



## INTRODUCTION

Have you ever wondered how much an item truly costs? Have you been wanting to find or craft an item but aren't sure how it fits in to the grand scheme of things? Did you ever look at sovereign glue and say to yourself, "There is no way that glue is worth 500,000 gp when Sentinel shield is worth 500gp". Well you are in luck because this guide is for you.

Brainstorming with the Giant In the Playground, /r/DnDNext, and EnWorld forums, Saidoro has put together a set of tables that break down the costs, reasons for the costs, and DMG page to find the item.

## DM PREFACE

Your world need not sell the magic items for the prices given below. Your world does not even need to sell the magic items below at all. The primary purpose of the tables below is to establish the relative price of magic items so that you can have a reasonably sane economy and/or so that you can quickly eyeball how much the swag you're giving your players is worth. You are free to modify the prices as you will, just be sure to tell your players that you are doing so in advance to the game start.

The items are divided into a few different lists for your convenience. The lists are as follows:

- Consumables are items that are used some set amount of times (usually once) and then are gone.
- Combat Items are items that primarily make the user better at killing things. Some also have other killing-unrelated effects, but these are not the primary source of their utility.
- Noncombat Items are items that primarily make the user better at solving problems in a killing-unrelated manner. Some also make the user better at killing things, but this is not the primary source of their utility.
- Summoning Items are items that summon creatures to kill things or solve problems for you.
- Gamechanging Items are items that can have major effects on the way the players engage with the world or that can resculpt the campaign world in some major way all on their own. They are not necessarily overpowered, but the GM should take a look at them to make sure that the items they allow are compatible with the sort of game and world they want to create.

Each is discussed further in their own section. By adjusting the prices of the various lists, the GM can make it easier or harder to get their hands on various types of problem solving abilities.

Again, the prices below are not absolute. The GM may adjust the prices of items individually or by list, they may make any item available or not, they may say that magic items can't be sold for gold at all and that the below prices only roughly estimate value when people are trading magic items for other magic items or they may even not show these tables to their PCs at all and just use them to estimate treasure values. The below lists are intended as a tool, not an imposition on your campaign world.

## CONSUMABLES

Consumables represent all items that can be used up when used in their intended manner. By default, consumables are somewhere around one tenth the price of an equivalent permanent item. The scroll prices below represent a typical scroll of that level. Scrolls with significant direct value, such as scrolls of fabricate or wish, may be priced differently.

NAME	PRICE	PAGE	RARITY
SPELL SCROLL LEVEL 0	10	200	COMMON
AMMUNITION +1 (EACH)	25	150	UNCOMMON
POTION OF HEALING	50	187	COMMON
QUAAL'S FEATHER TOKEN ANCHOR	50	188	RARE
SPELL SCROLL LEVEL 1	60	200	COMMON
PHILTER OF LOVE	90	184	UNCOMMON
AMMUNITION +2 (EA)	100	150	RARE
POTION OF POISON	100	188	UNCOMMON
DUST OF DRYNESS (1 PELLET)	120	166	UNCOMMON
ELIXIR OF HEALTH	120	168	RARE
KEOUGHTOM'S OINTMENT (PER DOSE)	120	179	UNCOMMON
SPELL SCROLL LEVEL 2	120	200	UNCOMMON
POTION OF FIRE BREATH	150	187	UNCOMMON
POTION OF GREATER HEALING	150	187	UNCOMMON
POTION OF CLIMBING	180	187	COMMON
POTION OF HEROISM	180	188	RARE
POTION OF INVISIBILITY	180	188	VERY RARE
POTION OF MIND READ- ING	180	188	RARE
POTION OF WATER BREATHING	180	188	UNCOMMON

NAME	PRICE	PAGE	RARITY
SCROLL OF PROTECTION	180	199	RARE
NOLZUR'S MARVELOUS PIGMENTS	200	183	VERY RARE
POTION OF ANIMAL FRIENDSHIP	200	187	UNCOMMON
SPELL SCROLL LEVEL 3	200	200	UNCOMMON
QUAAL'S FEATHER TOKEN FAN	250	188	RARE
QUAAL'S FEATHER TOKEN WHIP	250	188	RARE
POTION OF DIMINUTION	270	187	RARE
POTION OF GROWTH	270	187	UNCOMMON
DUST OF DISAPPEARANCE	300	166	UNCOMMON
NECKLACE OF FIREBALLS (ONE BEAD)	300	182	RARE
POTION OF GASEOUS FORM	300	187	RARE
POTION OF RESISTANCE	300	188	UNCOMMON
UNIVERSAL SOLVENT	300	209	LEGENDARY
SPELL SCROLL LEVEL 4	320	200	RARE
AMMUNITION +3 (EA)	400	150	VERY RARE
POTION OF SPEED	400	188	VERY RARE
SOVEREIGN GLUE	400	200	LEGENDARY
HORN OF BLASTING	450	174	RARE
POTION OF SUPERIOR HEALING	450	187	VERY RARE
DUST OF SNEEZING AND CHOKING	480	166	UNCOMMON
NECKLACE OF FIREBALLS (TWO BEADS)	480	182	RARE
OIL OF SLIPPERINESS	480	184	UNCOMMON
POTION OF FLYING	500	187	VERY RARE
ARROW OF SLAYING (EA)	600	152	VERY RARE
SPELL SCROLL LEVEL 5	640	200	RARE
BEAD OF FORCE	960	154	RARE
ELEMENTAL GEM	960	167	UNCOMMON
NECKLACE OF FIREBALLS (THREE BEADS)	960	182	RARE
POTION OF CLAIRVOY- ANCE	960	187	RARE
POTION OF VITALITY	960	188	VERY RARE
SPELL SCROLL LEVEL 6	1280	200	VERY RARE
POTION OF SUPREME HEALING	1350	187	VERY RARE
CHIME OF OPENING	1500	158	RARE

