

## Magic item prices

ITEM NAME		RARITY	ATTUNEMENT	COST (GP)	NOTE
Adamantine Breastplate		Uncommon	No	5610	
Adamantine Mail	Chain	Uncommon	No	5074	
Adamantine Shirt	Chain	Uncommon	No	5033	
Adamantine Half Plate		Uncommon	No	6188	
Adamantine Plate		Uncommon	No	7425	
Adamantine Ring Mail		Uncommon	No	5000	
Adamantine Mail	Scale	Uncommon	No	5033	
Adamantine Splint		Uncommon	No	5280	
Alchemy Jug		Uncommon	No	4950	based: create food and water
Ammunition, +1		Uncommon	No	297	
Ammunition, +2		Rare	No	990	
Ammunition, +3		Very Rare	No	2772	
Amulet of Health		Rare	Yes	12600	
Amulet of Proof Against Detect and Location		Uncommon	Yes	2700	
Amulet of the Planes		Very Rare	Yes	32400	
Animated Shield		Very Rare	Yes	2700	
Apparatus of Kwalish		Legendary	No	137500	
Armor of Invulnerability	of	Legendary	Yes	69300	Add armor cost for total
Armor of Resistance		Rare	Yes	9000	Add armor cost for total; based: protection from energy (plus 1 level, no concentration)
Armor of Resistance, Breastplate		Rare	Yes	9800	based: protection from energy (plus 1 level, no concentration)
Armor of Resistance, Chain Shirt		Rare	Yes	9100	based: protection from energy (plus 1 level, no concentration)
Armor of Resistance, Leather		Rare	Yes	9020	based: protection from energy (plus 1 level, no concentration)
Armor of Resistance, Plate		Rare	Yes	12000	based: protection from energy (plus 1 level, no concentration)
Armor of Vulnerability		Rare	Yes	0	Cursed, not priced (would be the same as Armor of Resistance)
Armor, +1		Rare	No	1980	Add armor cost for total
Armor, +2		Very Rare	No	8910	Add armor cost for total
Armor, +3		Legendary	No	29700	Add armor cost for total
Arrow of Slaying		Very Rare	Yes	267	
Arrow-Catching Shield		Rare	Yes	7200	
Bag of Beans		Rare	No	0	Random, not priced
Bag of Devouring		Very Rare	No	0	Cursed, not priced
Bag of Holding		Uncommon	No	1485	based: floating disk
Bag of Tricks		Uncommon	No	4455	based: conjure animals (plus 1 level, no concentration, highest level monster is CR 2)
Bead of Force		Rare	No	13933	based: resilient sphere (plus 1 level, no concentration), add charges per bead
Belt of Dwarvenkind		Rare	Yes	8460	not included: advantage on CHA, dwarven language
Belt of Giant Strength, Cloud		Legendary	Yes	113400	
Belt of Giant Strength, Fire		Very Rare	Yes	52920	
Belt of Giant Strength, Hill		Rare	Yes	18900	
Belt of Giant Strength, Stone/Frost		Very Rare	Yes	39690	
Belt of Giant Strength, Storm		Legendary	Yes	141750	
Berserker Axe		Rare	Yes	0	Cursed, not priced
Boots of Elvenkind		Uncommon	No	2970	based: enhance ability
Boots of Levitation		Rare	Yes	3600	based: levitate
Boots of Speed		Rare	Yes	1800	based: zephyr strike
Boots of Striding and Springing		Uncommon	Yes	1350	based: jump
Boots of the Winterlands		Uncommon	Yes	4050	based: freedom of movement minus 2 levels

Bowl of Commanding Water Elementals	Rare	No	7392	based: conjure elemental (plus 1 level, no cocentration)
Bracers of Archery	Uncommon	Yes	4050	
Bracers of Defense	Rare	Yes	5400	
Brazier of Commanding Fire Elementals	Rare	No	7392	based: conjure elemental (plus 1 level, no cocentration)
Brooch of Shielding	Uncommon	Yes	2700	based: shield for immunity
Broom of Flying	Uncommon	No	4950	based: fly
Candle of Invocation	Very Rare	Yes	28350	based: gate & unlimited guardian of nature
Cap of Water Breathing	Uncommon	No	4950	based: water breathing
