

Items for Sale

CF= 6

DL= 1

Weapons

Generic Magical Sword [3d4] +7 Th/+7 dmg; 6850gp

Generic Magical Bow with Enough ammo [3d6] +7 Th/+6 dmg; 5360gp

Generic Magical Helmet [3d10] +8 Th/+6 dmg; 6250gp

(Capital E Enough) Swords +4 [1d6]; 4510gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+9] +7 AC/+9 Saves; 4500gp

Generic Magical Armor [AT+8] +7 AC/+7 Saves; 5500gp

Generic Magical Bracers/Gauntlets [AT+9] +9 AC/+7 Saves; 5190gp

Generic Magical Robe [AT+9] +9 AC/+8 Saves; 6550gp

Generic Magical Belt/Girdle [AT+7] +7 AC/+7 Saves; 6120gp

Generic Magical Boots [AT+7] +9 AC/+7 Saves; 6700gp

Generic Magical Amulet of Slaying +7; 5620gp

Generic Magical Cloak of Slaying +8; 5090gp

Generic Magical Ring of Protection +6; 6050gp

Utility

Generic Ioun Stone +2 SLs; 5270gp

Greater Metamagic Rod, Still Spell (44 charges); 5020gp

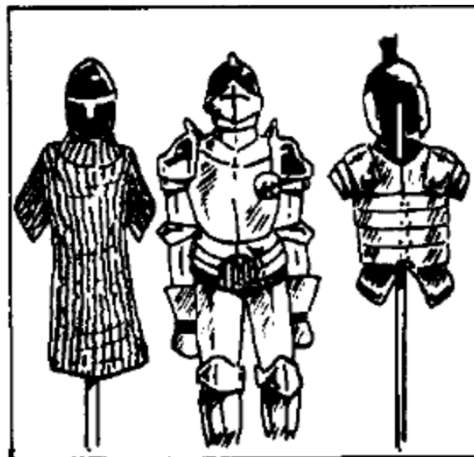
Generic Magical Staff [1d4] +7 Th/+7 dmg; 1M: Armor 1 (23 charges); 5460gp

Generic Wand of 1 (65 charges, CL 2); 4480gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 260,440gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Drawmij's Light Step (SL=1); 800gp

Scroll of Nystul's Blackmote (SL=2); 1,800gp

Scroll of Leomund's Tiny Hut (SL=3); 3,200gp

Scroll of Shaefpaete's Shadowy Distinction (SL=4); 5,000gp

Scroll of Caddelyn's Catastrophe (SL=5); 7,200gp

Scroll of Mordenkainen's Faithful Phantom Guardian (SL=6); 9,800gp

Scroll of Manor's Mind Vision (SL=7); 12,800gp

Scroll of Bigby's Most Excellent Force Sculpture (SL=8); 16,200gp

Scroll of Lauthdryn's Cleaving (SL=9); 20,000gp

Scroll of Mavin's Worldweave (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Ruin (SL=10); 242,000gp

Scroll of As You Are (SL=11); 288,000gp



Items for Sale

CF= 6

DL= 2

Weapons

Generic Magical Sword [3d2] +10 Th/+9 dmg; 7870gp

Generic Magical Bow with Enough ammo [2d12] +8 Th/+8 dmg; 6430gp

Generic Magical Helmet [1d10] +7 Th/+9 dmg; 5600gp

(Capital E Enough) Swords +4 [1d6]; 5190gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+7] +8 AC/+11 Saves; 5620gp

Generic Magical Armor [AT+9] +11 AC/+9 Saves; 6510gp

Generic Magical Bracers/Gauntlets [AT+9] +8 AC/+10 Saves; 6110gp

Generic Magical Robe [AT+9] +7 AC/+10 Saves; 5460gp

Generic Magical Belt/Girdle [AT+10] +7 AC/+10 Saves; 6440gp

Generic Magical Boots [AT+9] +9 AC/+10 Saves; 5450gp

Generic Magical Amulet of Protection +9; 5560gp

Generic Magical Cloak of Slaying +9; 7280gp

Generic Magical Ring of Slaying +8; 7730gp

Utility

Generic Ioun Stone +1 HNCL; 7640gp

Greater Metamagic Rod, Familiar (45 charges); 6880gp

Generic Magical Staff [2d6] +7 Th/+7 dmg; 1M: Cone of Cold 2 (22 charges); 6680gp