NAME	PRICE	PAGE	RARITY
NECKLACE OF FIREBALLS (FOUR BEADS)	1600	182	RARE
OIL OF ETHEREALNESS	1920	183	RARE
IOUN STONE ABSORPTION	2400	177	VERY RARE
SPELL SCROLL LEVEL 7	2560	200	VERY RARE
QUAAL'S FEATHER TOKEN BIRD	3000	188	RARE
QUAAL'S FEATHER TOKEN SWAN BOAT	3000	188	RARE
OIL OF SHARPNESS	3200	184	VERY RARE
NECKLACE OF FIREBALLS (FIVE BEADS)	3840	182	RARE
POTION OF INVULNERABILITY	3840	188	RARE
GEM OF BRIGHTNESS	5000	171	UNCOMMON
SPELL SCROLL LEVEL 8	5120	200	VERY RARE
DECK OF ILLUSIONS	6120	161	UNCOMMON
NECKLACE OF FIREBALLS (SIX BEADS)	7680	182	RARE
SPELL SCROLL LEVEL 9	10240	200	LEGENDARY
IOUN STONE GREATER ABSORPTION	31000	177	LEGENDARY
ROD OF ABSORPTION	50000	195	VERY RARE
TALISMAN OF ULTIMATE EVIL	61440	207	LEGENDARY
TALISMAN OF PURE GOOD	71680	207	LEGENDARY
ROBE OF USEFUL ITEMS	ITEMS * 5	195	UNCOMMON

## COMBAT ITEMS

Combat items are primarily good for killing things. A few have other uses as well, like the luckstone or the Ioun Stone Mastery, but their biggest effect is making their owner better at killing or not getting killed. Increase the price of these items if you want your players mostly getting oddball magic items that don't interact much at all with combat. All items which are weapons or armor add the cost of the base weapon or armor that makes them up to their price.

NAME	PRICE	PAGE	RARITY
VICIOUS WEAPON	350	209	RARE
ADAMANTINE ARMOR	500	150	UNCOMMON
MITHRAL ARMOR	800	182	UNCOMMON
+1 WEAPON	1000	213	UNCOMMON
SWORD OF LIFE-STEALING	1000	206	RARE
IOUN STONE PROTECTION	1200	177	RARE
WAND OF THE WAR MAGE +1	1200	212	UNCOMMON
BRACERS OF ARCHERY	1500	156	UNCOMMON
CIRCLET OF BLASTING	1500	158	UNCOMMON
JAVELIN OF LIGHTNING	1500	178	UNCOMMON
PRAYER BEAD - SMITING	1500	182	RARE
WIND FAN	1500	213	UNCOMMON
SWORD OF SHARPNESS	1700	206	RARE
STAFF OF THE ADDER	1800	203	UNCOMMON
DANCING SWORD	2000	160	VERY RARE
GLAMOURED STUDDED LEATHER	2000	172	RARE
PIPES OF THE SEWERS	2000	185	UNCOMMON
PRAYER BEAD - BLESS	2000	182	RARE
SADDLE OF THE CAVALIER	2000	199	UNCOMMON
SWORD OF WOUNDING	2000	207	RARE
FROST BRAND	2200	171	VERY RARE
DAGGER OF VENOM	2500	160	RARE
GLOVES OF MISSILE SNARING	3000	172	UNCOMMON
IOUN STONE AGILITY	3000	177	VERY RARE
IOUN STONE FORTITUDE	3000	177	VERY RARE
IOUN STONE INSIGHT	3000	177	VERY RARE
IOUN STONE INTELLECT	3000	177	VERY RARE



NAME	PRICE	PAGE	RARITY
IOUN STONE LEADERSHIP	3000	177	VERY RARE
IOUN STONE STRENGTH	3000	177	VERY RARE
STAFF OF WITHERING	3000	205	RARE
CLOAK OF PROTECTION	3500	159	UNCOMMON
OATHBOW	3500	183	VERY RARE
RING OF PROTECTION	3500	191	RARE
+2 WEAPON	4000	213	RARE
BOOTS OF SPEED	4000	155	RARE
DRAGON SCALE MAIL	4000	165	VERY RARE
ELVEN CHAIN	4000	168	RARE
IOUN STONE REGENERATION	4000	177	LEGENDARY
IRON BANDS OF BILARRO	4000	177	RARE
PRAYER BEAD - CURING	4000	182	RARE
ROPE OF ENTANGLEMENT	4000	197	RARE
WAND OF ENEMY DEFECTION	4000	210	RARE
LUCKSTONE	4200	205	UNCOMMON
WAND OF THE WAR MAGE +2	4800	212	RARE
FLAME TONGUE	5000	170	RARE
PERIAPT OF WOUND CLOSURE	5000	184	UNCOMMON
RING OF EVASION	5000	191	RARE
RING OF THE RAM	5000	193	RARE
TENTACLE ROD	5000	208	RARE
ANIMATED SHIELD	6000	151	VERY RARE
ARMOR OF RESISTANCE	6000	152	RARE
ARROW-CATCHING SHIELD	6000	152	RARE
BELT OF DWARVENKIND	6000	155	RARE
BRACERS OF DEFENSE	6000	156	RARE
IOUN STONE RESERVE	6000	177	RARE
PEARL OF POWER	6000	184	UNCOMMON
PIPES OF HAUNTING	6000	185	UNCOMMON
RING OF RESISTANCE	6000	192	RARE
ROBE OF SCINTILLATING COLORS	6000	194	VERY RARE
SCIMITAR OF SPEED	6000	199	VERY RARE
SHIELD OF MISSILE ATTRACTION	6000	200	RARE
GIANT SLAYER	7000	172	RARE
MACE OF SMITING	7000	179	RARE