Cape of the Mountebank	Rare	No	3960	based: dimension door
Carpet of Flying, 3x5	Very Rare	No	14850	based: fly, 1 creature (plus 1 level, no concentration)
Carpet of Flying, 4x6	Very Rare	No	29700	based: fly, 2 creatures (plus 1 level, no concentration)
Carpet of Flying, 5x7	Very Rare	No	44550	based: fly, 3 creatures (plus 1 level, no concentration)
Carpet of Flying, 6x9	Very Rare	No	59400	based: fly, 4 creatures (plus 1 level, no concentration)
Censer of Controlling Air Elementals	Rare	No	7392	based: conjure elemental (plus 1 level, no cocentration)
Chime of Opening	Rare	Yes	4320	based: knock
Circlet of Blasting	Uncommon	No	1188	based: scorching ray
Cloak of Arachnida	Very Rare	Yes	12780	based: spider climb (plus 1 level, no concentration), web
Cloak of Displacement	Rare	Yes	6000	based: blur (plus 1 level, no concentration)
Cloak of Elvenkind	Uncommon	Yes	9000	based: enhance ability x2 (plus 1 level, no concentration)
Cloak of Invisibility	Legendary	Yes	42000	based: greater invisibility (plus 1 level, no concentration), 2 hours = effective permanent
Cloak of Protection	Uncommon	Yes	2700	
Cloak of the Bat	Rare	Yes	15600	based: enhance ability (plus 1 level, no concentration), fly (no change in level due to requirments), polymorph
Cloak of the Manta Ray	Uncommon	No	9900	based: water breathing & alter self (plus 1 level, no concentration)
Crystal Ball	Very Rare	Yes	18900	based: scrying
Crystal Ball of Mind Reading	Legendary	Yes	36000	based: scrying & detect thoughts
Crystal Ball of Telepathy	Legendary	Yes	33300	based: scrying & suggestion
Crystal Ball of True Seeing	Legendary	Yes	73500	based: scrying & truesight
Cube of Force	Rare	Yes	12600	based: resilient sphere (plus 1 level, no concentration)
Cubic Gate	Legendary	No	60390	based: gate & planeshift (charges based on highest level spell)
Daern's Instant Fortress	Rare	No	18480	based: magnificent mansion (minus 1 level)
Dagger of Venom	Rare	No	3230	
Dancing Sword	Very Rare	Yes	5400	based: spiritual weapon
Decanter of Endless Water	Uncommon	No	1570	based: create or destroy water
Deck of Illusions	Uncommon	Yes	16200	based: major image, add charges based on cards
Deck of Many Things	Legendary	No	0	haha
Defender	Legendary	Yes	27000	
Demon Armor	Very Rare	Yes	14400	
Dimensional Shackles	Rare	No	9900	based: counterspell (plus 1 level)
Dragon Scale Mail	Very Rare	Yes	21900	based: locate creature, protection from energy (plus 1 level, no concentration)
Dragon Slayer	Rare	No	2766	
Driftglobe	Uncommon	No	2475	based: light & daylight
Dust of Disappearance	Uncommon	No	2970	based: invisible (plus 1 level, no concentration), x4 for AoE
Dust of Dryness	Uncommon	No	156	multiply total based on charges

Dust of Sneezing and Choking	Uncommon	No	0	Cursed, not priced
Dwarven Plate	Very Rare	No	18810	
Dwarven Thrower	Very Rare	Yes	17164	
Efreeti Bottle	Very Rare	No	32670	based: conjure elemental at 9th level
Efreeti Chain	Legendary	Yes	81750	based: primordial ward (plus 1 level, no concentration)
Elemental Gem	Uncommon	No	1386	based: conjure elemental (plus 1 level, no concentration)
Elixir of Health	Rare	No	396	based: lesser restoration
Elven Chain	Rare	No	2200	
Eversmoking Bottle	Uncommon	No	2970	based: fog cloud (plus 1 level, no concentration)
Eyes of Charming	Uncommon	Yes	810	based: charm person