Generic Wand of 2 (61 charges, CL 4); 6260gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 Familiar Slot(s); 300,480gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Nystul's Flash (SL=1); 800gp

Scroll of Tasha's Uncontrollable Hideous Laughter (SL=2); 1,800gp

Scroll of Spliff's Wonder Bubbles (SL=3); 3,200gp

Scroll of Ivy's Irresistible Scent (SL=4); 5,000gp

Scroll of Otto's Gong of Isolation (SL=5); 7,200gp

Scroll of Obold's Brightness (SL=6); 9,800gp

Scroll of Nybor's Joyful Voyage (SL=7); 12,800gp

Scroll of Laeral's Invisible Blade (SL=8); 16,200gp

Scroll of Sammaster's Conjunction (SL=9); 20,000gp

Scroll of Moryggan's Mythaleash (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Momento Mori (SL=18); 722,000gp

Scroll of Change Reality (SL=10); 242,000gp



Items for Sale

CF= 6

DL= 3

Weapons

Generic Magical Sword [1d4] +11 Th/+10 dmg; 6610gp

Generic Magical Bow with Enough ammo [2d4] +8 Th/+11 dmg; 7030gp

Generic Magical Helmet [3d12] +11 Th/+11 dmg; 6190gp

(Capital E Enough) Swords +5 [1d6]; 7430gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+13] +12 AC/+9 Saves; 8450gp

Generic Magical Armor [AT+11] +13 AC/+13 Saves; 6770gp

Generic Magical Bracers/Gauntlets [AT+10] +10 AC/+11 Saves; 6860gp

Generic Magical Robe [AT+10] +10 AC/+12 Saves; 7620gp

Generic Magical Belt/Girdle [AT+9] +11 AC/+11 Saves; 6280gp

Generic Magical Boots [AT+9] +10 AC/+8 Saves; 6660gp

Generic Magical Amulet of Slaying +9; 7860gp

Generic Magical Cloak of Slaying +10; 6760gp

Generic Magical Ring of Protection +11; 7690gp

Utility

Generic Ioun Stone +1 CL; 8840gp

Lesser Metamagic Rod, Rime (44 charges); 6320gp

Generic Magical Staff [2d2] +10 Th/+9 dmg; 1M: Wacky Ball 3 (19 charges); 8650gp

Generic Wand of 4 (79 charges, CL 6); 8860gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 380,480gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Otiluke's Bubbling Buoyancy (SL=1); 800gp

Scroll of Abendroth's Magical Accountant (SL=2); 1,800gp

Scroll of Serrel's Minor Enchantment (SL=3); 3,200gp

Scroll of Ramael's Cyclical Light (SL=4); 5,000gp

Scroll of Muirara's Map (SL=5); 7,200gp

Scroll of Azuth's Exalted Triad (SL=6); 9,800gp

Scroll of Mordenkainen's Penultimate Cogitation (SL=7); 12,800gp

Scroll of Bigby's Most Excellent Force Sculpture (SL=8); 16,200gp

Scroll of Mycontil's Last Resort (SL=9); 20,000gp

Scroll of Proctiv's Move Mountain (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Diluvial Torrent (SL=28); 1,682,000gp

Scroll of Create Demiplane (SL=11); 288,000gp



Items for Sale

CF= 6

DL= 4

Weapons

Generic Magical Sword [1d10] +13 Th/+14 dmg; 9640gp

Generic Magical Bow with Enough ammo [2d10] +14 Th/+10 dmg; 7460gp

Generic Magical Helmet [1d2] +12 Th/+12 dmg; 7340gp

(Capital E Enough) Swords +5 [1d6]; 8010gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+13] +14 AC/+12 Saves; 8580gp