NAME	PRICE	PAGE	RARITY
BROOCH OF SHIELDING	7500	156	UNCOMMON
AMULET OF HEALTH	8000	150	RARE
DRAGON SLAYER	8000	166	RARE
GAUNTLETS OF OGRE POWER	8000	171	UNCOMMON
HEADBAND OF INTELLECT	8000	173	UNCOMMON
MACE OF DISRUPTION	8000	179	RARE
MACE OF TERROR	8000	180	RARE
NINE LIVES STEALER (FULLY CHARGED)	8000	183	VERY RARE
WAND OF MAGIC MISILES	8000	211	UNCOMMON
WAND OF WEB	8000	212	UNCOMMON
STAFF OF THUNDER AND LIGHTNING	10000	204	VERY RARE
WAND OF BINDING	10000	209	RARE
WAND OF FEAR	10000	210	RARE
IOUN STONE AWARENESS	12000	177	RARE
ROD OF THE PACT KEEPER +1	12000	197	RARE
STAFF OF CHARMING	12000	201	RARE
SUNBLADE	12000	205	RARE
STAFF OF HEALING	13000	202	RARE
RING OF SHOOTING STARS	14000	192	VERY RARE
IOUN STONE MASTERY	15000	177	LEGENDARY
+3 WEAPON	16000	213	VERY RARE
HAMMER OF THUNDERBOLTS	16000	173	LEGENDARY
ROD OF THE PACT KEEPER +2	16000	197	RARE
STAFF OF FIRE	16000	201	VERY RARE
STAFF OF SWARMING INSECTS	16000	203	RARE
WAND OF PARALYSIS	16000	211	RARE
RING OF FIRE ELEMENTAL COMMAND	17000	190	LEGENDARY
DWARVEN THROWER	18000	167	VERY RARE
WAND OF THE WAR MAGE +3	19200	212	VERY RARE
EFREETI CHAIN	20000	167	LEGENDARY
RING OF FREE ACTION	20000	191	RARE
SENTINEL SHIELD	20000	199	UNCOMMON
STAFF OF STRIKING	21000	203	VERY RARE

NAME	PRICE	PAGE	RARITY
RING OF SPELL STORING	24000	192	RARE
VORPAL SWORD	24000	209	LEGENDARY
RING OF WATER ELEMENTAL COMMAND	25000	191	LEGENDARY
ROD OF ALERTNESS	25000	195	VERY RARE
STAFF OF FROST	26000	201	VERY RARE
INSTRUMENT OF THE BARDS - FOCHULAN BANDLORE	26500	176	UNCOMMON
INSTRUMENT OF THE BARDS - MAC-FUIRMIDH CITTERN	27000	176	UNCOMMON
ROD OF LORDLY MIGHT	28000	195	LEGENDARY
ROD OF THE PACT KEEPER +3	28000	197	VERY RARE
INSTRUMENT OF THE BARDS - DOSS LUTE	28500	176	UNCOMMON
INSTRUMENT OF THE BARDS - CANAITH MANDOLIN	30000	176	RARE
MANTLE OF SPELL RESISTANCE	30000	180	RARE
RING OF SPELL TURNING	30000	193	LEGENDARY
PRAYER BEAD - FAVOR	32000	182	RARE
WAND OF FIREBALLS	32000	210	RARE
WAND OF LIGHTNING BOLTS	32000	211	RARE
WAND OF POLYMORPH	32000	211	VERY RARE
INSTRUMENT OF THE BARDS - CLI LYRE	35000	176	RARE
SCARAB OF PROTECTION	36000	199	LEGENDARY
SWORD OF ANSWERING	36000	206	LEGENDARY
STAFF OF THE WOODLANDS	44000	204	RARE
SPELLGUARD SHIELD	50000	201	VERY RARE
CLOAK OF DISPLACEMENT	60000	158	RARE
ROBE OF STARS	60000	194	VERY RARE
WEAPON OF WARNING	60000	213	UNCOMMON
PRAYER BEAD - WIND WALKING	96000	182	RARE
INSTRUMENT OF THE BARDS - ANSTRUTH HARP	109000	176	VERY RARE
INSTRUMENT OF THE BARDS - OLLAMH HARP	125000	176	LEGENDARY

NAME	PRICE	PAGE	RARITY
PRAYER BEAD - SUMMONS	128000	182	RARE
HOLY AVENGER	165000	174	LEGENDARY

### DISCOUNT NOTES

A few items could be useful for lower level characters in theory, but have high prices due to their usefulness to high level characters. Alternate versions are presented here for the GM who wants to use them.

**Ring of shooting stars:** A version of this item where the areas of the shooting stars cannot be overlapped would cost only 4000 gold.

**Wands of Magic Missiles/Lightning Bolts/Fireballs:** A version of one of these items that could use multiple charges to cast at higher levels would cost 3000 for magic missiles and 8000 for lightning bolts or fireballs.

**Instruments of the bards:** Cost 20,000 gold less without the ability to grant disadvantage on saves against charm effects.

**Rod of the pact Keeper:** Rods which grant a warlock spell slot of a fixed level rather than whatever level you happen to have cost less.

Rods limited to 1st level cost 3000/7000/19000 for +1/+2/+3  
Rods limited to 2nd level cost 4000/8000/20000 for +1/+2/+3  
Rods limited to 3rd level cost 6000/10000/22000 for +1/+2/+3  
Rods limited to 4th level cost 9000/13000/24000 for +1/+2/+3

## NONCOMBAT ITEMS

Noncombat items give some sort of problem-solving ability not directly related to combat. Some, like the Eversmoking Bottle and the Boots of Levitation are also useful in combat, but that isn't where the bulk of their utility comes from. Increase the price of these items if you'd rather have your players resort to combat more predictably instead of coming up with complicated schemes that avoid direct fighting.

NAME	PRICE	PAGE	RARITY
HELM OF COMPREHEND LANGUAGES	500	173	UNCOMMON
DRIFTGLOBE	750	166	UNCOMMON
TRIDENT OF FISH COMMAND	800	209	UNCOMMON
CAP OF WATER BREATH- ING	1000	157	UNCOMMON
EVERSMOKING BOTTLE	1000	168	UNCOMMON
QUIVER OF EHLONNA	1000	189	UNCOMMON
IOUN STONE SUSTENANCE	1000	177	RARE
RING OF WARMTH	1000	193	UNCOMMON
GOGGLES OF NIGHT	1500	172	UNCOMMON
HORSESHOES OF THE ZEPHYR	1500	175	VERY RARE

