

D&D5e: Magic Item Prices

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All notes based off Saidoro's post in the GinP forum:

<https://forums.giantitp.com/showthread.php?424243-Sane-Magic-Item-Prices>

As a central hub for all manner of trade and magical learning, it's possible to purchase magic items in the City of Greyhawk.

Any item that can cause damage in any way is considered illegal for general purchase, requiring connections through the Thieves Guild. Multiply the price by 1d4 for availability so a roll of "1" doesn't affect the price ("you know a guy"), but x2, x3 or x4 add costly layers of bribes to the paid.

In terms of spellcasting services, many forums cite this formula: Square of the spell level multiplied by 10 gp plus DOUBLE of the consumed material cost plus 10% of nonconsumed material cost...

$((\text{level} \times \text{level}) \times 10) + (\text{consumed material cost} \times 2) + (0.10 \times \text{nonconsumed material cost})$

TEMPLE SERVICES

Requires an Intelligence (Religion) DC 10 check to persuade for help. Clerics of the affiliated temple make this check with advantage. No more than three such spells will be granted in the same day. Spells are typically cast on-site of the temple, but "house calls" within the city are available for triple the price.

- * 10 gp ... Cure Wounds (1st level)
- * 20 gp ... Identify
- * 40 gp ... Lesser Restoration
- * 40 gp ... Prayer of Healing (2nd level)
- * 90 gp ... Remove Curse (3rd level)
- * 90 gp ... Speak with Dead
- * 210 gp ... Divination
- * 450 gp ... Greater Restoration
- * 1,250 gp ... Raise Dead

PURCHASING WIZARD SPELLS (to copy into a spellbook)

- * 10 gp ... Spell Scroll Level 0 (cantrip)
- * 60 gp ... Spell Scroll Level 1
- * 120 gp ... Spell Scroll Level 2
- * 200 gp ... Spell Scroll Level 3
- * 320 gp ... Spell Scroll Level 4
- * 640 gp ... Spell Scroll Level 5

(Spells of level 6 to 9 are taught only at the discretion of senior mages.)

- * 1,280 gp ... Spell Scroll Level 6
- * 2,560 gp ... Spell Scroll Level 7
- * 5,120 gp ... Spell Scroll Level 8
- * 10,240 gp ... Spell Scroll Level 9

CONSUMABLES

- * 10 gp ... Spell Scroll Level 0 (cantrip)
- * 25 gp ... Ammunition +1 (each)
- * 50 gp ... Potion of Healing
- * 50 gp ... Quaal's Feather Token Anchor
- * 60 gp ... Spell Scroll Level 1
- * 90 gp ... Philter of Love
- * 100 gp ... Ammunition +2 (each)
- * 100 gp ... Potion of Poison
- * 120 gp ... Dust of Dryness (1 pellet)
- * 120 gp ... Elixir of Health
- * 120 gp ... Keoghtom's Ointment (per dose)
- * 120 gp ... Spell Scroll Level 2
- * 150 gp ... Potion of Fire Breath
- * 150 gp ... Potion of Greater Healing
- * 180 gp ... Potion of Climbing
- * 180 gp ... Potion of Heroism
- * 180 gp ... Potion of Invisibility
- * 180 gp ... Potion of Mind Reading
- * 180 gp ... Potion of Water Breathing
- * 180 gp ... Scroll of Protection
- * 200 gp ... Nolzur's Marvelous Pigments
- * 200 gp ... Potion of Animal Friendship
- * 200 gp ... Spell Scroll Level 3
- * 250 gp ... Quaal's Feather Token Fan
- * 250 gp ... Quaal's Feather Token Whip
- * 270 gp ... Potion of Diminution
- * 270 gp ... Potion of Growth
- * 300 gp ... Dust of Disappearance
- * 300 gp ... Necklace of Fireballs (1 bead)
- * 300 gp ... Potion of Gaseous Form
- * 300 gp ... Potion of Resistance
- * 300 gp ... Universal Solvent
- * 320 gp ... Spell Scroll Level 4
- * 400 gp ... Ammunition +3 (each)
- * 400 gp ... Potion of Speed
- * 400 gp ... Sovereign Glue