Eyes of Minute Seeing	Uncommon	No	4950	based: enhance ability (plus 1 level, no concentration)
Eyes of the Eagle	Uncommon	Yes	4500	based: enhance ability (plus 1 level, no concentration)
Figurine of Wondrous Power, Dog	Rare	No	1584	based: conjure animals (minus 1 level)
Figurine of Wondrous Power, Elephant	Rare	No	7392	based: conjure animals (plus 3 levels)
Figurine of Wondrous Power, Fly	Rare	No	1584	based: conjure animals (minus 1 level)
Figurine of Wondrous Power, Goats	Rare	No	2376	price for all 3; based: conjure animals (minus 1 level)
Figurine of Wondrous Power, Griffon	Rare	No	3960	based: conjure animals (plus 1 level, no concentration)
Figurine of Wondrous Power, Lions	Rare	No	3300	price for all 2; based: conjure animals
Figurine of Wondrous Power, Owl	Rare	No	1584	based: conjure animals (minus 1 level)
Figurine of Wondrous Power, Raven	Uncommon	No	1188	based: conjure animals (minus 1 level)
Figurine of Wondrous Power, Steed	Very Rare	No	8316	based: conjure animals (plus 2 levels)
Flame Tongue	Rare	Yes	1600	based: light
Folding Boat	Rare	No	8800	based on ships in DMG
Frost Brand	Very Rare	Yes	3343	
Gauntlets of Ogre Power	Uncommon	Yes	9450	
Gem of Brightness	Uncommon	No	4851	based: light & color spray
Gem of Seeing	Rare	Yes	10080	based: true seeing
Giant Slayer	Rare	No	2596	
Glamoured Studded Leather	Rare	No	4158	based: disguise self
Gloves of Missile Snaring	Uncommon	Yes	2700	based: 2nd-level spell power as monks get it at 3rd level
Gloves of Swimming and Climbing	Uncommon	Yes	9000	based: alter self and spider climb (plus 1 level, no concentration)
Gloves of Thievery	Uncommon	No	4950	based: enhanced ability (plus 1 level, no concentration)
Goggles of Night	Uncommon	No	2970	based: darkvision
Hammer of Thunderbolts	of Legendary	No	74745	based: power word stun, additional 1260 gp for extra boost to STR
Hat of Disguise	Uncommon	Yes	2700	based: disguise self (plus 1 level, no concentration)
Headband of Intellect	Uncommon	Yes	9450	
Helm of Brilliance	Very Rare	Yes	125850	calculated with max jewels (Misc: 21,000 for x70 lv3 spells, 9,000 for x20 lv4 spells)
Helm of Comprehending Languages	of Uncommon	No	1485	based: comprehend languages
Helm of Telepathy	Uncommon	Yes	2430	based: detect thoughts & suggestion
Helm of Teleportation	Rare	Yes	12960	based: teleport
Heward's Handy Haversack	Rare	No	660	based: floating disk (minus 1 level, carries less)
Holy Avenger	Legendary	Yes	51464	aura: similar auras at paladin 7th level, about 4th level spell power while it is consumable, it has (likely) multiple uses
Horn of Blasting	Rare	No	2005	

Horn of Valhalla, Brass	Rare	No	21780	based: conjure animals, avg summoned 10
Horn of Valhalla, Bronze	Very Rare	No	38115	based: conjure animals, avg summoned 14
Horn of Valhalla, Iron	Legendary	No	72600	based: conjure animals, avg summoned 17
Horn of Valhalla, Silver	Rare	No	14520	based: conjure animals, avg summoned 7
Horseshoes of a Zephyr	Very Rare	No	5940	based: freedom of movement minus 2 levels
Horseshoes of Speed	Rare	No	3960	based: longstrider (plus 1 level)
Immovable Rod	Uncommon	No	7425	based: lock (plus 2 levels)
