

# Items for Sale

CF= 1

DL= 1

## Weapons

Generic Magical Sword [3d8] +3 Th/+2 dmg; -660gp

Generic Magical Bow with Enough ammo [2d6] +3 Th/+3 dmg; 1600gp

Generic Magical Helmet [2d2] +2 Th/+4 dmg; -830gp

(Capital E Enough) Swords +1 [1d6]; 1080gp (Imported from Chemcheaux233)

## Armor

Generic Magical Shield [AT+2] +3 AC/+2 Saves; 1700gp

Generic Magical Armor [AT+2] +2 AC/+2 Saves; 730gp

Generic Magical Bracers/Gauntlets [AT+2] +3 AC/+2 Saves; 1730gp

Generic Magical Robe [AT+1] +3 AC/+3 Saves; 760gp

Generic Magical Belt/Girdle [AT+4] +2 AC/+1 Saves; 580gp

Generic Magical Boots [AT+1] +4 AC/+2 Saves; 1900gp

Generic Magical Amulet of Slaying +4; 100gp

Generic Magical Cloak of Slaying +1; 520gp

Generic Magical Ring of Protection +3; 1450gp

## Utility

Generic Ioun Stone +5 hp; 380gp

Greater Metamagic Rod, Sickening (40 charges); 180gp

Generic Magical Staff [2d8] +1 Th/+2 dmg; 1M: Power Word Kill 1 (19 charges); 770gp

Generic Wand of Sanctuary (57 charges, CL 2); 1030gp

## Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 21,020gp



# Scrolls for Sale

## Scrolls

Note: 200% Markup due to spell rarity.

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

Scroll of Murq's Mystic Missile (SL=2); 1,800gp

Scroll of Alamir's Fundamental Breakdown (SL=3); 3,200gp

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

Scroll of Mordenkainen's Faithful Hound (SL=5); 7,200gp

Scroll of Serrel's Confining Sphere (SL=6); 9,800gp

Scroll of Wesley's Delayed Damage (SL=7); 12,800gp

Scroll of Bigby's Clenched Fist (SL=8); 16,200gp

Scroll of Elminster's Evasion (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 Unchangeable Reality (SL=12); 338,000gp



Items for Sale

## ITEMS FOR SALE

CF= 1

DL= 2

### Weapons

Generic Magical Sword [2d12] +4 Th/+5 dmg; 2720gp

Generic Magical Bow with Enough ammo [3d10] +3 Th/+4 dmg; 1590gp

Generic Magical Helmet [1d6] +5 Th/+2 dmg; 1820gp

(Capital E Enough) Swords +2 [1d6]; 590gp (Imported from Chemcheaux233)

### Armor

Generic Magical Shield [AT+5] +2 AC/+4 Saves; 2920gp

Generic Magical Armor [AT+4] +2 AC/+2 Saves; 2720gp

Generic Magical Bracers/Gauntlets [AT+3] +4 AC/+6 Saves; 1510gp

Generic Magical Robe [AT+5] +3 AC/+2 Saves; 1750gp

Generic Magical Belt/Girdle [AT+3] +5 AC/+5 Saves; 1320gp

Generic Magical Boots [AT+4] +6 AC/+6 Saves; 430gp

Generic Magical Amulet of Slaying +4; 800gp

Generic Magical Cloak of Protection +4; 2770gp

Generic Magical Ring of Slaying +5; 2210gp

### Utility

Generic Ioun Stone +1 limited ML; 2990gp

Greater Metamagic Rod, Tumultuous (29 charges); 1400gp

Generic Magical Staff [2d6] +4 Th/+2 dmg; 1M: Power Word Kill 2 (12 charges); 2640gp

Generic Wand of Webs (99 charges, CL 4); 510gp

### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 140,350gp



Scrolls for Sale

## SCROLLS FOR SALE

### Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Talon's Waterproof (SL=1); 800gp