NAME	PRICE	PAGE	RARITY
MARINER'S ARMOR	1500	181	UNCOMMON
NECKLACE OF ADAPTION	1500	182	UNCOMMON
RING OF WATER WALKING	1500	193	UNCOMMON
WAND OF MAGIC DETECTION	1500	211	UNCOMMON
WAND OF SECRETS	1500	211	UNCOMMON
GLOVES OF SWIMMING AND CLIMBING	2000	172	UNCOMMON
HEWARD'S HANDY HAVERSACK	2000	174	RARE
ROPE OF CLIMBING	2000	197	UNCOMMON
RING OF FEATHER FALLING	2000	191	RARE
BOOTS OF ELVENKIND	2500	155	UNCOMMON
EYES OF MINUTE SEEING	2500	168	UNCOMMON
EYES OF THE EAGLE	2500	168	UNCOMMON
RING OF JUMPING	2500	191	UNCOMMON
DIMENSIONAL SHACKLES	3000	165	RARE
EYES OF CHARMING	3000	168	UNCOMMON
MEDALLION OF THOUGHTS	3000	181	UNCOMMON
RING OF SWIMMING	3000	193	UNCOMMON
BAG OF HOLDING	4000	153	UNCOMMON
BOOTS OF LEVITATION	4000	155	RARE
RING OF ANIMAL INFLUENCE	4000	189	RARE
BOOTS OF STRIDING AND SPRINGING	5000	156	UNCOMMON
CLOAK OF ARACHNIDA	5000	158	VERY RARE
CLOAK OF ELVENKIND	5000	158	UNCOMMON
GLOVES OF THIEVERY	5000	172	UNCOMMON
HAT OF DISGUISE	5000	173	UNCOMMON
HORSESHOES OF SPEED	5000	175	RARE
IMMOVABLE ROD	5000	175	UNCOMMON
LANTERN OF REVEALING	5000	179	UNCOMMON
PERIAPT OF HEALTH	5000	184	UNCOMMON
PERIAPT OF PROOF AGAINST POISON	5000	184	RARE
SLIPPERS OF SPIDER CLIMBING	5000	200	UNCOMMON
CLOAK OF THE BAT	6000	159	RARE
CLOAK OF THE MANTA RAY	6000	159	UNCOMMON

NAME	PRICE	PAGE	RARITY
RING OF X-RAY VISION	6000	193	RARE
CAPE OF THE MOUNTEBANK	8000	157	RARE
PORTABLE HOLE	8000	185	RARE
APPARATUS OF KWALISH	10000	151	LEGENDARY
BOOTS OF THE WINTERLANDS	10000	156	UNCOMMON
FOLDING BOAT	10000	170	RARE
RING OF INVISIBILITY	10000	191	LEGENDARY
HELM OF TELEPATHY	12000	174	UNCOMMON
CUBE OF FORCE	16000	159	RARE
RING OF MIND SHIELDING	16000	191	UNCOMMON
ROD OF RULERSHIP	16000	197	RARE
MIRROR OF LIFE TRAPPING	18000	181	VERY RARE
AMULET OF PROOF AGAINST DETECTION AND LOCATION	20000	150	UNCOMMON
ROBE OF EYES	30000	193	RARE
GEM OF SEEING	32000	172	RARE
PLATE ARMOR OF ETHEREALNESS	48000	185	LEGENDARY



# SUMMONING ITEMS

Summoning items give their users shiny new friends to help them destroy their enemies or solve problems. With the exception of the Onyx dog, the Silver Raven and the Ivory Goat of Terror, the value of these items is heavily dependent on how expensive mercenaries are in your campaign world. The basic rules makes hiring even quite competent allies startlingly cheap, and while these items aren't based on the ridiculous 2 gp/day rule, they do assume that hiring combat ready minions is a relatively cheap activity that most players will be doing a little bit of if the situation warrants it. Adjust the below prices accordingly if this is not true in your campaign world.



NAME	PRICE	PAGE	RARITY	MM PAGE
IVORY GOAT (TRAVAIL)	400	169	RARE	326
GOLDEAN LION (EA)	600	169	RARE	331
IVORY GOAT (TRAVELING)	1000	169	RARE	336
STAFF OF THE PYTHON	2000	204	UNCOMMON	324
ONYX DOG	3000	170	RARE	332
SILVER RAVEN	5000	170	UNCOMMON	335
SILVER HORN OF VALHALLA	5600	175	RARE	344
MARBLE ELEPHANT	6000	170	RARE	322
BOWL OF COMMANDING WATER ELEMENTALS	8000	156	RARE	125
BRAZIER OF COMMANDING FIRE ELEMENTALS	8000	156	RARE	125
CENSER OF CONTROLLING AIR ELEMENTALS	8000	158	RARE	124
STONE OF CONTROLLING EARTH ELEMENTALS	8000	205	RARE	124
BRASS HORN OF VALHALLA	8400	175	RARE	344
BRONZE HORN OF VALHALLA	11200	175	VERY RARE	344
IRON HORN OF VALHALLA	14000	175	LEGENDARY	344
IVORY GOAT (TERROR)	20000	169	RARE	326

# GAMECHANGING ITEMS

Gamechanging items significantly impact either the gameworld as a whole or the sort of things that are capable of challenging their holders. I don't really see either of these as a problem, but they may not fit with some campaigns or some settings, so the DM should take a careful look at the items on this list and decide whether or not they are allowed.

## WHY ITEMS ARE ON THIS LIST?

The +X armors and shields, dwarven plate, defender, staff of power and robe of the archmagi all allow the user to boost their AC out of the range of bounded accuracy. Enough AC and a character becomes functionally immune to low level checks on their ability to run rampant, like the town guard or small armies. This sort of thing is possible using items not on this list, but it requires significantly more investment in terms of the player's attunement slots. Characters eventually growing up to the point where they don't care about low level NPCs isn't a bad thing, but it doesn't fit all campaigns.

The armor of invulnerability is on this list for about the same reason.

All items that grant either flying or a flying mount are on the list for a similar reason, though they obsolete enemies without flying or a strong ranged attack rather than low level nonmagical enemies.

The Cloak of invisibility likewise obsoletes enemies that can't see invisible things.

The Helm of Teleportation, Amulet of Planes and Cubic Gate are here because they essentially obsolete any quest involving travel times, and in the later cases many quests involving things being on another plane. Additionally, they give an almost absurdly strong panic button to the holder.

Sending Stones and the Crystal ball are here because of their impact on the world, both massively change the rate of travel of information, and the latter doubles as an extremely potent knowledge gathering tool in PC hands, which bears looking into for that reason alone.