Instrument of the Bards, Anstruth Harp	Very Rare	Yes	42840	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Instrument of the Bards, Canaith Mandolin	Rare	Yes	13200	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Instrument of the Bards, Cli Lyre	Rare	Yes	15600	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Instrument of the Bards, Doss Lute	Uncommon	Yes	7920	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Instrument of the Bards, Fochlucan Bandore	Uncommon	Yes	6300	Misc: 3360 for fly, invisibility, levitate, protection from evil and good, speak with animals
Instrument of the Bards, Mac-Fuirmidh Cittern	Uncommon	Yes	6660	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Instrument of the Bards, Ollamh Harp	Legendary	Yes	72600	Misc: 3000 for fly, invisibility, levitate, protection from evil and good
Ioun Stone, Absorption	Very Rare	Yes	6750	based: counterspell (plus 1 level), charges based on highest level
Ioun Stone, Agility	Very Rare	Yes	1890	
Ioun Stone, Awareness	Rare	Yes	1800	based: alarm
Ioun Stone, Fortitude	Very Rare	Yes	1890	
Ioun Stone, Greater Absorption	Legendary	Yes	47250	based: counterspell (plus 5 levels), charges based on highest level
Ioun Stone, Insight	Very Rare	Yes	1890	
Ioun Stone, Intellect	Very Rare	Yes	1890	
Ioun Stone, Leadership	Very Rare	Yes	1890	
Ioun Stone, Mastery	Legendary	Yes	82500	based: wish
Ioun Stone, Protection	Rare	Yes	1800	
Ioun Stone, Regeneration	Legendary	Yes	15000	based: cure wounds (plus 2 levels), 24 charges a day
Ioun Stone, Reserve	Rare	Yes	9000	based on 4th level spell power
Ioun Stone, Strength	Very Rare	Yes	1890	
Ioun Stone, Sustenance	Rare	Yes	1800	based: goodberry
Iron Bands of Bilarro	Rare	No	1980	based on restrained multiplied by 10
Iron Flask	Legendary	No	24750	based: charm monster for an empty flask
Javelin of Lightning	Uncommon	No	1683	based: lightning bolt (minus 1 level) and permanent cantrip for magic weapon
Keoghtom's Ointment	Uncommon	No	1391	for 5 doses
Lantern of Revealing	Uncommon	No	4950	based: see invisibility (plus 1 level)
Luck Blade	Legendary	Yes	39750	based: x3 wishes & enhance ability (plus 1 level, no concentration)
Mace of Disruption	Rare	Yes	1880	cantrip magic weapon and light
Mace of Smiting	Rare	No	9020	misc: halved cost of +3 weapon that deals 14
Mace of Terror	Rare	Yes	4200	based: fear & cantrip for magic weapon
Mantle of Spell Resistance	Rare	Yes	9000	based: circle of power (minus 1 level)

Manual of Bodily Health	Very Rare	No	43659	due to max increase, uses set score
Manual of Gainful Exercise	Very Rare	No	43659	due to max increase, uses set score
Manual of Golems, Clay	Very Rare	No	16335	based: conjure elemental (9th-level)
Manual of Golems, Flesh	Very Rare	No	6237	based: conjure elemental
Manual of Golems, Iron	Very Rare	No	27225	based: conjure elemental (x3 9th level)
Manual of Golems, Stone	Very Rare	No	21780	based: conjure elemental (x2 9th level)
Manual of Quickness of Action	Very Rare	No	43659	due to max increase, uses set score
Mariner's Armor	Uncommon	No	2970	based: alter self
Medallion of Thoughts	Uncommon	Yes	1620	based: detect thoughts
Mirror of Life Trapping	Very Rare	No	20790	based: banishment x12
Mithral Breastplate	Uncommon	No	2310	
Mithral Chain Mail	Uncommon	No	1774	
Mithral Chain Shirt	Uncommon	No	1733	
Mithral Half Plate	Uncommon	No	2888	
Mithral Plate	Uncommon	No	4125	
Mithral Ring Mail	Uncommon	No	1700	
Mithral Scale Mail	Uncommon	No	1733	
Mithral Splint	Uncommon	No	1980	
Necklace of Adaption	Uncommon	Yes	9000	based: water breathing & protection from poison