Generic Magical Armor [AT+10] +13 AC/+9 Saves; 7460gp

Generic Magical Bracers/Gauntlets [AT+12] +13 AC/+15 Saves; 7570gp

Generic Magical Robe [AT+10] +12 AC/+13 Saves; 8280gp

Generic Magical Belt/Girdle [AT+14] +10 AC/+11 Saves; 9090gp

Generic Magical Boots [AT+10] +10 AC/+14 Saves; 8980gp

Generic Magical Amulet of Protection +14; 7200gp

Generic Magical Cloak of Slaying +13; 7640gp

Generic Magical Ring of Slaying +11; 8140gp

Utility

Generic Ioun Stone +1 limited ML; 9280gp

Greater Metamagic Rod, Still Spell (42 charges); 7460gp

Generic Magical Staff [1d6] +10 Th/+12 dmg; 1M: Death Spell 4 (17 charges); 7340gp

Generic Wand of 4 (100 charges, CL 8); 9940gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 420,210gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Nystul's Flash (SL=1); 800gp

Scroll of Hornung's Baneful Deflector (SL=2); 1,800gp

Scroll of Alahandra's Questing Call (SL=3); 3,200gp

Scroll of Flamsterd's Flamestrike (SL=4); 5,000gp

Scroll of Sakkratars's Triple Strike (SL=5); 7,200gp

Scroll of Kieren's Curse Ward (SL=6); 9,800gp

Scroll of Vaxall's Doomstalk (SL=7); 12,800gp

Scroll of Gunther's Kaleidoscopic Strike (SL=8); 16,200gp

Scroll of Iggwilv's Timeless Sleep (SL=9); 20,000gp

Scroll of Proctiv's Move Mountain (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Demise Unseen (SL=17); 648,000gp

Scroll of Pixelate (SL=12); 338,000gp



Items for Sale

CF= 6

DL= 5

Weapons

Generic Magical Sword [2d4] +12 Th/+13 dmg; 9370gp

Generic Magical Bow with Enough ammo [1d10] +10 Th/+13 dmg; 10220gp

Generic Magical Helmet [2d6] +13 Th/+11 dmg; 9900gp

(Capital E Enough) Swords +6 [1d6]; 9030gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+12] +16 AC/+14 Saves; 8650gp

Generic Magical Armor [AT+15] +12 AC/+16 Saves; 10860gp

Generic Magical Bracers/Gauntlets [AT+14] +17 AC/+12 Saves; 10290gp

Generic Magical Robe [AT+12] +12 AC/+11 Saves; 8610gp

Generic Magical Belt/Girdle [AT+13] +12 AC/+10 Saves; 8130gp

Generic Magical Boots [AT+13] +16 AC/+14 Saves; 9660gp

Generic Magical Amulet of Slaying +13; 8290gp

Generic Magical Cloak of Slaying +16; 9530gp

Generic Magical Ring of Protection +11; 8880gp

Utility

Generic Ioun Stone +1 CL; 9860gp

Lesser Metamagic Rod, Thanatopic (43 charges); 9720gp

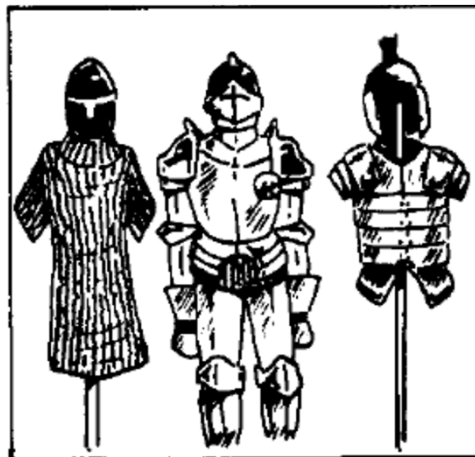
Generic Magical Staff [2d6] +13 Th/+12 dmg; 1M: Fireball 5 (17 charges); 9280gp

Generic Wand of 5 (62 charges, CL 10); 10310gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 380,600gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Rary's Empathic Perception (SL=1); 800gp

Scroll of Gemidan's Paralytic Missile (SL=2); 1,800gp

Scroll of Cervate's Summoning (SL=3); 3,200gp

Scroll of Tenser's Master of Arms (SL=4); 5,000gp

Scroll of Daltim's Fiery Protector (SL=5); 7,200gp

Scroll of Rary's Vicious Missiles (SL=6); 9,800gp

Scroll of Otiluke's Siege Sphere (SL=7); 12,800gp

Scroll of Bigby's Construction Crew (SL=8); 16,200gp

Scroll of Allisandro's Binding Curse (SL=9); 20,000gp

Scroll of Tolodine's Killing Wind (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Living Lightning (SL=23); 1,152,000gp