Scroll of Tenser's Brawl (SL=2); 1,800gp

Scroll of Nystul's Golden Revelation (SL=3); 3,200gp

Scroll of Drawmij's Handy Timepiece (SL=4); 5,000gp

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

Scroll of Bloodstone's Spectral Steed (SL=6); 9,800gp

Scroll of Nybor's Stern Reproof (SL=7); 12,800gp

Scroll of Khelben's Blackstaff (SL=8); 16,200gp

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

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



## Items for Sale

CF= 1

DL= 3

### Weapons

Generic Magical Sword [3d12] +7 Th/+3 dmg; 3440gp

Generic Magical Bow with Enough ammo [2d8] +5 Th/+8 dmg; 1890gp

Generic Magical Helmet [3d12] +5 Th/+5 dmg; 2420gp

(Capital E Enough) Swords +2 [1d6]; 3720gp (Imported from Chemcheaux233)

### Armor

Generic Magical Shield [AT+6] +6 AC/+5 Saves; 3350gp

Generic Magical Armor [AT+6] +7 AC/+4 Saves; 1870gp

Generic Magical Bracers/Gauntlets [AT+4] +6 AC/+5 Saves; 2360gp

Generic Magical Robe [AT+6] +4 AC/+7 Saves; 2150gp

Generic Magical Belt/Girdle [AT+3] +5 AC/+6 Saves; 2130gp

Generic Magical Boots [AT+6] +6 AC/+5 Saves; 3530gp

Generic Magical Amulet of Slaying +5; 2140gp

Generic Magical Cloak of Protection +6; 2310gp

Generic Magical Ring of Protection +7; 3240gp

### Utility

Generic Ioun Stone +2 SLs; 3620gp

Greater Metamagic Rod, Selective (31 charges); 3370gp

Generic Magical Staff [2d4] +3 Th/+3 dmg; 1M: Ray of Enfeeblement 3 (20 charges); 1860

Generic Wand of Freedom of Movement (66 charges, CL 6); 2480gp

### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +2 Animal Companion Slot(s); 140,560gp



## Scrolls for Sale

## Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Aranen's Divinal Armor (SL=1); 800gp

Scroll of Sortil's Aqueous Transfer (SL=2); 1,800gp

Scroll of Syluné's Viper (SL=3); 3,200gp

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

Scroll of Nemicron's Transference (SL=5); 7,200gp

Scroll of Drawmij's Merciful Metamorphosis (SL=6); 9,800gp

Scroll of Malec-Keth's Flame Fist (SL=7); 12,800gp

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

Scroll of Tymessull's Cerulean Traverse (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 Mavin's Worldweave (SL=11); 288,000gp

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



# Items for Sale

## Weapons

DL= 4

Generic Magical Sword [1d6] +5 Th/+9 dmg; 3870gp

Generic Magical Bow with Enough ammo [2d2] +8 Th/+7 dmg; 4440gp

Generic Magical Helmet [3d10] +9 Th/+8 dmg; 2320gp

(Capital E Enough) Swords +3 [1d6]; 3180gp (Imported from Chemcheaux233)

## Armor

Generic Magical Shield [AT+6] +8 AC/+8 Saves; 2440gp

Generic Magical Armor [AT+7] +5 AC/+7 Saves; 3790gp

Generic Magical Bracers/Gauntlets [AT+10] +5 AC/+8 Saves; 3000gp

Generic Magical Robe [AT+8] +7 AC/+7 Saves; 2320gp

Generic Magical Belt/Girdle [AT+5] +7 AC/+8 Saves; 2360gp

Generic Magical Boots [AT+5] +9 AC/+6 Saves; 4540gp

Generic Magical Amulet of Protection +7; 2230gp

Generic Magical Cloak of Protection +6; 3520gp

Generic Magical Ring of Slaying +9; 3690gp

## Utility

Generic Ioun Stone +20 PSPs; 3060gp

Greater Metamagic Rod, Focused (47 charges); 3950gp

Generic Magical Staff [2d6] +6 Th/+5 dmg; 1M: Power Word Kill 4 (14 charges); 4870gp

Generic Wand of Physical Fury (53 charges, CL 8); 4780gp

## Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 level; 141,030gp



# Scrolls for Sale

## Scrolls

Note: 200% Markup due to spell rarity.