Necklace of Fireballs	Rare	No	5940	based on 9 beads
Necklace of Prayer Beads, Blessing Bead	Rare	Yes	1440	based: bless (plus 1 level for BA cast)
Necklace of Prayer Beads, Curing Bead	Rare	Yes	2400	based: cure wounds & lesser restoration (plus 1 level for BA cast)
Necklace of Prayer Beads, Favor Bead	Rare	Yes	6720	based: greater restoration (plus 1 level for BA cast)
Necklace of Prayer Beads, Smiting Bead	Rare	Yes	2400	based: branding smite (plus 1 level for BA cast)
Necklace of Prayer Beads, Summons Bead	Rare	Yes	8640	based: planar ally (plus 1 level for BA cast)
Necklace of Prayer Beads, Wind Walking Bead	Rare	Yes	8640	based: wind walk (plus 1 level for BA cast)
Nine Lives Stealer	Very Rare	Yes	44550	9 charges, based: power word kill (minus 1 level due to save)
Nolzur's Marvelous Pigments	Very Rare	No	14850	per pot; based: fabricate (permanent)
Oathbow	Very Rare	Yes	6471	based: invisibility (for constant advantage)
Oil of Etherealness	Rare	No	2376	
Oil of Sharpness	Very Rare	No	2772	based: magic weapon
Oil of Slipperiness	Uncommon	No	743	based: freedom of movement
Pearl of Power	Uncommon	Yes	2700	based: 4th level spells
Periapt of Health	Uncommon	No	2970	based: lesser restoration
Periapt of Proof against Poison	Rare	No	6600	based: protection from poison (plus 1 level)
Periapt of Wound Closure	Uncommon	Yes	2700	based: stabilize (plus 2 levels)
Philter of Love	Uncommon	No	1040	based: charm monster (plus 1 level)
Pipes of Haunting	Uncommon	No	2970	based: cause fear (3rd level)
Pipes of the Sewers	Uncommon	Yes	1620	based: conjure animals (minus 1 level)
Plate Armor of Etherealness	Legendary	Yes	24300	based: etherealness (minus 1 level due to short duration)
Portable Hole	Rare	No	3960	based: floating disk (plus 1 level, carries more)
Potion of Animal Friendship	Uncommon	No	149	based: animal friendship
Potion of Clairvoyance	Rare	No	990	based: clairvoyance (plus 1 level, no concentration)
Potion of Climbing	Common	No	693	based: spider climb, enhance ability (plus 1 level, no concentration)

Potion of Diminution	Rare	No	660	based: enlarge/reduce (plus 1 level, longer duration)
Potion of Fire Breath	Uncommon	No	297	based: dragon's breath
Potion of Flying	Very Rare	No	1485	based: fly (plus 1 level, no concentration)
Potion of Gaseous Form	Rare	No	990	based: gaseous form (plus 1 level, no concentration)
Potion of Giant Strength, Cloud	Very Rare	No	37422	misc: belt of cloud, divided by 10
Potion of Giant Strength, Fire	Rare	No	11643	misc: belt of fire, divided by 10
Potion of Giant Strength, Frost/Stone	Rare	No	8732	misc: belt of frost/storm, divided by 10
Potion of Giant Strength, Hill	Uncommon	No	3119	misc: belt of hill, divided by 10
Potion of Giant Strength, Storm	Legendary	No	77963	misc: belt of storm, divided by 10
Potion of Greater Healing	Uncommon	No	165	
Potion of Growth	Uncommon	No	495	based: enlarge/reduce (plus 1 level, longer duration)
Potion of Healing	Common	No	55	
Potion of Heroism	Rare	No	792	based: heroism & bless (plus 1 level, no concentration)
Potion of Invisibility	Very Rare	No	990	based: invisibility (plus 1 level, no concentration)
Potion of Invulnerability	Rare	No	3630	based: invulnerability
Potion of Longevity	Very Rare	No	5445	based: wish
Potion of Mind Reading	Rare	No	660	based: detect thoughts (plus 1 level, no concentration)
