

Items for Sale

CF= 1

DL= 1

Weapons

Generic Magical Sword [1d8] +3 Th/+4 dmg; 440gp

Generic Magical Bow with Enough ammo [3d6] +2 Th/+2 dmg; 110gp

Generic Magical Helmet [1d10] +3 Th/+3 dmg; -560gp

(Capital E Enough) Swords +1 [1d6]; -160gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+2] +3 AC/+3 Saves; 460gp

Generic Magical Armor [AT+2] +3 AC/+2 Saves; 580gp

Generic Magical Bracers/Gauntlets [AT+3] +4 AC/+1 Saves; 390gp

Generic Magical Robe [AT+2] +2 AC/+1 Saves; -260gp

Generic Magical Belt/Girdle [AT+2] +4 AC/+2 Saves; 300gp

Generic Magical Boots [AT+2] +2 AC/+3 Saves; -30gp

Generic Magical Amulet of Protection +2; 770gp

Generic Magical Cloak of Protection +2; 360gp

Generic Magical Ring of Slaying +4; -540gp

Utility

Generic Ioun Stone +2 AC; -570gp

Lesser Metamagic Rod, Elemental (44 charges); 1580gp

Generic Magical Staff [1d6] +3 Th/+1 dmg; 1M: Fireball 1 (21 charges); -120gp

Generic Wand of Goodberrys (68 charges, CL 2); 600gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 Summon Slot(s); 100,490gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Nahal's Reckless Dweomer (SL=1); 800gp

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

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

Scroll of Laeral's Gesture (SL=4); 5,000gp

Scroll of Jhanifer's Deliquescence (SL=5); 7,200gp

Scroll of Tenser's Transformation (SL=6); 9,800gp

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

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

Scroll of Iggwilv's Timeless Sleep (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 Greater Spell Resistance (SL=13); 392,000gp

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



Items for Sale

ITEMS FOR SALE

CF= 1

DL= 2

Weapons

Generic Magical Sword [2d12] +5 Th/+6 dmg; 1640gp

Generic Magical Bow with Enough ammo [3d6] +2 Th/+5 dmg; 1010gp

Generic Magical Helmet [3d4] +4 Th/+4 dmg; 990gp

(Capital E Enough) Swords +2 [1d6]; 1600gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+3] +5 AC/+3 Saves; 970gp

Generic Magical Armor [AT+4] +2 AC/+5 Saves; 860gp

Generic Magical Bracers/Gauntlets [AT+4] +4 AC/+3 Saves; 600gp

Generic Magical Robe [AT+5] +2 AC/+6 Saves; 940gp

Generic Magical Belt/Girdle [AT+3] +3 AC/+5 Saves; 3020gp

Generic Magical Boots [AT+6] +5 AC/+4 Saves; 610gp

Generic Magical Amulet of Slaying +6; 120gp

Generic Magical Cloak of Slaying +5; 730gp

Generic Magical Ring of Slaying +3; 380gp

Utility

Generic Ioun Stone +2 SLs; 1440gp

Lesser Metamagic Rod, Concussive (44 charges); 2390gp

Generic Magical Staff [1d6] +5 Th/+3 dmg; 1M: Armor 2 (14 charges); 1890gp

Generic Wand of Invisibility (53 charges, CL 4); 2900gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 Animal Companion Slot(s); 60,190gp



Scrolls for Sale

SCROLLS FOR SALE

Scrolls

Note: 200% Markup due to spell rarity.

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

Scroll of Immurk's Distraction (SL=2); 1,800gp

Scroll of Tasirin's Haunted Sleep (SL=3); 3,200gp

Scroll of Alustriel's Mantle (SL=4); 5,000gp

Scroll of Tenser's Destructive Resonance (SL=5); 7,200gp

Scroll of Otiluke's Orb of Containment (SL=6); 9,800gp

Scroll of Daltim's Proof Against Fire (SL=7); 12,800gp

Scroll of Serten's Spell Immunity (SL=8); 16,200gp

Scroll of Slerotin's Fortitude (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 Vengeful Gaze Of God (SL=11); 288,000gp

Scroll of Ship In A Bottle (SL=10); 242,000gp



Items for Sale

CF= 1

DL= 3

Weapons

Generic Magical Sword [1d8] +6 Th/+3 dmg; 1730gp

Generic Magical Bow with Enough ammo [3d8] +5 Th/+8 dmg; 2270gp

Generic Magical Helmet [2d8] +6 Th/+8 dmg; 2180gp

(Capital E Enough) Swords +2 [1d6]; 1140gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+5] +3 AC/+8 Saves; 2960gp