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

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

Scroll of Syluné's Viper (SL=3); 3,200gp

Scroll of Spendelarde's Chaser (SL=4); 5,000gp

Scroll of Manor's Mindsight (SL=5); 7,200gp

Scroll of Jonstal's Improved Double Wizardry (SL=6); 9,800gp

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

Scroll of Syluné's Absolute Immunity (SL=8); 16,200gp

Scroll of Mystra's Miasma (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 Change Reality (SL=10); 242,000gp



## Items for Sale

Weapons

CF= 1

DL= 5

Generic Magical Sword [2d12] +8 Th/+9 dmg; 3120gp

Generic Magical Bow with Enough ammo [2d8] +11 Th/+10 dmg; 3810gp

Generic Magical Helmet [1d6] +12 Th/+6 dmg; 5530gp

(Capital E Enough) Swords +3 [1d6]; 6010gp (Imported from Chemcheaux233)

#### Armor

Generic Magical Shield [AT+12] +12 AC/+10 Saves; 5940gp

Generic Magical Armor [AT+7] +10 AC/+5 Saves; 5360gp

Generic Magical Bracers/Gauntlets [AT+8] +8 AC/+11 Saves; 3690gp

Generic Magical Robe [AT+10] +9 AC/+10 Saves; 4950gp

Generic Magical Belt/Girdle [AT+9] +6 AC/+6 Saves; 3910gp

Generic Magical Boots [AT+6] +10 AC/+10 Saves; 3640gp

Generic Magical Amulet of Protection +10; 4000gp

Generic Magical Cloak of Protection +11; 3160gp

Generic Magical Ring of Protection +6; 6020gp

#### Utility

Generic Ioun Stone +5 melee/misile damage; 4330gp

Metamagic Rod, Concussive (25 charges); 5910gp

Generic Magical Staff [2d2] +5 Th/+6 dmg; 1M: Power Word Blind 5 (13 charges); 4470gp

Generic Wand of Tempus Fugit (73 charges, CL 10); 4550gp

#### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Follower Slot(s); 220,640gp



## Scrolls for Sale

#### Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Jannes' Impressive Demeanor (SL=1); 800gp  
Scroll of Leomund's Many Life Preservers (SL=2); 1,800gp  
Scroll of Elminster's Multiple Mouths (SL=3); 3,200gp  
Scroll of Archveult's Spell Dagger (SL=4); 5,000gp  
Scroll of Otto's Gong of Isolation (SL=5); 7,200gp  
Scroll of Geirdorn's Grappling Grasp (SL=6); 9,800gp  
Scroll of Dathchaunt's Deathbolt (SL=7); 12,800gp  
Scroll of Otiluke's Telekinetic Sphere (SL=8); 16,200gp  
Scroll of Mystra's Unraveling (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 Mavin's Create Volcano (SL=10); 242,000gp

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



## Items for Sale

### Weapons

Generic Magical Sword [1d8] +6 Th/+10 dmg; 5020gp

CF= 1

DL= 6

Generic Magical Bow with Enough ammo [2d10] +10 Th/+12 dmg; 5070gp  
Generic Magical Helmet [3d4] +8 Th/+9 dmg; 6460gp  
(Capital E Enough) Swords +4 [1d6]; 4840gp (Imported from Chemcheaux233)

#### Armor

Generic Magical Shield [AT+10] +8 AC/+6 Saves; 6400gp  
Generic Magical Armor [AT+13] +11 AC/+7 Saves; 6750gp  
Generic Magical Bracers/Gauntlets [AT+7] +12 AC/+14 Saves; 5260gp  
Generic Magical Robe [AT+11] +8 AC/+7 Saves; 4690gp  
Generic Magical Belt/Girdle [AT+11] +12 AC/+9 Saves; 4390gp  
Generic Magical Boots [AT+10] +8 AC/+11 Saves; 6470gp  
Generic Magical Amulet of Slaying +12; 5910gp  
Generic Magical Cloak of Slaying +11; 5620gp  
Generic Magical Ring of Protection +8; 5630gp