The Alchemy Jug, Decanter of Endless Water, Sphere of Annihilation and Ring of Telekinesis are here for their massive effect on the economy. All three can potentially make a profit that dwarfs their listed price if used in a clever enough manner over a long timespan.

The Potion of Longevity are here for medical reasons which should be fairly clear.

Daern's Instant Fortress potentially has a huge impact on grand military strategy.

NAME	PRICE	PAGE	RARITY	MM PAGE
+1 ARMOR	1500	152	RARE	
+1 SHIELD	1500	200	UNCOMMON	
SENDING STONES	2000	199	UNCOMMON	
WINGS OF FLYING	5000	214	RARE	
ALCHEMY JUG	6000	150	UNCOMMON	
+2 ARMOR	6000	152	VERY RARE	
+2 SHIELD	6000	200	RARE	
EBONY FLY	6000	169	RARE	
BRONZE GRIFFON	8000	169	RARE	
BROOM OF FLYING	8000	156	UNCOMMON	174
SERPENTINE OWL	8000	170	RARE	
WINGED BOOTS	8000	214	UNCOMMON	327
DWARVEN PLATE	9000	167	VERY RARE	
POTION OF LONGEVITY	9000	188	VERY RARE	
CARPET OF FLYING	12000	157	VERY RARE	
RING OF REGENERATION	12000	191	VERY RARE	
SPHERE OF ANNIHILATION	15000	201	LEGENDARY	
ARMOR OF INVULNERABILITY	18000	152	LEGENDARY	
TALISMAN OF THE SPHERE	20000	207	LEGENDARY	
+3 ARMOR	24000	152	LEGENDARY	
+3 SHIELD	24000	200	VERY RARE	
DEFENDER	24000	164	LEGENDARY	
RING OF EARTH ELEMENTAL COMMAND	31000	190	LEGENDARY	
ROBE OF THE ARCHMAGI	34000	194	LEGENDARY	
RING OF AIR ELEMENTAL COMMAND	35000	190	LEGENDARY	
CUBIC GATE	40000	160	LEGENDARY	
CRYSTAL BALL	50000	159	VERY RARE	
HELM OF TELEPORTATION	64000	174	RARE	
DAERN'S INSTANT FORTRESS	75000	160	RARE	
RING OF TELEKINESIS	80000	193	VERY RARE	
CLOAK OF INVISIBILITY	80000	158	LEGENDARY	
ROD OF SECURITY	90000	197	VERY RARE	
STAFF OF POWER	95500	202	VERY RARE	
OBSIDIAN STEED	128000	170	VERY RARE	235
DECANTER OF ENDLESS WATER	135000	160	UNCOMMON	
AMULET OF THE PLANES	160000	150	VERY RARE	



# ALL ITEMS LISTED ALPHABETICALLY

NAME	PRICE	PAGE	RARITY
+1 ARMOR	1500	152	RARE
+1 SHIELD	1500	200	UNCOMMON
+1 WEAPON	1000	213	UNCOMMON
+2 ARMOR	6000	152	VERY RARE
+2 SHIELD	6000	200	RARE
+2 WEAPON	4000	213	RARE
+3 ARMOR	24000	152	LEGENDARY
+3 SHIELD	24000	200	VERY RARE
+3 WEAPON	16000	213	VERY RARE
ADAMANTINE ARMOR	500	150	UNCOMMON
ALCHEMY JUG	6000	150	UNCOMMON
AMMUNITION +1 (EACH)	25	150	UNCOMMON
AMMUNITION +2 (EA)	100	150	RARE
AMMUNITION +3 (EA)	400	150	VERY RARE
AMULET OF HEALTH	8000	150	RARE
AMULET OF PROOF AGAINST DETECTION AND LOCATION	20000	150	UNCOMMON
AMULET OF THE PLANES	160000	150	VERY RARE
ANIMATED SHIELD	6000	151	VERY RARE
APPARATUS OF KWALISH	10000	151	LEGENDARY
ARMOR OF INVULNERABILITY	18000	152	LEGENDARY
ARMOR OF RESISTANCE	6000	152	RARE
ARROW OF SLAYING (EA)	600	152	VERY RARE
ARROW-CATCHING SHIELD	6000	152	RARE
BAG OF HOLDING	4000	153	UNCOMMON
BEAD OF FORCE	960	154	RARE
BELT OF DWARVENKIND	6000	155	RARE
BOOTS OF ELVENKIND	2500	155	UNCOMMON
BOOTS OF LEVITATION	4000	155	RARE
BOOTS OF SPEED	4000	155	RARE
BOOTS OF STRIDING AND SPRINGING	5000	156	UNCOMMON
BOOTS OF THE WINTERLANDS	10000	156	UNCOMMON
BOWL OF COMMANDING WATER ELEMENTALS	8000	156	RARE

NAME	PRICE	PAGE	RARITY
BRACERS OF ARCHERY	1500	156	UNCOMMON
BRACERS OF DEFENSE	6000	156	RARE
BRASS HORN OF VALHALLA	8400	175	RARE
BRAZIER OF COMMANDING FIRE ELEMENTALS	8000	156	RARE
BRONZE GRIFFON	8000	169	RARE
BRONZE HORN OF VALHALLA	11200	175	VERY RARE
BROOCH OF SHIELDING	7500	156	UNCOMMON
BROOM OF FLYING	8000	156	UNCOMMON
CAP OF WATER BREATHING	1000	157	UNCOMMON
CAPE OF THE MOUNTAIN-BANK	8000	157	RARE
CARPET OF FLYING	12000	157	VERY RARE
CENSER OF CONTROLLING AIR ELEMENTALS	8000	158	RARE
CHIME OF OPENING	1500	158	RARE
CIRCLET OF BLASTING	1500	158	UNCOMMON
CLOAK OF ARACHNIDA	5000	158	VERY RARE
CLOAK OF DISPLACEMENT	60000	158	RARE
CLOAK OF ELVENKIND	5000	158	UNCOMMON
CLOAK OF INVISIBILITY	80000	158	LEGENDARY
CLOAK OF PROTECTION	3500	159	UNCOMMON
CLOAK OF THE BAT	6000	159	RARE
CLOAK OF THE MANTA RAY	6000	159	UNCOMMON
CRYSTAL BALL	50000	159	VERY RARE
CUBE OF FORCE	16000	159	RARE
CUBIC GATE	40000	160	LEGENDARY
DAERN'S INSTANT FORTRESS	75000	160	RARE
DAGGER OF VENOM	2500	160	RARE
DANCING SWORD	2000	160	VERY RARE
DECANTER OF ENDLESS WATER	135000	160	UNCOMMON
DECK OF ILLUSIONS	6120	161	UNCOMMON
DEFENDER	24000	164	LEGENDARY
DIMENSIONAL SHACKLES	3000	165	RARE
DRAGON SCALE MAIL	4000	165	VERY RARE
DRAGON SLAYER	8000	166	RARE
DRIFTGLOBE	750	166	UNCOMMON

