenloft	225,000	Required
Infernal Tack	300,000	Required
Infiltrator's Key	150,000	Required
Iron Flask	425,000	-
Korolnor Scepter	250,000	Required
Pyxis of Pandemonium	75,000	-
Sovereign Glue	75,000	-
Spell Bottle	125,000	Required
Talisman of Pure Good	450,000	Required
Talisman of the Sphere	325,000	Required
Talisman of Ultimate Evil	425,000	Required
Universal Solvent	50,000	-
Well of Many Worlds	475,000	-
Wreath of the Prism	100,000	Required