Generic Magical Armor [AT+6] +7 AC/+5 Saves; 2840gp

Generic Magical Bracers/Gauntlets [AT+4] +7 AC/+3 Saves; 2510gp

Generic Magical Robe [AT+5] +4 AC/+4 Saves; 3140gp

Generic Magical Belt/Girdle [AT+7] +7 AC/+7 Saves; 1690gp

Generic Magical Boots [AT+3] +6 AC/+4 Saves; 3090gp

Generic Magical Amulet of Slaying +4; 1560gp

Generic Magical Cloak of Slaying +6; 2470gp

Generic Magical Ring of Protection +5; 2530gp

Utility

Generic Ioun Stone +1 LVL; 2950gp

Lesser Metamagic Rod, Murky (47 charges); 1630gp

Generic Magical Staff [2d2] +4 Th/+3 dmg; 1M: Power Word Kill 3 (22 charges); 1620gp

Generic Wand of Lightning Bolts (83 charges, CL 6); 2050gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +2 Summon Slot(s); 100,470gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

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

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

Scroll of Otto's Sure-Footed Shuffle (SL=3); 3,200gp

Scroll of Evard's Black Tentacles (SL=4); 5,000gp

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

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

Scroll of Simbul's Spell Supremacy (SL=7); 12,800gp

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

Scroll of Khelben's Dweomerdoom (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 Safe Time (SL=16); 578,000gp

Scroll of Ship In A Bottle (SL=10); 242,000gp



Items for Sale

Weapons

DL= 4

Generic Magical Sword [3d6] +9 Th/+5 dmg; 3720gp

Generic Magical Bow with Enough ammo [1d10] +6 Th/+6 dmg; 3870gp

Generic Magical Helmet [2d10] +8 Th/+9 dmg; 2690gp

(Capital E Enough) Swords +3 [1d6]; 2220gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+7] +6 AC/+9 Saves; 4860gp

Generic Magical Armor [AT+8] +7 AC/+6 Saves; 3540gp

Generic Magical Bracers/Gauntlets [AT+8] +5 AC/+9 Saves; 4280gp

Generic Magical Robe [AT+5] +5 AC/+8 Saves; 2830gp

Generic Magical Belt/Girdle [AT+8] +4 AC/+5 Saves; 3650gp

Generic Magical Boots [AT+7] +6 AC/+10 Saves; 4250gp

Generic Magical Amulet of Slaying +8; 3020gp

Generic Magical Cloak of Slaying +8; 3350gp

Generic Magical Ring of Slaying +7; 2570gp

Utility

Generic Ioun Stone +80 PR%; 2210gp

Lesser Metamagic Rod, Steam (48 charges); 4340gp

Generic Magical Staff [1d4] +5 Th/+7 dmg; 1M: Lightning Bolt 4 (22 charges); 3570gp

Generic Wand of Dispel Exhaustion (67 charges, CL 8); 3770gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 140,480gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Jannes' Impressive Demeanor (SL=1); 800gp

Scroll of Agannazar's Scorcher (SL=2); 1,800gp

Scroll of Brannart's Acidic Grip (SL=3); 3,200gp

Scroll of Tulrun's Tracer (SL=4); 5,000gp

Scroll of Alaunghaer's Enchanted Triptych (SL=5); 7,200gp

Scroll of Bigby's Besieging Bolt (SL=6); 9,800gp

Scroll of Henley's Digit of Disruption (SL=7); 12,800gp

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

Scroll of Srinsee's Spellshift (SL=9); 20,000gp

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

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Soul Dominion (SL=17); 648,000gp

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



Items for Sale

Weapons

CF= 1

DL= 5

Generic Magical Sword [1d8] +6 Th/+10 dmg; 3750gp
Generic Magical Bow with Enough ammo [3d6] +7 Th/+9 dmg; 3250gp
Generic Magical Helmet [2d12] +10 Th/+6 dmg; 5200gp
(Capital E Enough) Swords +3 [1d6]; 5050gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+7] +8 AC/+9 Saves; 4860gp
Generic Magical Armor [AT+8] +10 AC/+8 Saves; 6060gp
Generic Magical Bracers/Gauntlets [AT+7] +11 AC/+8 Saves; 5520gp
Generic Magical Robe [AT+9] +9 AC/+8 Saves; 4150gp
Generic Magical Belt/Girdle [AT+11] +10 AC/+11 Saves; 3820gp
Generic Magical Boots [AT+10] +7 AC/+9 Saves; 5930gp
Generic Magical Amulet of Protection +10; 3310gp
Generic Magical Cloak of Protection +10; 4470gp
Generic Magical Ring of Slaying +11; 6100gp