Scroll of Duplicate Monster (SL=10); 242,000gp



Items for Sale

CF= 6

DL= 6

Weapons

Generic Magical Sword [1d2] +13 Th/+11 dmg; 11020gp

Generic Magical Bow with Enough ammo [3d4] +16 Th/+11 dmg; 9180gp

Generic Magical Helmet [2d10] +14 Th/+15 dmg; 9270gp

(Capital E Enough) Swords +6 [1d6]; 9910gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+15] +15 AC/+17 Saves; 11560gp

Generic Magical Armor [AT+14] +16 AC/+18 Saves; 9560gp

Generic Magical Bracers/Gauntlets [AT+15] +12 AC/+14 Saves; 9870gp

Generic Magical Robe [AT+16] +19 AC/+15 Saves; 9380gp

Generic Magical Belt/Girdle [AT+16] +15 AC/+17 Saves; 10810gp

Generic Magical Boots [AT+16] +14 AC/+12 Saves; 10960gp

Generic Magical Amulet of Protection +19; 10340gp

Generic Magical Cloak of Slaying +19; 10600gp

Generic Magical Ring of Slaying +17; 11440gp

Utility

Generic Ioun Stone +1 LVL; 9460gp

Metamagic Rod, Extend (38 charges); 9570gp

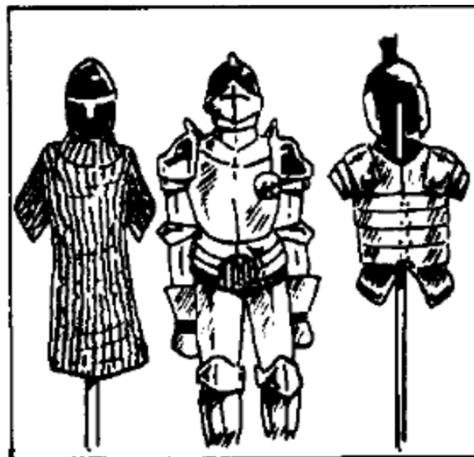
Generic Magical Staff [2d6] +14 Th/+14 dmg; 1M: Death Spell 6 (13 charges); 10000gp

Generic Wand of 6 (71 charges, CL 12); 9760gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Summon Slot(s); 500,530gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Nystul's Dancing Werelight (SL=1); 800gp

Scroll of Darazell's Noose (SL=2); 1,800gp

Scroll of Volhom's Minute Missiles (SL=3); 3,200gp

Scroll of Galathar's Gnostic Chain (SL=4); 5,000gp

Scroll of Nystul's Enveloping Darkness (SL=5); 7,200gp

Scroll of Otiluke's Diamond Screen (SL=6); 9,800gp

Scroll of Otiluke's Death Screen (SL=7); 12,800gp

Scroll of Laeral's Invisible Blade (SL=8); 16,200gp

Scroll of Tobian's Ultimate Circle (SL=9); 20,000gp

Scroll of Proctiv's Move Mountain (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Damnation (SL=18); 722,000gp

Scroll of Unlimited Wish (SL=11); 288,000gp



Items for Sale

CF= 6

DL= 7

Weapons

Generic Magical Sword [2d10] +13 Th/+20 dmg; 12840gp

Generic Magical Bow with Enough ammo [3d8] +14 Th/+13 dmg; 11130gp

Generic Magical Helmet [1d10] +20 Th/+14 dmg; 12210gp

(Capital E Enough) Swords +7 [1d6]; 11260gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+17] +13 AC/+15 Saves; 12680gp