- * 450 gp ... Horn of Blasting
- * 450 gp ... Potion of Superior Healing
- * 480 gp ... Dust of Sneezing and Choking
- * 480 gp ... Necklace of Fireballs (2 beads)
- * 480 gp ... Oil of Slipperiness
- * 500 gp ... Potion of Flying
- * 600 gp ... Arrow of Slaying (each)
- * 640 gp ... Spell Scroll Level 5
- * 960 gp ... Bead of Force
- * 960 gp ... Elemental Gem
- * 960 gp ... Necklace of Fireballs (3 beads)
- * 960 gp ... Potion of Clairvoyance
- * 960 gp ... Potion of Vitality
- * 1,280 gp ... Spell Scroll Level 6
- * 1,350 gp ... Potion of Supreme Healing
- * 1,500 gp ... Chime of Opening
- * 1,600 gp ... Necklace of Fireballs (4 beads)
- * 1,920 gp ... Oil of Etherealness
- * 2,400 gp ... Ioun Stone Absorption
- * 2,560 gp ... Spell Scroll Level 7
- * 3,000 gp ... Quaal's Feather Token Bird
- * 3,000 gp ... Quaal's Feather Token Swan Boat
- * 3,200 gp ... Oil of Sharpness
- * 3,840 gp ... Necklace of Fireballs (5 beads)
- * 3,840 gp ... Potion of Invulnerability
- * 5,000 gp ... Gem of Brightness
- * 5,120 gp ... Spell Scroll Level 8
- * 6,120 gp ... Deck of Illusions
- * 7,680 gp ... Necklace of Fireballs (6 beads)
- * 10,240 gp ... Spell Scroll Level 9
- * 31,000 gp ... Ioun Stone Greater Absorption
- * 50,000 gp ... Rod of Absorption
- * 61,440 gp ... Talisman of Ultimate Evil
- * 71,680 gp ... Talisman of Pure Good

COMBAT ITEMS

- * 350 gp ... Vicious Weapon
- * 500 gp ... Adamantine Armor
- * 800 gp ... Mithral Armor
- * 1,000 gp ... +1 Weapon
- * 1,000 gp ... Sword of Life-Stealing
- * 1,200 gp ... Ioun Stone Protection
- * 1,200 gp ... Wand of the War Mage +1
- * 1,500 gp ... Bracers of Archery

- * 1,500 gp ... Circlet of Blasting
- * 1,500 gp ... Javelin of Lightning
- * 1,500 gp ... Prayer Bead – Smiting
- * 1,500 gp ... Wind Fan
- * 1,700 gp ... Sword of Sharpness
- * 1,800 gp ... Staff of the Adder
- * 2,000 gp ... Dancing Sword
- * 2,000 gp ... Glamoured Studded Leather
- * 2,000 gp ... Pipes of the Sewers
- * 2,000 gp ... Prayer Bead – Bless
- * 2,000 gp ... Saddle of the Cavalier
- * 2,000 gp ... Sword of Wounding
- * 2,200 gp ... Frost Brand
- * 2,500 gp ... Dagger of Venom
- * 3,000 gp ... Gloves of Missile Snaring
- * 3,000 gp ... Ioun Stone Agility
- * 3,000 gp ... Ioun Stone Fortitude
- * 3,000 gp ... Ioun Stone Insight
- * 3,000 gp ... Ioun Stone Intellect
- * 3,000 gp ... Ioun Stone Leadership
- * 3,000 gp ... Ioun Stone Strength
- * 3,000 gp ... Staff of Withering
- * 3,500 gp ... Cloak of Protection
- * 3,500 gp ... Oathbow
- * 3,500 gp ... Ring of Protection
- * 4,000 gp ... +2 Weapon
- * 4,000 gp ... Boots of Speed
- * 4,000 gp ... Dragon Scale Mail
- * 4,000 gp ... Elven Chain
- * 4,000 gp ... Ioun Stone Regeneration
- * 4,000 gp ... Iron Bands of Bilarro
- * 4,000 gp ... Prayer Bead – Curing
- * 4,000 gp ... Rope of Entanglement
- * 4,000 gp ... Wand of Enemy Detection
- * 4,200 gp ... Luckstone
- * 4,800 gp ... Wand of the War Mage +2
- * 5,000 gp ... Flame Tongue
- * 5,000 gp ... Periapt of Wound Closure
- * 5,000 gp ... Ring of Evasion
- * 5,000 gp ... Ring of the Ram
- * 5,000 gp ... Tentacle Rod
- * 6,000 gp ... Animated Shield
- * 6,000 gp ... Armor of Resistance
- * 6,000 gp ... Arrow-Catching Shield