Utility

Generic Ioun Stone +25 hp; 5850gp
Lesser Metamagic Rod, Lingering (36 charges); 3340gp
Generic Magical Staff [1d4] +7 Th/+8 dmg; 1M: Ray of Enfeeblement 5 (19 charges); 4160
Generic Wand of Plane Shift (85 charges, CL 10); 5910gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Henchman Slot(s); 260,710gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Bigby's Bookworm Bane (SL=1); 800gp
Scroll of Alustriel's Banner (SL=2); 1,800gp
Scroll of Nystul's Golden Revelation (SL=3); 3,200gp
Scroll of Otiluke's Steaming Sphere (SL=4); 5,000gp
Scroll of Von Gasik's Refusal (SL=5); 7,200gp
Scroll of Rary's Protection from Scrying (SL=6); 9,800gp
Scroll of Otiluke's Siege Sphere (SL=7); 12,800gp
Scroll of Bigby's Clenched Fist (SL=8); 16,200gp
Scroll of Acererak's Blackstone (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 Mythanthor's Create Mythal (SL=10); 242,000gp

Scroll of Ship In A Bottle (SL=10); 242,000gp



Items for Sale

Weapons

Generic Magical Sword [2d8] +13 Th/+10 dmg; 5730gp

CF= 1

DL= 6

Generic Magical Bow with Enough ammo [2d4] +8 Th/+12 dmg; 6400gp

Generic Magical Helmet [3d2] +12 Th/+9 dmg; 6350gp

(Capital E Enough) Swords +4 [1d6]; 4790gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+10] +14 AC/+13 Saves; 4690gp

Generic Magical Armor [AT+9] +8 AC/+6 Saves; 6490gp

Generic Magical Bracers/Gauntlets [AT+9] +13 AC/+12 Saves; 4320gp

Generic Magical Robe [AT+7] +10 AC/+13 Saves; 6250gp

Generic Magical Belt/Girdle [AT+6] +12 AC/+9 Saves; 5030gp

Generic Magical Boots [AT+7] +9 AC/+8 Saves; 6750gp

Generic Magical Amulet of Slaying +9; 6500gp

Generic Magical Cloak of Protection +6; 4420gp

Generic Magical Ring of Slaying +12; 4590gp

Utility

Generic Ioun Stone +1 CL; 4380gp

Greater Metamagic Rod, Blissful (46 charges); 4960gp

Generic Magical Staff [2d8] +11 Th/+9 dmg; 1M: Original Haste 6 (24 charges); 6000gp

Generic Wand of Age Dragon (65 charges, CL 12); 5030gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Revive Slot(s); 300,260gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Drawmij's Beast of Burden (SL=1); 800gp

Scroll of Mordenkainen's Encompassing Vision (SL=2); 1,800gp

Scroll of Lorloveim's Creeping Shadow (SL=3); 3,200gp

Scroll of Tenser's Flaming Blade (SL=4); 5,000gp

Scroll of Bigby's Superior Force Sculpture (SL=5); 7,200gp

Scroll of Drawmij's Beneficent Polymorph (SL=6); 9,800gp

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

Scroll of Symkalr's Friendly Fireball (SL=8); 16,200gp

Scroll of Mordenkainen's Disjunction (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 Dragon Knight (SL=12); 338,000gp

Scroll of Planet Swarm (SL=11); 288,000gp



Items for Sale

Weapons

Generic Magical Sword [3d6] +8 Th/+13 dmg; 8060gp

Generic Magical Bow with Enough ammo [1d8] +10 Th/+8 dmg; 6890gp

CF= 1

DL= 7

Generic Magical Helmet [3d2] +9 Th/+10 dmg; 6380gp
(Capital E Enough) Swords +4 [1d6]; 5480gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+9] +10 AC/+10 Saves; 7060gp
Generic Magical Armor [AT+14] +10 AC/+14 Saves; 6470gp
Generic Magical Bracers/Gauntlets [AT+10] +9 AC/+15 Saves; 6480gp
Generic Magical Robe [AT+8] +13 AC/+9 Saves; 5670gp
Generic Magical Belt/Girdle [AT+9] +9 AC/+12 Saves; 5240gp
Generic Magical Boots [AT+8] +12 AC/+10 Saves; 8090gp
Generic Magical Amulet of Slaying +7; 6870gp
Generic Magical Cloak of Protection +12; 6330gp
Generic Magical Ring of Slaying +12; 6580gp

