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Here are the price tables for magical items from the 1st edition Dungeon Master's Guide. We're posting these prices as some people have wondered what a "standard" value for magical items might be. This list is not to be used as a "shopping list" price guide for visiting a wizard's magic shop; it is intended to help DMs establish how much PCs might be able to sell an item for in their game world - these might be considered "typical" selling prices for PCs wishing to get rid of magical items in a "standard" AD&D campaign.

One piece of errata: The girdle of giant strength should have a base cost of 25,000 gp. (This is listed in the DMG as 2,500 gp, which is off by a factor of 10)

Dungeon Master's Guide, 1st Edition
Magic Items Tables

III. MAGIC ITEMS

Dice Results

01-20 Potions (A.)

21-35 Scrolls (B.)

36-40 Rings (C.)

41-45 Rods, Staves & Wands (D.)

46-48 Miscellaneous Magic (E.1.)

49-51 Miscellaneous Magic (E.2.)

52-54 Miscellaneous Magic (E.3.)

55-57 Miscellaneous Magic (E.4.)

56-60 Miscellaneous Magic (E.5.)

61-75 Armor & Shields (F.)

76-86 Swords (G.)

87-00 Miscellaneous Weapons (H.)

III.A. POTIONS

Dice	Result	Experience Point Value	G.P. Sale Value
01-03	Animal Control*	250	400
04-06	Clairaudience	250	400
07-09	Clairvoyance	300	500
10-12	Climbing	300	500
13-15	Delusion**	---	150
16-16	Diminution	300	500
19-20	Dragon Control*	500-1000	5000-9000
21-23	ESP	500	850
24-26	Extra-Healing	400	800
27-29	Fire Resistance	250	400
30-32	Flying	500	750
33-34	Gaseous Form	300	400
35-36	Giant Control*	400-900	1,000-6000
37-39	Giant Strength* (F)	500-750	900-1400
40-41	Growth	250	300
42-47	Healing	200	400
48-49	Heroism (F)	300	500
50-51	Human Control*	500	900
52-54	Invisibility	250	500
55-57	Invulnerability (F)	350	500
58-60	Levitation	250	400
61-63	Longevity	500	1000
54-66	Oil of Etherealness	600	1500
67-69	Oil of Slipperiness	400	750
70-72	Philter of Love	200	300
73-75	Philter of Persuasiveness	400	850
76-78	Plant Control	250	300
79-81	Polymorph (self)	200	350
82-84	Poison**	---	---
85-87	Speed	200	450
88-90	Super-Heroism (F)	450	750
91-93	Sweet Water	200	250
94-96	Treasure Finding	600	2000
97	Undead Control*	700	2500
98-00	Water Breathing	400	900

* Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

** The Dungeon Master must mislead the possessor of the potion so as to convince him that it is not harmful. (See the appropriate item description for particulars.)

(F) = Fighters only may use

III.B SCROLLS

Dice	Result	Spell Level Range
01-10	1 spell	1-4
11-16	1 spell	1-6
17-19	1 spell	2-9 (d8 + 1) or 2-7* (d6 + 1)
20-24	2 spells	1-4
25-27	2 spells	1-8 or 1-6*
28-32	3 spells	1-4
33-35	3 spells	2-9 or 2-7*
36-39	4 spells	1-6
40-42	4 spells	1-8 or 1-6*
43-46	5 spells	1-6
47-49	5 spells	1-8 or 1-6*
50-52	6 spells	1-6
53-54	6 spells	3-8 (d6 + 2) or 3-6* (d4 + 2)
55-57	7 spells	1-8
58-59	7 spells	2-9
60	7 spells	4-9(d6 + 3) or 4-7*(d4 + 3)
61-62	Protection - Demons	(2,500 x.p.)
63-64	Protection - Devils	(2,500 x.p.)
65-70	Protection - Elementals	(1,500 x.p.)
71-76	Protection - Lycanthropes	(1,000 x.p.)
77-82	Protection - Magic	(1,500 x.p.)
83-87	Protection - Petrification	(2,000 x.p.)
88-92	Protection - Possession	(2,000 x.p.)
93-97	Protection - Undead	(1,500 x.p.)
98-00	Curse**	

* 30% of all scrolls are of clerical nature (dice 71-00), and 25% of all clerical scrolls are druidical. 10% of all magic-user scrolls are illusionist. This applies only to scrolls 01-60 above. Asterisked numbers indicate clerical spell levels.