- * 6,000 gp ... Belt of Dwarvenkind
- * 6,000 gp ... Bracers of Defense
- * 6,000 gp ... Ioun Stone Reserve
- * 6,000 gp ... Pearl of Power
- * 6,000 gp ... Pipes of Haunting
- * 6,000 gp ... Ring of Resistance
- * 6,000 gp ... Robe of Scintillating Colors
- * 6,000 gp ... Scimitar of Speed
- * 6,000 gp ... Shield of Missile Attraction
- * 7,000 gp ... Giant Slayer
- * 7,000 gp ... Mace of Smiting
- * 7,500 gp ... Brooch of Shielding
- * 8,000 gp ... Amulet of Health
- * 8,000 gp ... Dragon Slayer
- * 8,000 gp ... Gauntlets of Ogre Power
- * 8,000 gp ... Headband of Intellect
- * 8,000 gp ... Mace of Disruption
- * 8,000 gp ... Mace of Terror
- * 8,000 gp ... Nine Lives Stealer (fully charged)
- * 8,000 gp ... Wand of Magic Missiles
- * 8,000 gp ... Wand of Web
- * 10,000 gp ... Staff of Thunder and Lightning
- * 10,000 gp ... Wand of Binding
- * 10,000 gp ... Wand of Fear
- * 12,000 gp ... Ioun Stone Awareness
- * 12,000 gp ... Rod of the Pact Keeper +1
- * 12,000 gp ... Staff of Charming
- * 12,000 gp ... Sunblade
- * 13,000 gp ... Staff of Healing
- * 14,000 gp ... Ring of Shooting Stars
- * 15,000 gp ... Ioun Stone Mastery
- * 16,000 gp ... +3 Weapon
- * 16,000 gp ... Hammer of Thunderbolts
- * 16,000 gp ... Rod of the Pact Keeper +2
- * 16,000 gp ... Staff of Fire
- * 16,000 gp ... Staff of Swarming Insects
- * 16,000 gp ... Wand of Paralysis
- * 17,000 gp ... Ring of Fire Elemental Command
- * 18,000 gp ... Dwarven Thrower
- * 19,200 gp ... Wand of the War Mage +3
- * 20,000 gp ... Efreeti Chain
- * 20,000 gp ... Ring of Free Action
- * 20,000 gp ... Sentinel Shield
- * 21,000 gp ... Staff of Striking

- * 24,000 gp ... Ring of Spell Storing
- * 24,000 gp ... Vorpal Sword
- * 25,000 gp ... Ring of Water Elemental Command
- * 25,000 gp ... Rod of Alertness
- * 26,000 gp ... Staff of Frost
- * 26,500 gp ... Instrument of the Bards – Fochulan Bandlore
- * 27,000 gp ... Instrument of the Bards – Mac-Fuirmidh Cittern
- * 28,000 gp ... Rod of Lordly Might
- * 28,000 gp ... Rod of the Pact Keeper +2
- * 28,500 gp ... Instrument of the Bards – Doss Lute
- * 30,000 gp ... Instrument of the Bards – Canaith Mandolin
- * 30,000 gp ... Mantle of Spell Resistance
- * 30,000 gp ... Ring of Spell Turning
- * 32,000 gp ... Prayer Bead – Favor
- * 32,000 gp ... Wand of Fireballs
- * 32,000 gp ... Wand of Lightning Bolts
- * 32,000 gp ... Wand of Polymorph
- * 35,000 gp ... Instrument of the Bards – Cli Lyre
- * 36,000 gp ... Scarab of Protection
- * 36,000 gp ... Sword of Answering
- * 44,000 gp ... Staff of the Woodlands
- * 50,000 gp ... Spellguard Shield
- * 60,000 gp ... Cloak of Displacement
- * 60,000 gp ... Robe of Stars
- * 60,000 gp ... Weapon of Warning
- * 96,000 gp ... Prayer Bead – Wind Walking
- * 109,000 gp ... Instrument of the Bards – Anstruth Harp
- * 125,000 gp ... Instrument of the Bards – Ollamh Harp
- * 128,000 gp ... Prayer Bead – Summons
- * 165,000 gp ... Holy Avenger

OTHER ITEMS

- * 500 gp ... Helm of Comprehend Languages
- * 750 gp ... Driftglobe
- * 800 gp ... Trident of Fish Command
- * 1,000 gp ... Cap of Water Breathing
- * 1,000 gp ... Eversmoking Bottle
- * 1,000 gp ... Quiver of Ehlonna
- * 1,000 gp ... Ioun Stone Sustenance
- * 1,000 gp ... Ring of Warmth
- * 1,500 gp ... Goggles of Night
- * 1,500 gp ... Horseshoes of the Zephyr
- * 1,500 gp ... Mariner's Armor
- * 1,500 gp ... Necklace of Adaption