Utility

Generic Ioun Stone +7 To hit; 6300gp
Greater Metamagic Rod, Empower (31 charges); 6730gp
Generic Magical Staff [2d2] +9 Th/+7 dmg; 1M: Magic Missile 7 (25 charges); 6640gp
Generic Wand of Power Word, Stun (100 charges, CL 14); 7960gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Summon Slot(s); 300,660gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Bigby's Bookworm Bane (SL=1); 800gp

Scroll of Odeen's Sounding Stick (SL=2); 1,800gp

Scroll of Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians (SL=3); 3

Scroll of Mordenkainen's Electric Arc (SL=4); 5,000gp

Scroll of Thunguul's Preservation (SL=5); 7,200gp

Scroll of Mordenkainen's Lucubration (SL=6); 9,800gp

Scroll of Syluné's Secret (SL=7); 12,800gp

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

Scroll of Algarth's Embattlement (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 Dragon Knight (SL=12); 338,000gp

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



Items for Sale

Weapons

Generic Magical Sword [2d2] +17 Th/+11 dmg; 7690gp

Generic Magical Bow with Enough ammo [3d8] +10 Th/+9 dmg; 8830gp

Generic Magical Helmet [3d6] +11 Th/+9 dmg; 8010gp

CF= 1

DL= 8

(Capital E Enough) Swords +5 [1d6]; 7240gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+10] +11 AC/+15 Saves; 8920gp

Generic Magical Armor [AT+14] +11 AC/+11 Saves; 8750gp

Generic Magical Bracers/Gauntlets [AT+18] +14 AC/+16 Saves; 7690gp

Generic Magical Robe [AT+13] +15 AC/+10 Saves; 7400gp

Generic Magical Belt/Girdle [AT+10] +16 AC/+10 Saves; 6130gp

Generic Magical Boots [AT+17] +17 AC/+8 Saves; 7630gp

Generic Magical Amulet of Slaying +14; 8430gp

Generic Magical Cloak of Slaying +15; 6350gp

Generic Magical Ring of Slaying +13; 8660gp

Utility

Generic Ioun Stone +8 To hit; 7890gp

Lesser Metamagic Rod, Echoing (35 charges); 8990gp

Generic Magical Staff [1d4] +11 Th/+9 dmg; 1M: Cone of Cold 8 (20 charges); 8750gp

Generic Wand of Annihilate (54 charges, CL 16); 8090gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 380,810gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Darsson's Cooling Breeze (SL=1); 800gp

Scroll of Drawmij's Swift Mount (SL=2); 1,800gp

Scroll of Bands of Sirellyn (SL=3); 3,200gp

Scroll of Otto's Tonal Attack (SL=4); 5,000gp
Scroll of Von Gasik's Refusal (SL=5); 7,200gp
Scroll of Mempter's Barrier (SL=6); 9,800gp
Scroll of Khelben's Warding Whip (SL=7); 12,800gp
Scroll of Symkalr's Deathbane Fireball (SL=8); 16,200gp
Scroll of Mavin's Create Volcano (SL=9); 20,000gp
Scroll of Mavin's Create Volcano (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

Weapons

Generic Magical Sword [1d2] +16 Th/+12 dmg; 8260gp

Generic Magical Bow with Enough ammo [2d4] +18 Th/+14 dmg; 8600gp

Generic Magical Helmet [1d4] +10 Th/+16 dmg; 7440gp

(Capital E Enough) Swords +5 [1d6]; 8570gp (Imported from Chemcheaux233)

CF= 1

DL= 9

Armor

Generic Magical Shield [AT+14] +16 AC/+11 Saves; 8110gp

Generic Magical Armor [AT+18] +11 AC/+18 Saves; 9120gp

Generic Magical Bracers/Gauntlets [AT+11] +10 AC/+12 Saves; 7170gp

Generic Magical Robe [AT+11] +9 AC/+18 Saves; 8850gp

Generic Magical Belt/Girdle [AT+18] +13 AC/+15 Saves; 9700gp

Generic Magical Boots [AT+13] +17 AC/+10 Saves; 9310gp

Generic Magical Amulet of Slaying +19; 7510gp

Generic Magical Cloak of Slaying +15; 9430gp

Generic Magical Ring of Protection +14; 8620gp

Utility

Generic Ioun Stone +45 hp; 8610gp

Lesser Metamagic Rod, Enlarge (27 charges); 7650gp

Generic Magical Staff [2d2] +13 Th/+15 dmg; 1M: Feeblemind 9 (14 charges); 9200gp