NAME	PRICE	PAGE	RARITY
DUST OF DISAPPEARANCE	300	166	UNCOMMON
DUST OF DRYNESS (1 PELLET)	120	166	UNCOMMON
DUST OF SNEEZING AND CHOKING	480	166	UNCOMMON
DWARVEN PLATE	9000	167	VERY RARE
DWARVEN THROWER	18000	167	VERY RARE
EBONY FLY	6000	169	RARE
EFREETI CHAIN	20000	167	LEGENDARY
ELEMENTAL GEM	960	167	UNCOMMON
ELIXIR OF HEALTH	120	168	RARE
ELVEN CHAIN	4000	168	RARE
EVERSMOKING BOTTLE	1000	168	UNCOMMON
EYES OF CHARMING	3000	168	UNCOMMON
EYES OF MINUTE SEEING	2500	168	UNCOMMON
EYES OF THE EAGLE	2500	168	UNCOMMON
FLAME TONGUE	5000	170	RARE
FOLDING BOAT	10000	170	RARE
FROST BRAND	2200	171	VERY RARE
GAUNTLETS OF OGRE POWER	8000	171	UNCOMMON
GEM OF BRIGHTNESS	5000	171	UNCOMMON
GEM OF SEEING	32000	172	RARE
GIANT SLAYER	7000	172	RARE
GLAMOURED STUDDED LEATHER	2000	172	RARE
GLOVES OF MISSILE SNARING	3000	172	UNCOMMON
GLOVES OF SWIMMING AND CLIMBING	2000	172	UNCOMMON
GLOVES OF THIEVERY	5000	172	UNCOMMON
GOGGLES OF NIGHT	1500	172	UNCOMMON
GOLDEAN LION (EA)	600	169	RARE
HAMMER OF THUNDERBOLTS	16000	173	LEGENDARY
HAT OF DISGUISE	5000	173	UNCOMMON
HEADBAND OF INTELLECT	8000	173	UNCOMMON
HELM OF COMPREHEND LANGUAGES	500	173	UNCOMMON
HELM OF TELEPATHY	12000	174	UNCOMMON
HELM OF TELEPORTATION	64000	174	RARE
HEWARD'S HANDY HAVERSACK	2000	174	RARE

NAME	PRICE	PAGE	RARITY
HOLY AVENGER	165000	174	LEGENDARY
HORN OF BLASTING	450	174	RARE
HORSESHOES OF SPEED	5000	175	RARE
HORSESHOES OF THE ZEPHYR	1500	175	VERY RARE
IMMOVABLE ROD	5000	175	UNCOMMON
INSTRUMENT OF THE BARDS - ANSTRUTH HARP	109000	176	VERY RARE
INSTRUMENT OF THE BARDS - CANAITH MANDOLIN	30000	176	RARE
INSTRUMENT OF THE BARDS - CLI LYRE	35000	176	RARE
INSTRUMENT OF THE BARDS - DOSS LUTE	28500	176	UNCOMMON
INSTRUMENT OF THE BARDS - FOCHULAN BANDLORE	26500	176	UNCOMMON
INSTRUMENT OF THE BARDS - MAC-FUIRMIDH CITTERN	27000	176	UNCOMMON
INSTRUMENT OF THE BARDS - OLLAMH HARP	125000	176	LEGENDARY
IOUN STONE ABSORPTION	2400	177	VERY RARE
IOUN STONE AGILITY	3000	177	VERY RARE
IOUN STONE AWARENESS	12000	177	RARE
IOUN STONE FORTITUDE	3000	177	VERY RARE
IOUN STONE GREATER ABSORPTION	31000	177	LEGENDARY
IOUN STONE INSIGHT	3000	177	VERY RARE
IOUN STONE INTELLECT	3000	177	VERY RARE
IOUN STONE LEADERSHIP	3000	177	VERY RARE
IOUN STONE MASTERY	15000	177	LEGENDARY
IOUN STONE PROTECTION	1200	177	RARE
IOUN STONE REGENERATION	4000	177	LEGENDARY
IOUN STONE RESERVE	6000	177	RARE
IOUN STONE STRENGTH	3000	177	VERY RARE
IOUN STONE SUSTENANCE	1000	177	RARE
IRON BANDS OF BILARRO	4000	177	RARE
IRON HORN OF VALHALLA	14000	175	LEGENDARY
IVORY GOAT(TERROR)	20000	169	RARE
IVORY GOAT(TRAVAIL)	400	169	RARE