** It is incumbent upon the Dungeon Master to do his utmost to convince players that a cursed scroll should be read. This is to be "accomplished through duplicity, coercion and threat, etc. i.e., any scroll not read has a chance of fading in normal air, but this can be noted by the archaic wording if read in the still dungeon atmosphere. A curse takes effect immediately; suggested curses are:

- 1-25 Reader polymorphed to monster of equal level which attacks any creatures nearby
- 26-30 Reader turned to liquid and drains away
- 31-40 Reader and all within 20' radius transported 200 to 1,200 miles in a random direction
- 41-50 Reader and all in 20' radius transported to another planet, plane or continuum
- 51-75 Disease fatal to reader in 2-8 turns unless cured
- 76-90 Explosive runes
- 91-99 Magic item nearby is "de-magicked"
- 00 Randomly rolled spell affects reader at 12th level of magic-use

Experience Points (x.p.) Value: Awarded only to characters who can use the spell(s); the award should be 100 x.p. per spell level. Protection scrolls are noted as to x.p. value on the table itself.

Gold Piece (g.p.) Sale Value: Any scroll can be sold in the "open market" for three times its x.p. value. Protection scrolls sell for five times x.p. value.

III.C. RINGS

Dice	Result	Experience Point Value	G.P. Sale Value
01-06	Contrariness	---	1000
07-12	Delusion	---	2000
13-14	Djinni Summoning*	3000	20000
15	Elemental Command	5000	25000
16-21	Feather Falling	1000	5000
22-27	Fire Resistance	1000	5000
28-30	Free Action	1000	5000
31-33	Human Influence*	2000	10000
34-40	Invisibility	1500	7500
41-43	Mammal Control*	1000	5000
44	Multiple Wishes*	5000	25000
45-60	Protection	2000-4000	10000-20000
61	Regeneration	5000	40000
62-63	Shooting Stars	3000	15000
64-65	Spell Storing	2500	22500
66-69	Spell Turning	2000	17500
70-75	Swimming	1000	5000
76-77	Telekinesis*	2000	10000
78-79	Three Wishes*	3000	15000
80-85	Warmth	1000	5000
86-90	Water Walking	1000	5000
91-98	Weakness	---	1000
99	Wizardry* (M)	4000	50000
00	X-Ray Vision	4000	35000

(M) = Magic-user use only.

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

III.D. RODS, STAVES, & WANDS

Dice Result	Experience Point Value*	G.P. Sale Value*
01-03 Rod of Absorption (C,M)	7500	40000
04 Rod of Beguiling (C,M,T)	5000	30000
05-14 Rod of Cancellation (any)	10000	15000
15-16 Rod of Lordly Might (F)	6000	20000
17 Rod of Resurrection (C)	10000	35000
18 Rod of Rulership (any)	8000	35000
19 Rod of Smiting (C,F)	4000	15000
20 Staff of Command (C,M)	5000	25000
21-22 Staff of Curing (C)	6000	25000
23 Staff of the Magi (M)	15000	75000
24 Staff of Power (M)	12000	60000
25-27 Staff of the Serpent (C)	7000	35000
28-31 Staff of Striking (C,M)	6000	15000
32-33 Staff of Withering (C)	8000	35000
34 Wand of Conjuration (M)	7000	35000
35-38 Wand of Enemy Detection (any)	2000	10000
39-41 Wand of Fear (C,M)	3000	15000
42-44 Wand of Fire (M)	4500	25000
45-47 Wand of Frost (M)	6000	50000
48-52 Wand of Illumination (any)	2000	10000
53-56 Wand of Illusion (M)	3000	20000
57-59 Wand of Lightning (M)	4000	30000
60-68 Wand of Magic Detection (any)	2500	25000
69-73 Wand of Metal & Mineral Detection (any)	1500	7500
74-78 Wand of Magic Missiles (any)	4000	35000
79-86 Wand of Negation (any)	3500	15000
87-89 Wand of Paralyzation (M)	3500	25000
90-92 Wand of Polymorphing (M)	3500	25000
93-94 Wand of Secret Door & Trap Location (any)	5000	40000
95-00 Wand of Wonder (any)	6000	10000

* Assumes full charges are in item.