Potion of Poison	Uncommon	No	3758	added magic aura for disguising it
Potion of Resistance	Uncommon	No	743	based: protection from energy (plus 1 level, no concentration)
Potion of Speed	Very Rare	No	1485	based: haste (plus 1 level, no concentration)
Potion of Superior Healing	Rare	No	440	
Potion of Supreme Healing	Very Rare	No	1061	
Potion of Vitality	Very Rare	No	2772	based: greater restoration (plus 1 level for increased effect)
Potion of Water Breathing	Uncommon	No	297	based: water breathing (minus 1 level for duration)
Quaal's Feather Token, Anchor	Rare	No	2376	based: hold monster (plus 2 levels for duration, no concentration)
Quaal's Feather Token, Bird	Rare	No	3630	based: conjure elemental (9th-level)
Quaal's Feather Token, Fan	Rare	No	660	based: gust of wind (plus 1 level, no concentration)
Quaal's Feather Token, Swan Boat	Rare	No	660	based on similar boats
Quaal's Feather Token, Tree	Rare	No	660	based: druidcraft (permanent)
Quaal's Feather Token, Whip	Rare	No	660	based: spiritual weapon (plus 1 level)
Quiver of Ehlonna	Uncommon	No	495	based: floating disk (minus 1 level, carries less)
Ring of Air Elemental Command	Legendary	Yes	67050	based: protection from evil and good, dominate monster, featherfall; misc: protection from energy
Ring of Animal Influence	Rare	No	4290	charges based on highest spell level, spell share charge sum of all available spells
Ring of Djinni Summoning	Legendary	Yes	33000	based: conjure elemental (9th-level)
Ring of Earth Elemental Command	Legendary	Yes	67650	based: protection from evil and good, dominate monster, freedom of movement (minus 3 levels); misc: protection from energy
Ring of Evasion	Rare	Yes	7560	based on 5th level spells
Ring of Feather Falling	Rare	Yes	1800	based: featherfall

Ring of Fire Elemental Command	Legendary	Yes	104400	based: protection from evil and good, dominate monster, investiture (immunity); misc: protection from energy resistance
Ring of Free Action	Rare	Yes	9000	based: freedom of movement
Ring of Invisibility	Legendary	Yes	9000	based: invisibility
Ring of Jumping	Uncommon	Yes	1350	based: jump
Ring of Mind Shielding	Uncommon	Yes	20250	based: mind blank
Ring of Protection	Rare	Yes	3600	
Ring of Regeneration	Very Rare	Yes	32400	based: regenerate
Ring of Resistance	Rare	Yes	9000	based: protection from energy (plus 1 level, no concentration)
Ring of Shooting Stars	Very Rare	Yes	5276	based: fearie fire charges; misc: permanent dancing lights and light
Ring of Spell Storing	Rare	Yes	12600	5th level spell
Ring of Spell Turning	Legendary	Yes	31500	based: circle of power
Ring of Swimming	Uncommon	No	4950	based: alter self (plus 1 level, no concentration)
Ring of Telekinesis	Very Rare	Yes	18900	based: telekinesis (no change to level due to restriction, even with no concentration)
Ring of the Ram	Rare	Yes	708	
Ring of Three Wishes	Legendary	No	27225	based: wish x3
Ring of Warmth	Uncommon	Yes	6750	based: protection from energy (plus 1 level, no concentration)
Ring of Water Elemental Command	Legendary	Yes	72450	based: protection from evil and good, dominate monster, water walk (minus 1 level); misc: water breathing (minus 1 level)
Ring of Water Walking	Uncommon	No	7425	based: water walking (plus 1 level, no concentration)
Ring of X-Ray Vision	Rare	Yes	3600	based: arcane eye (minus 2 levels)
Robe of Eyes	Rare	Yes	20400	based: enhance ability, true seeing