NAME	PRICE	PAGE	RARITY
IVORY GOAT (TRAVELING)	1000	169	RARE
JAVELIN OF LIGHTNING	1500	178	UNCOMMON
KEOUGHTOM'S OINTMENT (PER DOSE)	120	179	UNCOMMON
LANTERN OF REVEALING	5000	179	UNCOMMON
LUCKSTONE	4200	205	UNCOMMON
MACE OF DISRUPTION	8000	179	RARE
MACE OF SMITING	7000	179	RARE
MACE OF TERROR	8000	180	RARE
MANTLE OF SPELL RESISTANCE	30000	180	RARE
MARBLE ELEPHANT	6000	170	RARE
MARINER'S ARMOR	1500	181	UNCOMMON
MEDALLION OF THOUGHTS	3000	181	UNCOMMON
MIRROR OF LIFE TRAPPING	18000	181	VERY RARE
MITHRAL ARMOR	800	182	UNCOMMON
NECKLACE OF ADAPTION	1500	182	UNCOMMON
NECKLACE OF FIREBALLS (FIVE BEADS)	3840	182	RARE
NECKLACE OF FIREBALLS (FOUR BEADS)	1600	182	RARE
NECKLACE OF FIREBALLS (ONE BEAD)	300	182	RARE
NECKLACE OF FIREBALLS (SIX BEADS)	7680	182	RARE
NECKLACE OF FIREBALLS (THREE BEADS)	960	182	RARE
NECKLACE OF FIREBALLS (TWO BEADS)	480	182	RARE
NINE LIVES STEALER (FULLY CHARGED)	8000	183	VERY RARE
NOLZUR'S MARVELOUS PIGMENTS	200	183	VERY RARE
OATHBOW	3500	183	VERY RARE
OBSIDIAN STEED	128000	170	VERY RARE
OIL OF ETHEREALNESS	1920	183	RARE
OIL OF SHARPNESS	3200	184	VERY RARE
OIL OF SLIPPERINESS	480	184	UNCOMMON
ONYX DOG	3000	170	RARE
PEARL OF POWER	6000	184	UNCOMMON
PERIAPT OF HEALTH	5000	184	UNCOMMON
PERIAPT OF PROOF AGAINST POISON	5000	184	RARE

NAME	PRICE	PAGE	RARITY
PERIAPT OF WOUND CLOSURE	5000	184	UNCOMMON
PHILTER OF LOVE	90	184	UNCOMMON
PIPES OF HAUNTING	6000	185	UNCOMMON
PIPES OF THE SEWERS	2000	185	UNCOMMON
PLATE ARMOR OF ETHE- REALNESS	48000	185	LEGENDARY
PORTABLE HOLE	8000	185	RARE
POTION OF ANIMAL FRIENDSHIP	200	187	UNCOMMON
POTION OF CLAIRVOYANCE	960	187	RARE
POTION OF CLIMBING	180	187	COMMON
POTION OF DIMINUTION	270	187	RARE
POTION OF FIRE BREATH	150	187	UNCOMMON
POTION OF FLYING	500	187	VERY RARE
POTION OF GASEOUS FORM	300	187	RARE
POTION OF GREATER HEALING	150	187	UNCOMMON
POTION OF GROWTH	270	187	UNCOMMON
POTION OF HEALING	50	187	COMMON
POTION OF HEROISM	180	188	RARE
POTION OF INVISIBILITY	180	188	VERY RARE
POTION OF INVULNERABILITY	3840	188	RARE
POTION OF LONGEVITY	9000	188	VERY RARE
POTION OF MIND READING	180	188	RARE
POTION OF POISON	100	188	UNCOMMON
POTION OF RESISTANCE	300	188	UNCOMMON
POTION OF SPEED	400	188	VERY RARE
POTION OF SUPERIOR HEALING	450	187	VERY RARE
POTION OF SUPREME HEALING	1350	187	VERY RARE
POTION OF VITALITY	960	188	VERY RARE
POTION OF WATER BREATHING	180	188	UNCOMMON
PRAYER BEAD - BLESS	2000	182	RARE
PRAYER BEAD - CURING	4000	182	RARE
PRAYER BEAD - FAVOR	32000	182	RARE
PRAYER BEAD - SMITING	1500	182	RARE
PRAYER BEAD - SUMMONS	128000	182	RARE

NAME	PRICE	PAGE	RARITY
PRAYER BEAD - WIND WALKING	96000	182	RARE
QUAAL'S FEATHER TOKEN ANCHOR	50	188	RARE
QUAAL'S FEATHER TOKEN BIRD	3000	188	RARE
QUAAL'S FEATHER TOKEN FAN	250	188	RARE
QUAAL'S FEATHER TOKEN SWAN BOAT	3000	188	RARE
QUAAL'S FEATHER TOKEN WHIP	250	188	RARE
QUIVER OF EHLONNA	1000	189	UNCOMMON
RING OF AIR ELEMENTAL COMMAND	35000	190	LEGENDARY
RING OF ANIMAL INFLUENCE	4000	189	RARE
RING OF EARTH ELEMENTAL COMMAND	31000	190	LEGENDARY
RING OF EVASION	5000	191	RARE
RING OF FEATHER FALLING	2000	191	RARE
RING OF FIRE ELEMENTAL COMMAND	17000	190	LEGENDARY
RING OF FREE ACTION	20000	191	RARE
RING OF INVISIBILITY	10000	191	LEGENDARY
RING OF JUMPING	2500	191	UNCOMMON
RING OF MIND SHIELDING	16000	191	UNCOMMON
RING OF PROTECTION	3500	191	RARE
RING OF REGENERATION	12000	191	VERY RARE
RING OF RESISTANCE	6000	192	RARE
RING OF SHOOTING STARS	14000	192	VERY RARE
RING OF SPELL STORING	24000	192	RARE
RING OF SPELL TURNING	30000	193	LEGENDARY
RING OF SWIMMING	3000	193	UNCOMMON
RING OF TELEKINESIS	80000	193	VERY RARE
RING OF THE RAM	5000	193	RARE
RING OF WARMTH	1000	193	UNCOMMON
RING OF WATER ELEMENTAL COMMAND	25000	191	LEGENDARY
RING OF WATER WALKING	1500	193	UNCOMMON
RING OF X-RAY VISION	6000	193	RARE
ROBE OF EYES	30000	193	RARE