(C) = Usable by the cleric class only.

(F) = Usable by the fighter class only.

(M) = Usable by the magic-user class only.

(T) = Usable by the thief class only.

(any) = Usable by any class unless otherwise prohibited.

III.E. MISCELLANEOUS MAGIC

TABLE (III.E.) 1.

Dice	Result	Experience Point	G.P. Value	Sale Value
01-02	Alchemy Jug	3000		12000
03-04	Amulet of Inescapable Location	---		1000
05	Amulet of Life Protection	5000		20000
08-11	Amulet of the Planes	6000		30000
12-13	Amulet of Proof Against Detection and Location	4000		15000
14-16	Apparatus of Kwalish	8000		35000
14-16	Arrow of Direction	2500		17500
17	Artifact or Relic (see Special table hereafter)	---		---
18-20	Bag of Beans	1000		5000
21	Bag of Devouring	---		1500
22-26	Bag of Holding	5000		25000
27	Bag of Transmuting	---		500
28-29	Bag of Tricks	2500		15000
30-31	Beaker of Plentiful Potions	1500		12500
32	Boat, Folding	10000		25000
33	Book of Exalted Deeds (C)	8000		40000
34	Book of Infinite Spells	9000		50000
35	Book of Vile Darkness (C)	8000		40000
36	Boots of Dancing	---		5000
37-42	Boots of Elvenkind	1000		5000
43-47	Boots of Levitation	2000		15000
48-51	Boots of Speed	2500		20000
52-55	Boots of Striding and Springing	2500		20000
56-58	Bowl Commanding Water Elementals (M)	4000		25000
59	Bowl of Watery Death (M)	---		1000
60-79	Bracers of Defense	500*		3000*
80-81	Bracers of Defenselessness	---		2000
82-84	Brazier Commanding Fire Elementals (M)	4000		25000
85	Brazier of Sleep Smoke (M)	---		1000
86-92	Brooch of Shielding	1000		10000
93	Broom of Animated Attack	---		3000
94-98	Broom of Flying	2000		10000
99-00	Bucknard's Everfull Purse	1500/2500/4000		15000/25000/40000

* Per armor class above 10, i.e., AC 6 is worth 2,000 in x.p., 12,000 gp if sold.

TABLE (III.E.) 2.

Dice	Result	Experience Point Value	G.P. Sale Value
01-06	Candle of Invocation (C)	1000	5000
07-08	Carpet of Flying	7500	25000
09-10	Censer Controlling Air Elementals (M)	4000	25000
11	Censer of Summoning Hostile Air Elementals (M)	---	1000
12-13	Chime of Opening	3500	20000
14	Chime of Hunger	---	---
15-18	Cloak of Displacement	3000	17500
19-27	Cloak of Elvenkind	1000	6000
28-30	Cloak of Manta Roy	2000	12500
31-32	Cloak of Poisonousness	---	2500
33-55	Cloak of Protection	1,000*	10000*
56-60	Crystal Ball (M)	1,000**	5,000**
61	Crystal Hypnosis Ball (M)	---	3000
62-63	Cube of Force	3000	20000
64-65	Cube of Frost Resistance	2000	14000
66-67	Cubic Gate	5000	17500
68-69	Daern's Instant Fortress	7000	27500
70-72	Decanter of Endless Water	1000	3000
73-76	Deck of Many Things	---	10000
77	Drums of Deafening	---	500
78-79	Drums of Panic	6500	35000
80-85	Dust of Appearance	1000	4000
86-91	Dust of Disappearance	2000	8000
92	Dust of Sneezing and Choking	---	1000
93	Efreeti Bottle	9000	45000
94	Eversmoking Bottle	500	2500
95	Eyes of Charming (M)	4000	24000
96-97	Eyes of the Eagle	3500	18000
98-99	Eyes of Minute Seeing	2000	12500
00	Eyes of Petrification	----***	----***

* Per plus of protection.

** Add 100% for each additional feature.

*** If reverse effect, 12,500 x.p. and 50,000 g.p. sale value."

TABLE (III.E.) 3.