Robe of Scintillating Colors	Very Rare	Yes	6750	based: invisibility
Robe of Stars	Very Rare	Yes	19710	
Robe of the Archmagi	Legendary	Yes	49500	based: circle of power (minus 1 level); AC bonus is based on AC of 15 + Dex (difference between mage armor and 15)
Robe of Useful Items	Uncommon	No	0	raw materials of the cloak times 1.65 (rarity & attunement tax)
Rod of Absorption	Very Rare	Yes	43650	10 charges of 5th level spells, 6 uses of counterspell at 9th level
Rod of Alertness	Very Rare	Yes	16200	based: enhance ability, similar auras at paladin 7th level, about 4th level spell power
Rod of Lordly Might	Legendary	Yes	36893	based on flame tongue; misc is frightened
Rod of Resurrection	Legendary	Yes	27150	based: heal x5
Rod of Rulership	Rare	Yes	6720	based: charm monster (plus 2 levels)
Rod of Security	Very Rare	No	22275	based: magnificent mansion (plus 1 level) x2
Rod of the Pact Keeper, +1	Uncommon	Yes	2700	Spell Save DC = AC bonus, spell attack = weapon bonus
Rod of the Pact Keeper, +2	Rare	Yes	10800	Spell Save DC = AC bonus, spell attack = weapon bonus
Rod of the Pact Keeper, +3	Very Rare	Yes	32400	Spell Save DC = AC bonus, spell attack = weapon bonus
Rope of Climbing	Uncommon	No	495	based: mage hand
Rope of Entanglement	Rare	No	198	
Saddle of the Cavalier	Uncommon	No	4950	based: protection from evil and good (plus 2 levels, no concentration and can't be dismounted)
Scarab of Protection	Legendary	Yes	60300	based: circle of power (minus 1 level), additional effect based on x12 5 level spells
Scimitar of Speed	Very Rare	Yes	13500	based: haste (minus 1 level)



Scroll of Protection	Rare	No	198	based: protection from evil and good
Sending Stones	Uncommon	No	1188	based: sending (minus 1 level, limitations)
Sentinel Shield	Uncommon	No	2970	based: enhanced ability
Shield of Missile Attraction	Rare	Yes	6000	based: protection from energy
Shield, +1	Uncommon	No	1518	
Shield, +2	Rare	No	5984	
Shield, +3	Very Rare	No	17886	
Shortsword, +1	Uncommon	No	1502	
Slippers of Spider Climbing	Uncommon	Yes	4500	based: spider climb (plus 1 level, no concentration)
Sovereign Glue	Legendary	No	17325	price is 7 uses; based: fabricate
Spell Scroll, 1st	Common	No	99	
Spell Scroll, 2nd	Uncommon	No	297	
Spell Scroll, 3rd	Uncommon	No	495	
Spell Scroll, 4th	Rare	No	990	
Spell Scroll, 5th	Rare	No	1386	
Spell Scroll, 6th	Very Rare	No	2772	
Spell Scroll, 7th	Very Rare	No	3564	
Spell Scroll, 8th	Very Rare	No	4455	
Spell Scroll, 9th	Legendary	No	9075	
Spell Scroll, Cantrip	Common	No	33	
Spellguard Shield	Very Rare	Yes	25200	based: circle of power (plus 1 level, no concentration)
Sphere of Annihilation	Legendary	No	46200	based: disintegrate
Staff of Charming	Rare	Yes	7020	based: on 1st level spell with 10 charges, 1 use per day of 5th level spell
Staff of Fire	Very Rare	Yes	20970	based: wall of fire x2, protection from energy (plus 1 level, no concentration)
Staff of Frost	Very Rare	Yes	27540	based: wall of ice x2, protection from energy (plus 1 level, no concentration)
Staff of Healing	Rare	Yes	6780	based: mass cure wounds x2
Staff of Power	Very Rare	Yes	42660	based: globe of invulnerability x3
Staff of Striking	Very Rare	Yes	16629	
Staff of Swarming Insects	Rare	Yes	6840	based: insect plague x2
Staff of the Adder	Uncommon	Yes	282	
