



- MAGIC MERCHANT'S #1 -

HOUSE OF THE TRANSFORMED TOAD



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PART ONE: INTRODUCING THE TRANSFORMED TOAD

The House of the Transformed Toad is a small store devoted to the trade and sale of magic, particularly potions and alchemical items. It's well suited for inclusion in a small or large town, although it could fit nicely into a smaller settlement within your campaign if the village sits on a major trade route. It is designed to cater to low-level characters, who will get the most use out of the items and potential adventure hooks included herein, but can also serve as a flavor encounter that reinforces a town's rustic nature to higher-level PCs. The Transformed Toad focuses its wares towards adventurers, and the store is designed to appeal to a wide variety of character classes. It is an ideal starting point when introducing the concept of buying and selling magic items to new players.

The necessity of balancing the mechanics of magic item trade against the mystery that surrounds magic in fantasy fiction and film is one of the most difficult aspects of running a fantasy campaign. While it is easy to simply hand the players a list of items and their prices, or to disallow the sale of magic items altogether, the Magic Merchants series is designed to help you tread that middle ground. Each product within the series details a single store, with a stock of items and characters that can make trading for magic items an encounter as interesting any other.

Like all books in the Magic Merchants series, the Transformed Toad is designed to give depth to your world and add an extra level of engagement to the process of trading magic items. Among the items taken from the core rules that are on sale in the small store there are several signature items that introduce new magic and serve as a hook by which the House of the Transformed Toad can be distinguished from other sources of magical trade.

How you use this book is entirely up to you. We've included a wealth of detail about the store, its owner, and several of the items within it. Whether you choose to keep these details as presented, or simply re-use the new items and brief histories in your own game to give the next hoard the players find some extra character is something only you can decide. While every effort has been made to create a product that will slide easily into your campaign, the final details of where and how the House of the Transformed Toad and its contents will serve you and your players is a decision best made by the gamesmaster.



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THE HOUSE OF THE TRANSFORMED TOAD

FIRST IMPRESSIONS OF THE TRANSFORMED TOAD

Located in a quiet street, The House of the Transformed Toad is immediately recognized by the magically animated sign that hangs over the doorway. Small children are often seen crowded around the store during the day, watching the illusory battle between a gnomish wizard and an orcish warrior that takes place on the sign. Almost inevitably the gnome is the victor, with the orc being transformed into a somewhat surprised toad to the cheers of the gathered children.

Although the building that holds the shop is huge, the shop itself is barely more than a dozen feet wide. Short shelves line the wall, holding magic potions and scrolls that are carefully placed to avoid the appearance of crowding. A few wands sit in a wooden case on the counter, locked with a golden padlock, while other items of interest are displayed on black velvet inside a glass cabinet.

Anyone detecting magic inside the store notices a variety of auras, primarily the dim radiance of minor magic items. Taking the time to study the auras quickly reveals an absence of necromancy and enchantment magic, with most of the prominent stock radiating transmutation, evocation and illusion.

A door to the rear of the store is locked, with a sign noting that it leads to a private residence. Good quality locks (DC 30) are used on all doors.

HISTORY AND LOCATION

Telgen Mythander has been running the House of the Transformed Toad for nearly a hundred and thirty years, buying and selling magical wares to three generations of human adventurers. Telgen himself is just shy of a hundred and seventy winters, a plump owl of a gnome with ink-stained fingertips and a potbelly that jiggles when he laughs.

From a young age Telgen has been driven by two things; a love of travel and a desire to study and create magical items. When it became apparent that the necessities of one usually prevented the other, Telgen turned briefly to adventuring. In a short but successful career, Telgen earned enough money to build the Transformed Toad, and promptly set about building a reputation as a reliable artificer and merchant that caters to the novice adventurer. Although the need to maintain his laboratory keeps him from traveling much these days, the sheer number of adventurers that pass through his doors tell enough stories to assuage his wanderlust.

Rather than compete with the powerful spellcasters that flock to the larger cities, Telgen chose a small town as the location for his store. Located in the middle of a major trade route, the village is little more than a rest stop for merchant caravans, but this is more than enough to ensure a variety of customers find their way to Telgen's store.