Dice	Result	Experience Point	G.P. Value	Sale Value
01-15	Figurine of Wondrous Power	100*	1000*	
16	Flask of Curses	---	1000	
17-18	Gauntlets of Dexterity	1000	10000	
19-20	Gauntlets of Fumbling	---	1000	
21-22	Gauntlets of Ogre Power (C, F, T)	1000	15000	
23-25	Gauntlets of Swimming and Climbing (C,F,T)	1000	10000	
26	Gem of Brightness	2000	17500	
27	Gem of Seeing	2000	25000	
28	Girdle of Femininity/Masculinity (C,F,T)	---	1000	
29	Girdle of Giant Strength (C,F,T)	200	2500	
30	Helm of Brilliance	2500	60000	
31-35	Helm of Comprehending Languages&Reading Magic	1000	12500	
36-37	Helm of Opposite Alignment	---	1000	
38-39	Helm of Telepathy	3000	35000	
40	Helm of Teleportation	2500	30000	
41-45	Helm of Underwater Action	1000	10000	
46	Horn of Blasting	5000	55000	
47-48	Horn of Bubbles	---	---	
49	Horn of Collapsing	1500	25000	
50-53	Horn of the Tritons (C, F)	2000	17500	
54-60	Horn of Valhalla	1000**	15000**	
61-63	Horseshoes of Speed	2000	10000	
64-65	Horseshoes of a Zephyr	1500	7500	
66-70	Incense of Meditation (C)	500	7500	
71	Incense of Obsession (C)	---	500	
72	Ioun Stones	300***	5000***	
73-78	Instrument of the Bards	1000****	5000****	
79-80	Iron Flask	---	---	
81-85	Javelin of Lightning (F)	250	3000	
86-90	Javelin of Piercing (F)	250	3000	
91	Jewel of Attacks	---	1000	
92	Jewel of Flawlessness	---	1000/facet	
93-00	Keoghtom's Ointment	500	10000	

* Per hit die of the figurine.

** Double for a bronze horn, triple for an iron horn.

*** Per stone.

**** Per level of instrument for Bards.

TABLE (III.E.) 4.

Dice	Result	Experience Point Value	G.P. Sale Value
01	Libram of Gainful Conjuration (M)	8000	40000
02	Libram of Ineffable Damnation (M)	8000	40000
03	Libram of Silver Magic (M)	8000	40000
04	Lyre of Building	5000	30000
05	Manual of Bodily Health	5000	50000
06	Manual of Gainful Exercise	5000	50000
07	Manual of Golems (C, M)	3000	30000
08	Manual of Puissant Skill at Arms (F)	8000	40000
09	Manual of Quickness of Action	5000	50000
10	Manual of Stealthy Pilfering (T)	8000	40000
11	Mattock of the Titans (F)	3500	7000
12	Maul of the Titans	4000	12000
13-15	Medallion of ESP	1000/3000	10000/30000
16-17	Medallion of Thought Projection	---	1000
18	Mirror of Life Trapping (M)	2500	25000
19	Mirror of Mental Prowess	5000	50000
20	Mirror of Opposition	---	2000
21-23	Necklace of Adaptation	1000	10000
24-27	Necklace of Missiles	50*	200*
28-33	Necklace of Prayer Beads (C)	500**	3000**
34-35	Necklace of Strangulation	---	1000
36-38	Net of Entrapment (C, F, T)	1000	7500
39-42	Net of Snaring (C, F, T)	1000	6000
43-44	Nolzurs' Marvelous Pigments	500***	3000***
45-46	Pearl of Power (M)	200****	2000****
47-48	Pearl of Wisdom (C)	500	5000
49-50	Periapt of Foul Rotting	---	1000
51-53	Periapt of Health	1000	10000
54-60	Periapt of Proof Against Poison	1500	12500
61-64	Periapt of Wound Closure	1000	10000
65-70	Phylactery of Faithfulness (C)	1000	7500
71-74	Phylactery of Long Years (C)	3000	25000
75-76	Phylactery of Monstrous Attention (C)	---	2000
77-84	Pipes of the Sewers	1750	8500
85	Portable Hole	5000	50000
86-00	Quaal's Feather Token	500/1000	2000/7000

* Per hit die of each missile.