Generic Wand of Wish (94 charges, CL 18); 9330gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +4 Summon Slot(s); 340,860gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Mordenkainen's Protection From Avians (SL=1); 800gp

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

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

Scroll of Otto's Tin Soldiers (SL=4); 5,000gp

Scroll of Nemicon's Transference (SL=5); 7,200gp
Scroll of Rary's Protection from Scrying (SL=6); 9,800gp
Scroll of Henley's Digit of Disruption (SL=7); 12,800gp
Scroll of Avissar's Flaming Weapon (SL=8); 16,200gp
Scroll of Avissar's Bane (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 Animus Blizzard (SL=16); 578,000gp

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



Items for Sale

CF= 1

DL= 10

Weapons

Generic Magical Sword [1d4] +18 Th/+12 dmg; 8180gp

Generic Magical Bow with Enough ammo [2d6] +16 Th/+14 dmg; 9160gp

Generic Magical Helmet [2d6] +17 Th/+10 dmg; 10530gp

(Capital E Enough) Swords +6 [1d6]; 8540gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+18] +14 AC/+12 Saves; 10060gp
Generic Magical Armor [AT+13] +19 AC/+16 Saves; 10780gp
Generic Magical Bracers/Gauntlets [AT+21] +16 AC/+19 Saves; 9620gp
Generic Magical Robe [AT+12] +16 AC/+18 Saves; 9330gp
Generic Magical Belt/Girdle [AT+14] +22 AC/+22 Saves; 9190gp
Generic Magical Boots [AT+21] +17 AC/+17 Saves; 9400gp
Generic Magical Amulet of Slaying +15; 9210gp
Generic Magical Cloak of Protection +12; 9060gp
Generic Magical Ring of Protection +19; 9560gp

Utility

Generic Ioun Stone +2 AC; 10540gp
Lesser Metamagic Rod, Reach (36 charges); 8280gp
Generic Magical Staff [2d4] +16 Th/+10 dmg; 1M: Spell Turning 10 (21 charges); 8670gp
Generic Wand of Ship In A Bottle (94 charges, CL 20); 10000gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +5 Follower Slot(s); 420,890gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Talon's Waterproof (SL=1); 800gp
Scroll of Agannazar's Scorcher (SL=2); 1,800gp
Scroll of Mellix's Fire Mouth (SL=3); 3,200gp
Scroll of Mordenkainen's Force Missiles (SL=4); 5,000gp
Scroll of Manor's Mindsight (SL=5); 7,200gp

Scroll of Kieren's Curse Ward (SL=6); 9,800gp
Scroll of Avissar's Flaming Weapon (SL=7); 12,800gp
Scroll of Laruin's Blinding Blizzard (SL=8); 16,200gp
Scroll of Jaran's Prismatic Blade (SL=9); 20,000gp
Scroll of Tolodine's Killing Wind (SL=10); 24,200gp

Ultra Rare Scrolls

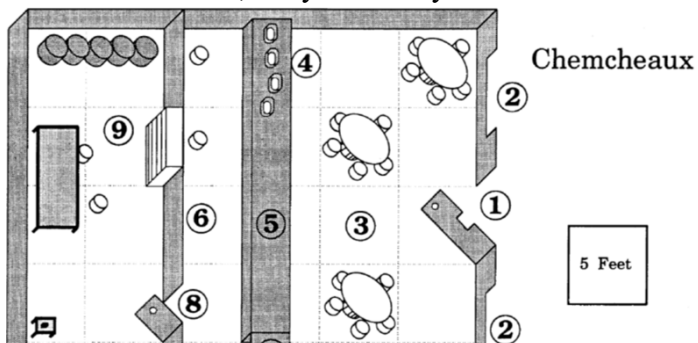
Note: 2000% Markup due to extreme spell rarity.

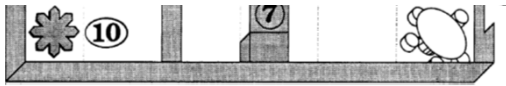
Scroll of Rain Of Fire (SL=14); 450,000gp

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



Chemcheaux1420, 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, staffs, 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.