Generic Magical Armor [AT+16] +13 AC/+12 Saves; 12080gp

Generic Magical Bracers/Gauntlets [AT+16] +12 AC/+20 Saves; 10220gp

Generic Magical Robe [AT+16] +16 AC/+13 Saves; 11930gp

Generic Magical Belt/Girdle [AT+14] +13 AC/+15 Saves; 10800gp

Generic Magical Boots [AT+13] +18 AC/+15 Saves; 11690gp

Generic Magical Amulet of Slaying +17; 12890gp

Generic Magical Cloak of Protection +14; 10190gp

Generic Magical Ring of Slaying +15; 10320gp

Utility

Generic Ioun Stone +1 limited ML; 12910gp

Metamagic Rod, Burning (46 charges); 10440gp

Generic Magical Staff [2d8] +15 Th/+15 dmg; 1M: Lightning Bolt 7 (15 charges); 11100gp

Generic Wand of 7 (69 charges, CL 14); 12910gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 540,470gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Otto's Chime of Release (SL=1); 800gp

Scroll of Khidell's Glamour Glove (SL=2); 1,800gp

Scroll of Otto's Crystal Rhythms (SL=3); 3,200gp

Scroll of Aryeric's Cloak of Protection (SL=4); 5,000gp

Scroll of Knoslira's Crypt (SL=5); 7,200gp

Scroll of Duhlark's Glasstrike (SL=6); 9,800gp

Scroll of Lysander's Bladestorm (SL=7); 12,800gp

Scroll of Gunther's Kaleidoscopic Strike (SL=8); 16,200gp

Scroll of Mavin's Create Volcano (SL=9); 20,000gp

Scroll of Proctiv's Move Mountain (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Epic Repulsion (SL=14); 450,000gp

Scroll of As You Are (SL=11); 288,000gp



Items for Sale

CF= 6

DL= 8

Weapons

Generic Magical Sword [2d12] +13 Th/+14 dmg; 12840gp

Generic Magical Bow with Enough ammo [3d4] +20 Th/+20 dmg; 13710gp

Generic Magical Helmet [1d8] +17 Th/+18 dmg; 11200gp

(Capital E Enough) Swords +7 [1d6]; 13090gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+15] +22 AC/+13 Saves; 12710gp

Generic Magical Armor [AT+17] +21 AC/+15 Saves; 11210gp

Generic Magical Bracers/Gauntlets [AT+19] +17 AC/+20 Saves; 12670gp

Generic Magical Robe [AT+14] +15 AC/+21 Saves; 11540gp

Generic Magical Belt/Girdle [AT+17] +20 AC/+17 Saves; 12560gp

Generic Magical Boots [AT+19] +19 AC/+17 Saves; 13420gp

Generic Magical Amulet of Protection +20; 13970gp

Generic Magical Cloak of Protection +19; 13660gp

Generic Magical Ring of Protection +20; 11220gp

Utility

Generic Ioun Stone +240 PSPs; 13490gp

Greater Metamagic Rod, Threnodic (44 charges); 11190gp

Generic Magical Staff [2d6] +13 Th/+19 dmg; 1M: Power Word Kill 8 (23 charges); 14050gp

Generic Wand of 8 (60 charges, CL 16); 11710gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 580,190gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Onsible's Key (SL=1); 800gp

Scroll of Tonja's Touchtrap (SL=2); 1,800gp

Scroll of Lysander's Kaleidoscope (SL=3); 3,200gp

Scroll of Volhom's Tentacle Arms (SL=4); 5,000gp

Scroll of Storm's Spell Thrust (SL=5); 7,200gp

Scroll of Rary's Vicious Missiles (SL=6); 9,800gp

Scroll of Ward's Revenge (SL=7); 12,800gp

Scroll of Prismal's Wormhole (SL=8); 16,200gp

Scroll of Elminster's Effulgent Eputation (SL=9); 20,000gp

Scroll of Mavin's Earthfast (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Eternal Freedom (SL=18); 722,000gp

Scroll of Fire Maze (SL=10); 242,000gp



Items for Sale

CF= 6

DL= 9

Weapons

Generic Magical Sword [3d12] +23 Th/+17 dmg; 12230gp

Generic Magical Bow with Enough ammo [1d2] +23 Th/+23 dmg; 12180gp

Generic Magical Helmet [1d12] +20 Th/+21 dmg; 13730gp

(Capital E Enough) Swords +8 [1d6]; 13590gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+18] +21 AC/+23 Saves; 12260gp