THE TOAD, THEFT AND YOUR PCS

Astute readers will notice that the Transformed Toad is woefully ill-equipped to stop determined thieves, with only mundane locks protecting the magical equipment contained on the store shelves. This choice was primarily made for stylistic reasons - powerful arcane wards and exotic traps send players a very different message to a stout lock and the watchful eye of the storekeeper.

Furthermore, we wanted to keep theft within the range of petty thugs and low-level NPC rogues; a burglary at the Toad can be an easy adventure hook once the players have befriended Telgen, and the low-level focus of the Toad's wares mean that theft should be within the reach of foes low-level PC's are capable of defeating.

This approach can become problematic, however, in groups where a larcenous PC has his heart set on ransacking Telgen's establishment. A successful heist against the Toad can quickly net the character far more wealth and magic than you'd prefer for such an easy job. GM's placed in this situation are encouraged to bolster the Toad's defenses, with *fire traps* on shelves and the most valuable items secured elsewhere while the store is closed.

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PART TWO: ITEMS FOR SALE

LIQUID IMAGES

Aura: Faint Illusion ; **Caster Level:** 1st

Slot: —; **Price:** 50 gp; **Weight:** —

DESCRIPTION

Each of these small glass vials contains a swirling liquid rainbow. Anything more than a cursory look reveals a moving image trapped in the heart of the container. By uncapping the vial and pouring the liquid out, the user frees a silent illusion that follows a single preprogrammed action.

Telgen typically keeps six kinds of images on hand:

- A human warrior wearing chainmail and wielding a greatsword, standing guard with the blade pointed towards the ground.
- A half-orc warrior that runs screaming in the direction opposite the user, a gleaming falchion held high over his head.
- A brown bear that stands nearly seven and a half feet in height, standing on its hind legs and pawing the air in a threatening gesture of warning.
- A wild boar with sharp tusks and frothing saliva. Like the half-orc, the boar charges in the direction opposite the user when freed.
- A decaying statue of Lord Gelfrey Paraphor, a nobleman who insulted the young Telgen before he completed his studies. One out of every five potions that Telgen brews with this image has a short mustache and goatee stenciled onto the statue.
- A ten-foot square block of stone wall.

Liquid illusions make no sound, and last for one minute before they fade into nothingness. Creatures that interact with the illusions get a Will save (DC 11) to disbelieve their existence. Moving images travel 40 ft. per round in a single direction once unleashed.

Telgen is willing to make custom images on commission, and occasionally tries a new liquid image as a speculative venture, but he sticks with the solid sellers as much as possible. He is quick to point out their advantages to customers, both as diversions (particularly the boar, the warrior, the bear and the half-orc), or as a quick form of concealment and cover when necessary (the statue and the wall have proven particularly popular in this regard). Custom images that take up space greater than 10 cubic feet are beyond the power of the liquid images, and actions are limited to relatively simple tasks.

Telgen normally has two vials of each image in stock, with a 20% chance of a new image being included among his wares every week. If one of the images is sold, it is replaced within two days unless Telgen and his apprentices have been commissioned to make a powerful item.

Telgen's standard liquid images cost 45 gp per vial, a slight reduction on the potions market value due to the users inability to control the actions of the illusion. Custom images that can be programmed to perform according to the purchaser's wishes cost 50 gp per vial, and take a day to prepare.

CONSTRUCTION

Requirements: Craft Wondrous Item, *silent image*;

Cost: 25 gp

TELGEN'S ELIXIR OF FIRE BREATH

Aura: Moderate Evocation ; **CASTER LEVEL:** 11th

SLOT: —; **PRICE:** 1,050 gp; **WEIGHT:** —

DESCRIPTION

There are only two of these vials kept in Telgen's store, and he faces the prospect of their sale with some trepidation. He has only recently perfected the crafting of these elixirs, a process that required many weeks of scorched eyebrows and fire-beetle glands. Should anyone look at the amber bottles, the plump gnome starts regaling them with stories about the creation and perfection of the formula needed.