#### Utility

Generic Ioun Stone +1 CL; 4810gp  
Metamagic Rod, Dazing (50 charges); 6960gp  
Generic Magical Staff [2d4] +9 Th/+8 dmg; 1M: Wacky Ball 6 (19 charges); 4340gp  
Generic Wand of Disintegrate (96 charges, CL 12); 4710gp

#### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.  
Book of +1 level; 260,380gp



## Scrolls for Sale

#### Scrolls

Note: 200% Markup due to spell rarity.  
Scroll of Otiluke's Smoky Sphere (SL=1); 800gp

Scroll of Balliard's Rejuvenating Touch (SL=2); 1,800gp  
Scroll of Drawmij's Iron Sack (SL=3); 3,200gp  
Scroll of Otiluke's Dispelling Screen (SL=4); 5,000gp  
Scroll of Leomund's Hidden Lodge (SL=5); 7,200gp  
Scroll of Sol's Searing Orb (SL=6); 9,800gp  
Scroll of Azuth's Spell Shield (SL=7); 12,800gp  
Scroll of Symkalr's Friendly Fireball (SL=8); 16,200gp  
Scroll of Simbul's Spell Trigger (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 Create Living Vault (SL=15); 512,000gp

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



## Items for Sale

### Weapons

Generic Magical Sword [3d8] +11 Th/+14 dmg; 7300gp

Generic Magical Bow with Enough ammo [1d4] +11 Th/+16 dmg; 6490gp

CF= 1

DL= 7

Generic Magical Helmet [2d12] +13 Th/+7 dmg; 7410gp  
(Capital E Enough) Swords +4 [1d6]; 7070gp (Imported from Chemcheaux233)

#### Armor

Generic Magical Shield [AT+12] +12 AC/+16 Saves; 5800gp  
Generic Magical Armor [AT+14] +10 AC/+13 Saves; 7230gp  
Generic Magical Bracers/Gauntlets [AT+13] +14 AC/+9 Saves; 7320gp  
Generic Magical Robe [AT+12] +10 AC/+9 Saves; 5480gp  
Generic Magical Belt/Girdle [AT+10] +12 AC/+13 Saves; 7780gp  
Generic Magical Boots [AT+8] +12 AC/+15 Saves; 6120gp  
Generic Magical Amulet of Slaying +13; 6540gp  
Generic Magical Cloak of Protection +16; 7410gp  
Generic Magical Ring of Protection +16; 6580gp

#### Utility

Generic Ioun Stone +1 limited ML; 7840gp  
Greater Metamagic Rod, Thanatopic (42 charges); 5210gp  
Generic Magical Staff [2d2] +9 Th/+7 dmg; 1M: Fireball 7 (25 charges); 5580gp  
Generic Wand of Limited Wish (62 charges, CL 14); 7990gp

#### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +3 Mount Slot(s); 340,210gp



## Scrolls for Sale

#### Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Keraptis' Fantastic Famulus (SL=1); 800gp

Scroll of Laeral's Cutting Hand (SL=2); 1,800gp

Scroll of Mere's Conjure Sandlings (SL=3); 3,200gp  
Scroll of Tenser's Master of Arms (SL=4); 5,000gp  
Scroll of Caddelyn's Catastrophe (SL=5); 7,200gp  
Scroll of Drawmij's Beneficent Polymorph (SL=6); 9,800gp  
Scroll of Chariot of Sustarre (SL=7); 12,800gp  
Scroll of Presper's Double Wizardry (SL=8); 16,200gp  
Scroll of Elminster's Effulgent Epuration (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 Peripety (SL=10); 242,000gp

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



## Items for Sale

### Weapons

Generic Magical Sword [1d12] +14 Th/+17 dmg; 7690gp

Generic Magical Bow with Enough ammo [3d8] +17 Th/+12 dmg; 7230gp

Generic Magical Helmet [2d6] +14 Th/+15 dmg; 7880gp

CF= 1

DL= 8

(Capital E Enough) Swords +5 [1d6]; 8790gp (Imported from Chemcheaux233)