Generic Magical Armor [AT+22] +20 AC/+17 Saves; 14590gp

Generic Magical Bracers/Gauntlets [AT+17] +17 AC/+21 Saves; 12560gp

Generic Magical Robe [AT+16] +23 AC/+17 Saves; 12790gp

Generic Magical Belt/Girdle [AT+15] +20 AC/+23 Saves; 12940gp

Generic Magical Boots [AT+17] +23 AC/+21 Saves; 12440gp

Generic Magical Amulet of Protection +17; 12900gp

Generic Magical Cloak of Protection +22; 13460gp

Generic Magical Ring of Protection +23; 14360gp

Utility

Generic Ioun Stone +1 CL; 14080gp

Metamagic Rod, Stygian (49 charges); 15030gp

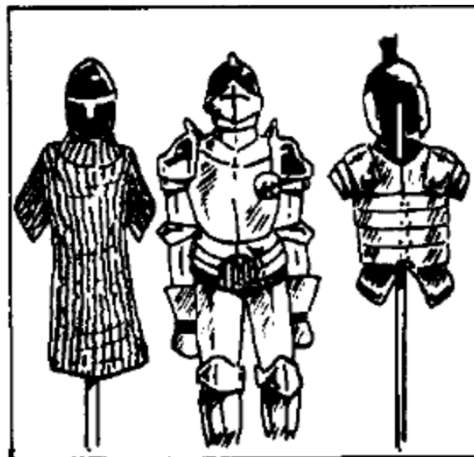
Generic Magical Staff [1d6] +18 Th/+17 dmg; 1M: Feeblemind 9 (24 charges); 14650gp

Generic Wand of 9 (67 charges, CL 18); 13920gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 540,960gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Tasso's Shriek (SL=1); 800gp

Scroll of Gemidan's Paralytic Missile (SL=2); 1,800gp

Scroll of Volhom's Minute Missiles (SL=3); 3,200gp

Scroll of Arnvid's Unseen Limb (SL=4); 5,000gp

Scroll of Rary's Hesitation (SL=5); 7,200gp

Scroll of Sakkratars's Circle of Swords (SL=6); 9,800gp

Scroll of Mordenkainen's Sword (SL=7); 12,800gp

Scroll of Laruin's Blinding Blizzard (SL=8); 16,200gp

Scroll of Algarth's Embattlement (SL=9); 20,000gp

Scroll of Tolodine's Killing Wind (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Ruin (SL=10); 242,000gp

Scroll of iHeal/iHarm (SL=10); 242,000gp



Items for Sale

CF= 6
DL= 10

Weapons

Generic Magical Sword [1d4] +18 Th/+18 dmg; 15050gp
Generic Magical Bow with Enough ammo [2d10] +20 Th/+17 dmg; 13200gp
Generic Magical Helmet [3d10] +17 Th/+23 dmg; 13280gp
(Capital E Enough) Swords +8 [1d6]; 15670gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+17] +26 AC/+20 Saves; 13920gp
Generic Magical Armor [AT+18] +22 AC/+25 Saves; 14960gp
Generic Magical Bracers/Gauntlets [AT+25] +20 AC/+25 Saves; 15650gp
Generic Magical Robe [AT+23] +22 AC/+17 Saves; 13750gp
Generic Magical Belt/Girdle [AT+18] +17 AC/+22 Saves; 14110gp
Generic Magical Boots [AT+18] +16 AC/+20 Saves; 13860gp
Generic Magical Amulet of Protection +19; 14000gp
Generic Magical Cloak of Slaying +20; 15400gp
Generic Magical Ring of Protection +18; 15140gp

Utility

Generic Ioun Stone +300 Rogue Points; 14660gp
Metamagic Rod, Silent (27 charges); 15820gp
Generic Magical Staff [2d6] +22 Th/+16 dmg; 1M: Ray of Enfeeblement 10 (23 charges); 1452
Generic Wand of 10 (58 charges, CL 20); 14160gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.
Book of +5 Race Slot(s); 620,600gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Nystul's Dancing Werelight (SL=1); 800gp