Staff of the Magi	Legendary	Yes	110250	based: circle of power, 7th-level spell x7 charges; misc: spells that don't take charges to cast
Staff of the Python	Uncommon	Yes	4500	based: conjure animals
Staff of the Woodlands	Rare	Yes	22800	based: pass without trace, wall of thorns x2, tree form is 1st level appropriate power
Staff of Thunder and Lightning	Very Rare	Yes	16230	based: lightning bolt (plus 1 level), thunderclap based on 1st level
Staff of Withering	Rare	Yes	12960	based: eyebite (plus 1 level)
Stone of Controlling Earth Elementals	Rare	No	7392	based: conjure elemental (plus 1 level, no concentration)
Stone of Good Luck	Uncommon	Yes	2700	ability bonus = weapon bonus
Sun Blade	Rare	Yes	6286	
Sword of Answering	Legendary	Yes	42000	based: haste
Sword of Life Stealing	Rare	Yes	857	
Sword of Sharpness	Very Rare	Yes	2785	extra damage based on greatsword max minus avg
Sword of Vengeance	Uncommon	Yes	1350	Cursed, not priced
Sword of Wounding	Rare	Yes	1715	treat bleeding comparable to poison; misc: difficult healing
Talisman of Pure Good	Legendary	Yes	71250	fissure equal to 9th level spell
Talisman of the Sphere	Legendary	Yes	15000	based: enhance ability (plus 1 level)
Talisman of Ultimate Evil	Legendary	Yes	63000	fissure equal to 9th level spell
Tentacle Rod	Rare	Yes	3228	
Tome of Clear Thought	Very Rare	No	43659	due to max increase, uses set score
Tome of Leadership and Influence	Very Rare	No	43659	due to max increase, uses set score



Tome of the Stilled Tongue	Legendary	Yes	33000	treat as 9th level for bonus action casting
Tome of Understanding	Very Rare	No	43659	due to max increase, uses set score
Trident of Fish Command	Uncommon	Yes	4050	based: dominate beast
Universal Solvent	Legendary	No	4620	based: disintegrate
Vicious Weapon	Rare	No	550	
Vorpal Sword	Legendary	Yes	63320	based: protection from energy (plus 2 levels, no concentration, ignore resist)
Wand of Binding	Rare	Yes	9300	based: hold monster x1, hold person x1, freedom of movement (minus 1 level)
Wand of Enemy Detection	Rare	Yes	9000	based: locate creature
Wand of Fear	Rare	Yes	4320	based: fear x3, command x1
Wand of Fireballs	Rare	Yes	6000	based: fireball x7
Wand of Lightning Bolts	Rare	Yes	6000	based: lightning bolts x7
Wand of Magic Detection	Uncommon	No	891	based: detect magic x3
Wand of Magic Missiles	Uncommon	No	1485	based: magic missile x7
Wand of Paralysis	Rare	Yes	16800	based: hold monster (plus 1 level, no concentration) x7
Wand of Polymorph	Very Rare	Yes	13500	based: polymorph x7
Wand of Secrets	Uncommon	No	1782	based: find traps x3
Wand of War Mage, +1	Uncommon	Yes	1500	misc: 100 for ignore cover
Wand of War Mage, +2	Rare	Yes	5600	misc: 100 for ignore cover
Wand of War Mage, +3	Very Rare	Yes	16500	misc: 100 for ignore cover
Wand of Web	Uncommon	Yes	2700	based: web x7
Wand of Wonder	Rare	Yes	20400	based: 6th level spell x7 charges
Weapon of Warning	Uncommon	Yes	25200	based: foresight; cantrip for magic weapon
Weapon, +1	Uncommon	No	1485	add cost of weapon
Weapon, +2	Rare	No	5940	add cost of weapon
Weapon, +3	Very Rare	No	17820	add cost of weapon
Well of Many Worlds	Legendary	No	47520	based: planeshift x5
Wind Fan	Uncommon	No	1188	based: gust of wind
Winged Boots	Uncommon	Yes	6750	based: fly (plus 1 level, no concentration; 2 hours = permanent)
Wings of Flying	Rare	Yes	6300	based: fly (plus 1 level, no concentration) x4