

Crafting Magic Items

Item Rarity	Creation Cost	Minimum Level
Common	100 gp	3rd
Uncommon	500 gp	3rd
Rare	5,000 gp	6th
Very Rare	50,000 gp	11th
Legendary	500,000 gp	17th

Potions of Healing (p.188)

Potion of...	Rarity	HP Regained
Healing	Common	2d4+2
Greater Healing	Uncommon	4d4+2
Superior Healing	Rare	8d4+2
Supreme Healing	Very Rare	10d4+20

Selling a Magic Item

d100 + Mod.	You find...
20 or lower	A buyer offering a tenth of the base price
21-40	A buyer offering a quarter of the base price, and a shady buyer offering half the base price
41-80	A buyer offering half the base price, and a shady buyer offering the full base price
81-90	A buyer offering the full base price
91 or higher	A shady buyer offering one and a half times the base price, no questions asked

Finding Magic Item Buyers

Rarity	Base Price	Days to Find	d100 Roll Modifier*
Common	100 gp	1d4	+10
Uncommon	500 gp	1d6	+0
Rare	5,000 gp	1d8	-10
Very Rare	50,000 gp	1d10	-20

*Apply this modifier to Rolls on the Selling a Magic Item table.

Magic Item Prices

Magic Item Rarity	Character Level	Value
Common	1st or Higher	50- 100 gp
Uncommon	1st or Higher	101- 500 gp
Rare	5th or Higher	501- 5,000gp
Very Rare	11th or Higher	5,001- 50,000gp
Legendary	17th or Higher	50,001+ gp

Sowing Rumors

Settlement Size	Time Required
Village	2d6 Days
Town	4d6 Days
City	6d6 Days



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