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# Magic Arms and Armor Price Guide





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# Light Armor

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

<b>Leather</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Cast-Off Armor	50	-
Smoldering Armor, Leather	75	-
<b>Uncommon</b>		
Mariner's Armor	350	-
<b>Rare</b>		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
Leather Golem Armor	3,500	Required
<b>Very Rare</b>		
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



<b>Leather</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Legendary</b>		
Armor, +3	275,000	-

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



# Medium Armor

Hide	Cost in GP	Attunement
<b>Common</b>		
Armor of Gleaming	100	-
Cast-Off Armor	50	-
Smoldering Armor	75	-
<b>Uncommon</b>		
Mariner's Armor	375	-
<b>Rare</b>		
Armor of Resistance	5,000	Required
Armor, +1	1,000	-
<b>Very Rare</b>		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
<b>Legendary</b>		
Armor, +3	275,000	-
Hide of the Feral Guardian	500,000	Required

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



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

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

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



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

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



<b>Half Plate</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armor of Gleaming	850	-
Cast-Off Armor	800	-
Smoldering Armor	825	-
<b>Uncommon</b>		
Adamantine Armor	900	-
Mariner's Armor	1,100	-
Mithral Armor	950	-
<b>Rare</b>		
Armor of Resistance	5,750	Required
Armor, +1	1,750	-
Mithral Half Plate, +1	2,500	-
Mizzium Armor	4,000	-
Molten Bronze Skin	5,500	Required
<b>Very Rare</b>		
Armor, +2	22,500	-
Last Stand Armor	7,500	-
Living Armor	10,000	Required
<b>Legendary</b>		
Armor, +3	275,000	-



# Heavy Armor

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

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



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

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



<b>Plate</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armor of Gleaming	1,600	-
Cast-Off Armor	1,550	-
Smoldering Armor	1,575	-
<b>Uncommon</b>		
Adamantine Armor	1,650	-
Mariner's Armor	1,850	-
Mind Carapace Plate	1,875	Required
Mithral Armor	1,700	-
<b>Rare</b>		
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
<b>Very Rare</b>		
Armor, +2	25,000	-
Demon Armor	45,000	Required
Dwarven Plate	27,500	-
Last Stand Armor	10,000	-
Living Armor	12,500	Required
<b>Legendary</b>		
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
<b>Common</b>		
Shield of Expression	50	-
<b>Uncommon</b>		
Sentinel Shield	375	-
Shield, +1	300	-
<b>Rare</b>		
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	-
<b>Very Rare</b>		
Animated Shield	25,000	Required
Shield of the Uven Rune	40,000	Required
Shield, +3	30,000	-
Spellguard Shield	42,500	Required
<b>Legendary</b>		
Shield of the Hidden Lord	175,000	Required



# Simple Melee Weapons

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

Daggers	Cost in GP	Attunement
<b>Common</b>		
Armblade	50	Required
<b>Uncommon</b>		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
<b>Rare</b>		
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	-
<b>Very Rare</b>		
Weapon, +3	40,000	-



<b>Daggers</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Legendary</b>		
Bookmark	50,000	Required
Rakdos Ritekknife	225,000	Required
Tinderstrike	425,000	Required

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

<b>Handaxes</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armblade	50	Required
<b>Uncommon</b>		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
<b>Rare</b>		
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	-
<b>Very Rare</b>		
Weapon, +3	40,000	-



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

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

<b>Maces</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armblade	50	Required



<b>Maces</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Uncommon</b>		
Hellfire Weapon	350	-
Lightbringer	425	Required
Weapon of Warning	500	Required
Weapon, +1	100	-
<b>Rare</b>		
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	-
<b>Very Rare</b>		
Weapon, +3	40,000	-

<b>Quarterstaves</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armsblade	50	Required
<b>Uncommon</b>		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-
<b>Rare</b>		
Corpse Slayer	2,750	Required
Vicious Weapon	750	-
Weapon of Certain Death	2,500	-
Weapon, +2	1,500	-
<b>Very Rare</b>		
Weapon, +3	40,000	-



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

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



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



# Martial Melee Weapons

<b>Battleaxes</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armsblade	50	Required
<b>Uncommon</b>		
Hellfire Weapon	350	-
Hew	275	-
Weapon of Warning	500	Required
Weapon, +1	100	-
<b>Rare</b>		
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	-
<b>Very Rare</b>		
Weapon, +3	40,000	-
<b>Legendary</b>		
Azureedge	125,000	Required
Fane-Eater	100,000	Required

<b>Double-Bladed Scimitars</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Uncommon</b>		
Hellfire Double-Bladed Scimitar	450	-

<b>Flails</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armsblade	50	Required
<b>Uncommon</b>		
Hellfire Weapon	350	-
Weapon of Warning	500	Required
Weapon, +1	100	-



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

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

Greataxes	Cost in GP	Attunement
<b>Uncommon</b>		
Hellfire Weapon	375	-
Weapon of Warning	525	Required
Weapon, +1	125	-
<b>Rare</b>		
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	-



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

<b>Greatswords</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Moon-Touched Sword	125	-
<b>Uncommon</b>		
Hellfire Weapon	400	-
Sword of Vengeance	450	Required
Weapon of Warning	550	Required
Weapon, +1	150	-
Winter's Dark Bite	525	-
<b>Rare</b>		
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	-



<b>Greatswords</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Very Rare</b>		
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	-
<b>Legendary</b>		
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

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



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

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



<b>Longswords</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Rare</b>		
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	-
<b>Very Rare</b>		
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	-
<b>Legendary</b>		
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
Vorpall Sword	275,000	Required



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

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

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



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

<b>Rapiers</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armsblade	75	Required
Moon-Touched Sword	100	-
<b>Uncommon</b>		
Hellfire Weapon	375	-
Sword of Vengeance	425	Required
Weapon of Warning	525	Required
Weapon, +1	125	-
<b>Rare</b>		
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	-



<b>Rapiers</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Very Rare</b>		
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	-
<b>Legendary</b>		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required

<b>Scimitars</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Armsblade	75	Required
Moon-Touched Sword	100	-
<b>Uncommon</b>		
Hellfire Weapon	375	-
Sword of Vengeance	425	Required
Weapon of Warning	525	Required
Weapon, +1	125	-
<b>Rare</b>		
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	-



<b>Scimitars</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Very Rare</b>		
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	-
<b>Legendary</b>		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required
Vorpal Sword	275,000	Required

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



Shortswords	Cost in GP	Attunement
<b>Rare</b>		
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	-
<b>Very Rare</b>		
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	-
<b>Legendary</b>		
Defender	300,000	Required
Holy Avenger	500,000	Required
Luck Blade	475,000	Required

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



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

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

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



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

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



# Simple Ranged Weapons

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

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

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



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

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

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



# Martial Ranged Weapons

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

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

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



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

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

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



# Firearm Weapons

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

<b>Bad News</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	650	-

<b>Blunderbusses</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	300	-

<b>Hand Mortar (Exandria)</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	400	-

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



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

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

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

<b>Muskets (Exandria)</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	300	-



<b>Palm Pistols</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	50	-

<b>Pepperboxes</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	250	-

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

<b>Pistols (Exandria)</b>	<b>Cost in GP</b>	<b>Attunement</b>
<b>Common</b>		
Base Weapon	150	-

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



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

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

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



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



# Ammunition

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

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

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



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



# Spellcasting Foci

Spellcasting Foci	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
Xorian Wenge Focus	75	Required
<b>Uncommon</b>		
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
<b>Rare</b>		
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
<b>Very Rare</b>		
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