

Magic Economy

Magic Item Price

Rarity	Asking Price	Average Price	Chance in stock
Common	$(1d6 + 1) \times 10\text{gp}$	40gp	50%
Uncommon	$1d6 \times 100\text{gp}$	300gp	30%
Rare	$2d10 \times 1,000\text{gp}$	10,000gp	20%
Very Rare	$(1d4 + 1) \times 10,000\text{gp}$	30,000gp	10%
Legendary	$2d6 \times 25,000\text{gp}$	150,000gp	0%

General Rules

- Wondrous items are 50% more expensive.
- Healing potions are always in stock, and are 50% less expensive than the chart shows.
- You can attempt to change the attitude of a magic shop owner from indifferent to friendly by treating them well and making a DC 20 persuasion check. Generally only one person can attempt this; group checks will come off as phony and may turn the shop owner's attitude to hostile. A friendly shop owner may eliminate the wondrous item upcharge, as well as other upcharges.
- A hostile shop owner will not sell to you, but you may be able to turn their attitude to indifferent with a DC 25 persuasion check or a DC 20 intimidation check.
- Even though legendary items are listed on the chart above, you will not find these in stores. You'll have to find them on your own in ancient dungeons or other places.