** Per special bead.

*** Per pot of pigments.

**** Per level of spell.

TABLE (III.E.) 5.

Dice	Result	Experience Point Value	G.P. Sale Value
01	Robe of the Archmagi (M)	6000	65000
02-08	Robe of Blending	3500	35000
09	Robe of Eyes (M)	4500	50000
10	Robe of Powerlessness (M)	---	1000
11	Robe of Scintillating Colors (C,M)	2750	25000
12-19	Robe of Useful Items (M)	1500	15000
20-25	Rope of Climbing	1000	10000
26-27	Rope of Constriction	---	1000
28-31	Rope of Entanglement	1250	12000
32	Rug of Smothering	---	1500
33	Rug of Welcome (M)	6500	45000
34	Saw of Mighty Cutting (F)	1750	12500
35	Scarab of Death	---	2500
36-38	Scarab of Enraging Enemies	1000	8000
39-40	Scarab of Insanity	1500	11000
41-46	Scarab of Protection	2500	25000
47	Spade of Colossal Excavation (F)	1000	6500
48	Sphere of Annihilation (M)	3750	30000
49-50	Stone of Controlling Earth Elementals	1500	12500
51-52	Stone of Good Luck (Luckstone)	3000	25000
53-54	Stone of Weight (Loadstone)	---	1000
55-57	Talisman of Pure Good (C)	3500	27500
58	Talisman of the Sphere (M)	100	10000
59-60	Talisman of Ultimate Evil (C)	3500	32500
61-66	Talisman of Zaggy	1000	10000
67	Tome of Clear Thought	8000	48000
68	Tome of Leadership and Influence	7500	40000
69	Tome of Understanding	8000	43500
70-76	Trident of Fish Command (C, F, T)	500	4000
77-78	Trident of Submission (F)	1250	12500
79-83	Trident of Warning (C, F, I)	1000	10000
84-85	Trident of Yearning	---	1000
86-87	Vacuous Grimoire	---	1000
88-90	Well of Many Worlds	6000	12000
91-00	Wings of Flying	750	7500

TABLE (III.E.)

Dice	Result	G.P. Sale Value*
01	Axe of the Dwarvish Lords	55000
02	Baba Yaga's Hut	90000
03-04	Codex of the Infinite Planes	62500
05-20	Crown of Might	50000
21	Crystal of the Ebon Flame	75000
22	Cup and Talisman of Al'Akbar	85000
23-24	Eye of Vecna	35000
25	Hand of Vecna	60000
26	Heward's Mystical Organ	25000
27	Horn of Change	20000
28-29	Invulnerable Coat of Arnd	47500
30-31	Iron Flask of Tuerny the Merciless	50000
32	Jacinth of Inestimable Beauty	100000
33	Johydee's Mask	40000
34-35	Kuroth's Quill	27500
36-37	Mace of Cuthbert	35000
38	Machine of Lum the Mad	72500
39-40	Mighty Servant of Leuk-O	185000
41-47	Orb of the Dragonkind	10-80000
48-63	Orb of Might	100000
64	Queen Ehlissa's Marvelous Nightingale	112500
65-66	Recorder of Ye'Cind	80000
67-68	Ring of Gaxx	17500
69-74	Rod of Seven Parts	25000
75-91	Sceptre of Might	150000
92	Sword of Kas	97000
93-98	Teeth of Dahlver-Nar	5000/tooth
99	Throne of the Gods	---
00	Wand of Orcus	10000

* These items bring no experience points.

III.F. ARMOR AND SHIELD

Dice	Result	Experience Point Value	G.P. Sale Value
01-05	Chain Mail +1	600	3500
06-09	Chain Mail +2	1200	7500
10-11	Chain Mail +3	2000	12500
12-19	Leather Armor +1	300	2000
20-26	Plate Mail +1	800	5000
27-32	Plate Mail +2	1750	10500
33-35	Plate Mail +3	2750	15500
36-37	Plate Mail +4	3500	20500
38	Plate Mail +5	4500	27500
39	Plate Mail of Etherealness	5000	30000
40-44	Plate Mail of Vulnerability	---	1500
45-50	Ring Mail +1	400	2500
51-55	Scale Mail +1	500	3000
56-59	Scale Mail +2	1100	6750
60-63	Splint Mail +1	700	4000
64-66	Splint Mail +2	1500	8500
67-68	Splint Mail +3	2250	14500
69	Splint Mail +4	3000	19000
70-75	Studded Leather +1	400	2500
76-84	Shield +1	250	2500
85-89	Shield +2	500	5000
90-93	Shield +3	800	8000
94-95	Shield +4	1200	12000
96	Shield +5	1750	17500
97	Shield, large, +1, +4 vs. missiles	400	4000
98-00	Shield -1, missile attractor	---	750