#### Armor

Generic Magical Shield [AT+13] +11 AC/+14 Saves; 6850gp

Generic Magical Armor [AT+15] +9 AC/+12 Saves; 6500gp

Generic Magical Bracers/Gauntlets [AT+10] +8 AC/+17 Saves; 8570gp

Generic Magical Robe [AT+14] +14 AC/+12 Saves; 6160gp

Generic Magical Belt/Girdle [AT+16] +10 AC/+13 Saves; 6700gp

Generic Magical Boots [AT+10] +15 AC/+15 Saves; 6220gp

Generic Magical Amulet of Slaying +16; 7800gp

Generic Magical Cloak of Protection +10; 6230gp

Generic Magical Ring of Protection +12; 8790gp

#### Utility

Generic Ioun Stone +1 to any stat; 8890gp

Greater Metamagic Rod, Murky (37 charges); 6330gp

Generic Magical Staff [1d8] +11 Th/+13 dmg; 1M: Cone of Cold 8 (23 charges); 8650gp

Generic Wand of Power Word Capital S Stun (81 charges, CL 16); 6900gp

#### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +4 Revive Slot(s); 380,180gp



## Scrolls for Sale

#### Scrolls

Note: 200% Markup due to spell rarity.

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

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

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

Scroll of Otto's Tonal Attack (SL=4); 5,000gp  
Scroll of Rary's Telepathic Bond (SL=5); 7,200gp  
Scroll of Sakkratars's Circle of Swords (SL=6); 9,800gp  
Scroll of Daltim's Proof Against Fire (SL=7); 12,800gp  
Scroll of Bigby's Clenched Fist (SL=8); 16,200gp  
Scroll of Iggwilv's Lightning Cage (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 Lord Of Nightmares (SL=14); 450,000gp

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



## Items for Sale

### Weapons

Generic Magical Sword [3d8] +17 Th/+11 dmg; 9170gp

Generic Magical Bow with Enough ammo [1d6] +14 Th/+17 dmg; 9770gp

Generic Magical Helmet [1d8] +12 Th/+18 dmg; 7770gp

(Capital E Enough) Swords +5 [1d6]; 9500gp (Imported from Chemcheaux233)

CF= 1

DL= 9

### Armor

Generic Magical Shield [AT+13] +11 AC/+18 Saves; 7250gp  
Generic Magical Armor [AT+13] +19 AC/+17 Saves; 9320gp  
Generic Magical Bracers/Gauntlets [AT+14] +16 AC/+15 Saves; 7670gp  
Generic Magical Robe [AT+13] +15 AC/+11 Saves; 7180gp  
Generic Magical Belt/Girdle [AT+18] +16 AC/+15 Saves; 8320gp  
Generic Magical Boots [AT+17] +11 AC/+19 Saves; 7590gp  
Generic Magical Amulet of Protection +20; 8870gp  
Generic Magical Cloak of Protection +16; 9280gp  
Generic Magical Ring of Protection +14; 8760gp

### Utility

Generic Ioun Stone +45 hp; 8110gp  
Metamagic Rod, Crypt (31 charges); 8420gp  
Generic Magical Staff [2d2] +10 Th/+15 dmg; 1M: Cone of Cold 9 (16 charges); 9570gp  
Generic Wand of Wail of the Banshee (70 charges, CL 18); 7620gp

### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.  
Book of +1 level; 420,660gp



## Scrolls for Sale

### Scrolls

Note: 200% Markup due to spell rarity.  
Scroll of Onsible's Key (SL=1); 800gp  
Scroll of Darsson's Fiery Cube (SL=2); 1,800gp  
Scroll of Narcomb's Battened Hatches (SL=3); 3,200gp  
Scroll of Prismal's Handy Mirror (SL=4); 5,000gp