- * 1,500 gp ... Ring of Water Walking
- * 1,500 gp ... Wand of Magic Detection
- * 1,500 gp ... Wand of Secrets
- * 2,000 gp ... Gloves of Swimming and Climbing
- * 2,000 gp ... Heward's Handy Haversack
- * 2,000 gp ... Rope of Climbing
- * 2,000 gp ... Ring of Feather Falling
- * 2,500 gp ... Boots of Elvenkind
- * 2,500 gp ... Eyes of Minute Seeing
- * 2,500 gp ... Eyes of the Eagle
- * 2,500 gp ... Ring of Jumping
- * 3,000 gp ... Dimensional Shackles
- * 3,000 gp ... Eyes of Charming
- * 3,000 gp ... Medallion of Thoughts
- * 3,000 gp ... Ring of Swimming
- * 4,000 gp ... Bag of Holding
- * 4,000 gp ... Boots of Levitation
- * 4,000 gp ... Ring of Animal Influence
- * 5,000 gp ... Boots of Striding and Springing
- * 5,000 gp ... Cloak of Arachnida
- * 5,000 gp ... Cloak of Elvenkind
- * 5,000 gp ... Gloves of Thievery
- * 5,000 gp ... Hat of Disguise
- * 5,000 gp ... Horseshoes of Speed
- * 5,000 gp ... Immovable Rod
- * 5,000 gp ... Lantern of Revealing
- * 5,000 gp ... Periapt of Health
- * 5,000 gp ... Periapt of Proof Against Poison
- * 5,000 gp ... Slippers of Spider Climbing
- * 6,000 gp ... Cloak of the Bat
- * 6,000 gp ... Cloak of the Manta Ray
- * 6,000 gp ... Ring of X-Ray Vision
- * 8,000 gp ... Cape of the Mountebank
- * 8,000 gp ... Portable Hole
- * 10,000 gp ... Apparatus of Kwalish
- * 10,000 gp ... Boots of the Winterlands
- * 10,000 gp ... Folding Boat
- * 10,000 gp ... Ring of Invisibility
- * 12,000 gp ... Helm of Telepathy
- * 16,000 gp ... Cube of Force
- * 16,000 gp ... Ring of Mind Shielding
- * 16,000 gp ... Rod of Rulership
- * 18,000 gp ... Mirror of Life Trapping
- * 20,000 gp ... Amulet of Proof Against Detection and Location

- * 30,000 gp ... Robe of Eyes
- * 32,000 gp ... Gem of Seeing
- * 48,000 gp ... Plate Armor of Etherealness

SUMMONING ITEMS

- * 400 gp ... Ivory Goat (Travail)
- * 600 gp ... Golden Lion (each)
- * 1,000 gp ... Ivory Goat (Traveling)
- * 2,000 gp ... Staff of the Python
- * 3,000 gp ... Onyx Dog
- * 5,000 gp ... Silver Raven
- * 5,600 gp ... Silver Horn of Valhalla
- * 6,000 gp ... Marble Elephant
- * 8,000 gp ... Bowl of Commanding Water Elementals
- * 8,000 gp ... Brazier of Commanding Fire Elementals
- * 8,000 gp ... Censer of Controlling Air Elementals
- * 8,000 gp ... Stone of Controlling Earth Elementals
- * 8,400 gp ... Brass Horn of Valhalla
- * 11,200 gp ... Bronze Horn of Valhalla
- * 14,000 gp ... Iron Horn of Valhalla
- * 20,000 gp ... Ivory Goat (Terror)

RESTRICTED ITEMS (not “for sale” on the open market; typically takes 3d4 weeks to find and arrange possible sale)

- * 1,500 gp ... +1 Armor
- * 1,500 gp ... +1 Shield
- * 2,000 gp ... Sending Stones
- * 5,000 gp ... Wings of Flying
- * 6,000 gp ... Alchemy Jug
- * 6,000 gp ... +2 Armor
- * 6,000 gp ... +2 Shield
- * 6,000 gp ... Ebony Fly
- * 8,000 gp ... Bronze Griffon
- * 8,000 gp ... Broom of Flying
- * 8,000 gp ... Serpentine Owl
- * 8,000 gp ... Winged Boots
- * 9,000 gp ... Dwarven Plate
- * 9,000 gp ... Potion of Longevity
- * 12,000 gp ... Carpet of Flying
- * 12,000 gp ... Ring of Regeneration
- * 15,000 gp ... Sphere of Annihilation
- * 18,000 gp ... Armor of Invulnerability
- * 20,000 gp ... Talisman of the Sphere
- * 24,000 gp ... +3 Armor

- * 24,000 gp ... +3 Shield
- * 24,000 gp ... Defender
- * 31,000 gp ... Ring of Earth Elemental Command
- * 34,000 gp ... Robe of the Archmagi
- * 35,000 gp ... Ring of Air Elemental Command
- * 40,000 gp ... Cubic Gate
- * 50,000 gp ... Crystal Ball
- * 64,000 gp ... Helm of Teleportation
- * 75,000 gp ... Daern's Instant Fortress
- * 80,000 gp ... Ring of Telekinesis
- * 80,000 gp ... Cloak of Invisibility
- * 90,000 gp ... Rod of Security
- * 95,500 gp ... Staff of Power
- * 128,000 gp ... Obsidian Steed
- * 135,000 gp ... Decanter of Endless Water
- * 160,000 gp ... Amulet of the Planes