65% of all armor is man-sized, 20% is elf-sized, 10% is dwarf sized, and 5% gnome or halfling sized.

III.G. SWORDS

Dice	Result	Experience Point Value	G.P. Sale Value
01-25	Sword +1	400	2000
26-30	Sword +1, +2 vs. magic-using & enchanted creatures	600	3000
31-35	Sword +1, +3 vs. lycanthropes & shape changers	700	3500
36-40	Sword +1, +3 vs. regenerating creatures	800	4000
41-45	Sword +1, +4 vs. reptiles	800	4000
46-49	Sword + 1, Flame Tongue: +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead	900	45000
50	Sword +1, Luck Blade	1000	5000
51-58	Sword +2	800	4000
59-62	Sword +2, Giant Slayer	900	4500
63-66	Sword +2, Dragon Slayer	900	4500
67	Sword +2, Nine Lives Stealer	1600	8000
68-71	Sword +3	1400	7000
72-74	Sword + 3, Frost Brand: +6 vs. fire using/dwelling creatures	1600	8000
75-76	Sword +4	2000	10000
77	Sword +4, Defender	3000	15000
78	Sword +5	3000	15000
79	Sword +5, Defender	3600	18000
80	Sword +5, Holy Avenger	4000	20000
81	Sword of Dancing	4400	22000
82	Sword of Wounding	4400	22000
83	Sword of Life Stealing	5000	25000
84	Sword of Sharpness	7000	35000
85	Sword, Vorpal Weapon	10000	50000
86-90	Sword +1, Cursed	400	---
91-95	Sword -2, Cursed	600	---
96-00	Sword, Cursed Berserking	900	---

Note: 70% of swords are long swords, 20% are broadswords, 5% are short (small) swords, 4% are bastard swords, 1% are two-handed swords.

III.H. MISCELLANEOUS WEAPONS

Dice	Result	Experience Point Value	G.P. Sale Value
01-08	Arrow +1, 2-24 in number	20	120
09-12	Arrow +2, 2-16 in number	50	300
13-14	Arrow +3, 2-12 in number	75	450
15	Arrow of Slaying	250	2500
16-20	Axe +1	300	1750
21-22	Axe +2	600	3750
23	Axe +2, Throwing	750	4500
24	Axe +3	1000	7000
25-27	Battle Axe +1	400	2500
28-32	Bolt +2, 2-20 in number	50	300
33-35	Bow + 1	500	3500
36	Crossbow of Accuracy, +3	2000	12000
37	Crossbow of Distance	1500	7500
38	Crossbow of Speed	1500	7500
39-46	Dagger +1, +2 vs. creatures smaller than man-sized	100	750
47-50	Dagger +2, +3 vs. creatures larger than man-sized	250	2000
51	Dagger of Venom	350	3000
52-56	Flail +1	450	4000
57-60	Hammer +1	300	2500
61-62	Hammer +2	650	6000
63	Hammer +3, Dwarven Thrower	1500	15000
64	Hammer of Thunderbolts	2500	25000
65-67	Javelin +2	750	5000
68-72	Mace +1	350	3000
73-75	Mace +2	700	4500
76	Mace of Disruption	1750	17500
77	Mace +4	1500	15000
78-80	Military Pick +1	350	2500
81-83	Morning Star +1	400	3000
84-88	Scimitar +2	750	6000
89	Sling of Seeking	700	7000
90-94	Spear +1	500	3000
95-96	Spear +2	1000	6500
97	Spear +3	1750	15000
98-99	Spear, Cursed Backbiter	---	1000
00	Trident (Military Fork) +3	1500	12500