Scroll of Carroissa's Appalling Dash (SL=5); 7,200gp  
Scroll of Otiluke's Diamond Screen (SL=6); 9,800gp  
Scroll of Ward's Revenge (SL=7); 12,800gp  
Scroll of Symkalr's Deathbane Fireball (SL=8); 16,200gp  
Scroll of Elminster's Evasion (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 Mass Frog (SL=14); 450,000gp

Scroll of Step Out of It (SL=11); 288,000gp



## Items for Sale

CF= 1

DL= 10

### Weapons

Generic Magical Sword [2d4] +13 Th/+15 dmg; 9200gp

Generic Magical Bow with Enough ammo [2d12] +19 Th/+18 dmg; 9760gp

Generic Magical Helmet [1d2] +15 Th/+15 dmg; 10960gp

(Capital E Enough) Swords +6 [1d6]; 10340gp (Imported from Chemcheaux233)

### Armor

Generic Magical Shield [AT+15] +17 AC/+13 Saves; 10640gp  
Generic Magical Armor [AT+17] +12 AC/+13 Saves; 10240gp  
Generic Magical Bracers/Gauntlets [AT+17] +13 AC/+18 Saves; 10610gp  
Generic Magical Robe [AT+12] +18 AC/+15 Saves; 10680gp  
Generic Magical Belt/Girdle [AT+15] +10 AC/+19 Saves; 10340gp  
Generic Magical Boots [AT+18] +14 AC/+17 Saves; 10810gp  
Generic Magical Amulet of Slaying +14; 9520gp  
Generic Magical Cloak of Protection +14; 9700gp  
Generic Magical Ring of Slaying +10; 8510gp

#### Utility

Generic Ioun Stone +1 to any stat; 9230gp  
Lesser Metamagic Rod, Rime (37 charges); 10580gp  
Generic Magical Staff [1d4] +13 Th/+15 dmg; 1M: Feeblemind 10 (14 charges); 10230gp  
Generic Wand of Ship In A Bottle (57 charges, CL 20); 9740gp

#### Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +5 Mount Slot(s); 460,950gp



## Scrolls for Sale

#### Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Emirikol's Question (SL=1); 800gp  
Scroll of Sortil's Aqueous Transfer (SL=2); 1,800gp  
Scroll of Alahandra's Questing Call (SL=3); 3,200gp  
Scroll of Bigby's Force Sculpture (SL=4); 5,000gp  
Scroll of Otiluke's Polar Screen (SL=5); 7,200gp

Scroll of Mempter's Barrier (SL=6); 9,800gp  
 Scroll of Chariot of Sustarre (SL=7); 12,800gp  
 Scroll of Nybor's Wrathful Castigation (SL=8); 16,200gp  
 Scroll of Symrustar's Spellbinding (SL=9); 20,000gp  
 Scroll of Moryggan's Mythaleash (SL=10); 24,200gp

Ultra Rare Scrolls

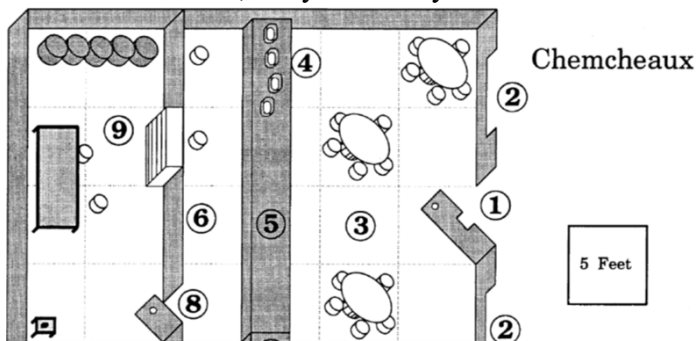
Note: 2000% Markup due to extreme spell rarity.

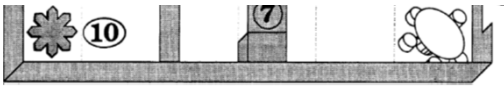
Scroll of Epic Counterspell (SL=16); 578,000gp

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



Chemcheaux1439, 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.