Scroll of DeGras's Pilfering Fingers (SL=2); 1,800gp

Scroll of Alustriel's Mantle (SL=3); 3,200gp

Scroll of Rary's Mind Scan (SL=4); 5,000gp

Scroll of Rary's Hesitation (SL=5); 7,200gp

Scroll of Otto's Triple Chime (SL=6); 9,800gp

Scroll of Tymessull's Planar Pacifier (SL=7); 12,800gp

Scroll of Prismal's Wormhole (SL=8); 16,200gp

Scroll of Bigby's Crushing Hand (SL=9); 20,000gp

Scroll of Moryggan's Mythaleash (SL=10); 24,200gp

Ultra Rare Scrolls

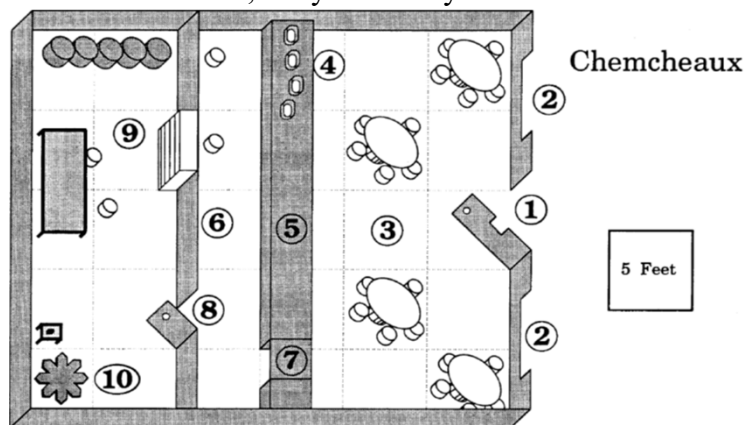
Note: 2000% Markup due to extreme spell rarity.

Scroll of Damnation (SL=18); 722,000gp

Scroll of Pixelate (SL=12); 338,000gp



Chemcheaux 1004, Greyhawk City



- 1: This is the front door to Chemcheaux. The door has a Prismal's Reversal spell cast upon it.
- 2: These are thick windows. They are rumored to be unbreakable, and they are magicked to prevent teleport and gate spells from functioning within the building except for the Chemcheaux teleport pad in the back room.
- 3: This is the main meeting hall. Here, old mages and priests congregate to brag of their exploits, to learn about recently created magical items and spells, and to share their own arcane findings.
- 4: These cauldrons, basically for the mages and priests, hold hot exotic teas. Next to the teas, the Chemcheaux owners place donuts and other pastries.
- 5: This is a chest-high counter. All sales, exchanges and refunds are made here.
- 6: This is the wall separating the back room from the meeting hall. The wall is made of a large, thick enchanted mirror. The mirror is AC 8 and can withstand 100 points of damage before shattering. Further, it regenerates 10 hit points per round. If the mirror is broken, $1d4 + 3$ mages of level 12 or higher who were sitting behind the wall attack the offender with rods, staves, wands, and spells until the offender is driven off or killed. Thereafter, the Chemcheaux is temporarily closed until a replacement mirror can be teleported from Chemcheaux 1, and installed. This, and an investigation of the incident by Prismal usually takes $1d4$ days.
- 7: This secret door allows access to a hidden section of the shop, where Prismal employees sit and watch the customers. If anyone besides the proprietor or Prismal opens these doors, a magic mouth screams a warning.
- 8: This door opens to the room containing the Chemcheaux teleport pad. If anyone other than the proprietor or Prismal opens this door, a magic mouth screams a warning, and a glyph of warding reduces the entrant by two levels, although a save versus spell at -4 negates the effect.
- 9: This is the back room. The equipment furnishings depend upon the items constructed at each particular shop. For example, a plethora of swords $+ 2$ are stored at the Ravens Bluff shop.
- 10: This is the Chemcheaux teleport pad. Next to the teleport pad is a massive book resting on a small table. This book details the locations and numbers of each Chemcheaux and each shop's specialty. The book has three sections. The first section has the Chemcheaux in numeric order. The second section lists the Chemcheaux alphabetically by world and city. The third and most important list, details the Chemcheaux in alphabetical order by the item it creates. By standing on the teleport pad and saying the Chemcheaux number, the mage can instantly teleport to that location to pick up the desired item.