NAME	PRICE	PAGE	RARITY
ROBE OF SCINTILLATING COLORS	6000	194	VERY RARE
ROBE OF STARS	60000	194	VERY RARE
ROBE OF THE ARCHMAGI	34000	194	LEGENDARY
ROBE OF USEFUL ITEMS	ITEMS * 5	195	UNCOMMON
ROD OF ABSORPTION	50000	195	VERY RARE
ROD OF ALERTNESS	25000	195	VERY RARE
ROD OF LORDLY MIGHT	28000	195	LEGENDARY
ROD OF RULERSHIP	16000	197	RARE
ROD OF SECURITY	90000	197	VERY RARE
ROD OF THE PACT KEEPER +1	12000	197	RARE
ROD OF THE PACT KEEPER +2	16000	197	RARE
ROD OF THE PACT KEEPER +3	28000	197	VERY RARE
ROPE OF CLIMBING	2000	197	UNCOMMON
ROPE OF ENTANGLEMENT	4000	197	RARE
SADDLE OF THE CAVALIER	2000	199	UNCOMMON
SCARAB OF PROTECTION	36000	199	LEGENDARY
SCIMITAR OF SPEED	6000	199	VERY RARE
SCROLL OF PROTECTION	180	199	RARE
SENDING STONES	2000	199	UNCOMMON
SENTINEL SHIELD	20000	199	UNCOMMON
SERPENTINE OWL	8000	170	RARE
SHIELD OF MISSILE ATTRACTION	6000	200	RARE
SILVER HORN OF VALHALLA	5600	175	RARE
SILVER RAVEN	5000	170	UNCOMMON
SLIPPERS OF SPIDER CLIMBING	5000	200	UNCOMMON
SOVEREIGN GLUE	400	200	LEGENDARY
SPELL SCROLL LEVEL 0	10	200	COMMON
SPELL SCROLL LEVEL 1	60	200	COMMON
SPELL SCROLL LEVEL 2	120	200	UNCOMMON
SPELL SCROLL LEVEL 3	200	200	UNCOMMON
SPELL SCROLL LEVEL 4	320	200	RARE
SPELL SCROLL LEVEL 5	640	200	RARE
SPELL SCROLL LEVEL 6	1280	200	VERY RARE
SPELL SCROLL LEVEL 7	2560	200	VERY RARE
SPELL SCROLL LEVEL 8	5120	200	VERY RARE
SPELL SCROLL LEVEL 9	10240	200	LEGENDARY

NAME	PRICE	PAGE	RARITY
SPELLGUARD SHIELD	50000	201	VERY RARE
SPHERE OF ANNIHILATION	15000	201	LEGENDARY
STAFF OF CHARMING	12000	201	RARE
STAFF OF FIRE	16000	201	VERY RARE
STAFF OF FROST	26000	201	VERY RARE
STAFF OF HEALING	13000	202	RARE
STAFF OF POWER	95500	202	VERY RARE
STAFF OF STRIKING	21000	203	VERY RARE
STAFF OF SWARMING INSECTS	16000	203	RARE
STAFF OF THE ADDER	1800	203	UNCOMMON
STAFF OF THE PYTHON	2000	204	UNCOMMON
STAFF OF THE WOODLANDS	44000	204	RARE
STAFF OF THUNDER AND LIGHTNING	10000	204	VERY RARE
STAFF OF WITHERING	3000	205	RARE
STONE OF CONTROLLING EARTH ELEMENTALS	8000	205	RARE
SUNBLADE	12000	205	RARE
SWORD OF ANSWERING	36000	206	LEGENDARY
SWORD OF LIFE-STEALING	1000	206	RARE
SWORD OF SHARPNESS	1700	206	RARE
SWORD OF WOUNDING	2000	207	RARE
TALISMAN OF PURE GOOD	71680	207	LEGENDARY
TALISMAN OF THE SPHERE	20000	207	LEGENDARY
TALISMAN OF ULTIMATE EVIL	61440	207	LEGENDARY
TENTACLE ROD	5000	208	RARE
TRIDENT OF FISH COMMAND	800	209	UNCOMMON
UNIVERSAL SOLVENT	300	209	LEGENDARY
VICIOUS WEAPON	350	209	RARE
VORPAL SWORD	24000	209	LEGENDARY
WAND OF BINDING	10000	209	RARE
WAND OF ENEMY DETECTION	4000	210	RARE
WAND OF FEAR	10000	210	RARE
WAND OF FIREBALLS	32000	210	RARE
WAND OF LIGHTNING BOLTS	32000	211	RARE

NAME	PRICE	PAGE	RARITY
WAND OF MAGIC DETECTION	1500	211	UNCOMMON
WAND OF MAGIC MISSILES	8000	211	UNCOMMON
WAND OF PARALYSIS	16000	211	RARE
WAND OF POLYMORPH	32000	211	VERY RARE
WAND OF SECRETS	1500	211	UNCOMMON
WAND OF THE WAR MAGE +1	1200	212	UNCOMMON
WAND OF THE WAR MAGE +2	4800	212	RARE
WAND OF THE WAR MAGE +3	19200	212	VERY RARE
WAND OF WEB	8000	212	UNCOMMON
WEAPON OF WARNING	60000	213	UNCOMMON
WIND FAN	1500	213	UNCOMMON
WINGED BOOTS	8000	214	UNCOMMON
WINGS OF FLYING	5000	214	RARE

# ITEMS THAT WON'T BE PRICED

Candle of Invocation: Because we've learned a thing or two from 3.5

Deck of Many Things: Because lolrandom

Efreeti Bottle: Because Wishes

Iron flask: Because wishes

Ring of Three Wishes: Because Wishes

Luck Blade: Because Wishes

Well of Many Worlds: Because if the GM wants you to have a TARDIS you'll have one and if they don't you won't

Wand of Wonder: Because lolrandom

Ring of Djinni Summoning: It's pretty much everything from the gamechanging list in a single item. I can't see anyone selling these.

Bag of Tricks: Creating permanent living creatures does absolutely silly things to the economy.

Tome of the Stilled Tongue: No wizard would ever sell this.

Manuals and tomes +2: If these come up, the GM is probably giving them to the whole party as a "level up" type thing

Belt of giant Strength: breaks bounded Accuracy

Potion of Giant Strength: breaks bounded accuracy

Rod of Resurrection: Plot device

Helm of Brilliance: Lolrandom

Bag of Beans: Lolrandom (Seriously, it summons mummy lords with treasure filled crypts)

Staff of the Magi: Too much power

Manual of Golems: This is a blueprint, not an item. Use whatever rules go into pricing blueprints for your campaign and adjust the golem crafting prices as needed.

Cursed items

## CREDITS:

Saidoro: For the list and the work putting it all together.

SalmonSquire: For the layout of this document.

Wizard of the Coast: All the art here and this game in general.

Giant In The Playground: For their help refining the list.

/r/DnDNext and EnWorld: For their extra input.