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Each elixir allows the drinker to spit up to three goutts of flame. Each goutt deals 4d6 points of fire damage to a single target within 25 feet, although the target can make a Reflex save (DC 13) for half damage. Goutts of flame that haven't been used within 1 hour of drinking the elixir dissipate harmlessly, although the drinker may be wracked with a series of smoking hiccups if he fails a Fortitude save (DC 10). The hiccups are harmless, but if mentioned to Telgen at a later date he will flush and mutter something about a few kinks left before he's truly perfecting the formula.

Telgen's *Elixirs of Fire Breath* cost a little less than the standard price due to their imperfect formula. He will replace purchased vials at a rate of one vial every two days, although after he finishes crafting the seventh vial he will have exhausted his store of the necessary ingredients. The ingredients, primarily fire beetle glands and the roots of a particularly spicy plant, take three weeks to re-order, although Telgen is happy to discount his price by 10% should the customer bring him a fresh supply.

CONSTRUCTION

Requirements: Craft Wondrous Item, *scorching ray*;
Cost: 550 gp.

WANDS

Telgen has learned the secret of crafting wands only recently, so he is still tentative about their creation. Customers who purchase one of his arcane wands are badgered with questions about its effectiveness the next time they return.

In addition to the wands he crafts himself, Telgen stocks a *wand of cure light wounds* he commissioned at a temple three days to the south. If the wand is sold, he immediately sends one of his apprentices to commission another, replacing the sold stock within a week.

Wands crafted by Telgen are replaced within four days of being sold.



Telgen stocks the following wands, all fully charged:

Wand	Quantity	Price
<i>Detect Magic</i>	3	375 gp
<i>Cure light wounds</i>	2	750 gp
<i>Mage armor</i>	2	750 gp
<i>Invisibility</i>	1	4,500 gp

There is also a 20% chance that Telgen will have a wand holding one of the other spells on his list in stock. All wands are sold for the standard market prices.

SCROLLS

Telgen typically keeps a small variety of scrolls in his store, either scribed from his own collection or commissioned from nearby clerics and druids who see the continued presence of the Transformed Toad as a useful source of magic lore and spell components.

The following scrolls can usually be found in Telgen's inventory:

Scroll	Quantity	CL	Price
<i>Cure Light Wounds</i>	2	1st	25 gp each
<i>Silent Image, Ghost Sound*</i>	5	1st	38 gp each
<i>Erase, Enlarge Person*</i>	3	1st	50 gp each
<i>Shillelagh, Magic Fang</i>	2	1st	50 gp each
<i>Shillelagh, Magic Fang, Cure Light Wounds</i>	3	3rd	75 gp each
<i>Flaming Sphere</i>	2	3rd	150 gp each
<i>Minor Image*</i>	5	3rd	150 gp each

Scrolls marked with an asterisk are replenished within one day of purchase by Telgen or his apprentices. Divine scrolls are replenished at the end of every second week.

In addition to his normal supplies Telgen is constantly trading with customers to get copies

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of new spells or scrolls he doesn't have the skill or inclination to scribe. At any given time he has 1-3 scrolls in stock, determined randomly on the minor scroll treasure table. All scrolls in the House of the Transformed Toad are for sale at the usual prices.

Telgen is willing to cast spells off any arcane scroll he sells in his store for an additional 10% of the purchase price.

MAGIC POTIONS

While Telgen prides himself on the creation of the *liquid images* and his nearly perfected method of creating the *elixir of fire breath*, he also stocks several other types of potions that form the bulk of his profits.

In addition to several arcane potions, Telgen hires travelling clerics and druids to create divine potions to supplement his stocks. With the majority of his clientele consisting of adventurers, he quickly learned the necessity of having healing potions on hand while the treasure is still flowing.

The following potions are regularly kept in Telgen's inventory:

Potion	Quantity	Price
Cure Light Wounds	8	50 gp each
Jump	6	50 gp each
Mage Armor*	5	50 gp each
Enlarge Person*	2	50 gp each
Bull's Strength	2	300 gp each
Eagle's Splendor*	3	300 gp each

Potions marked with an asterisk are replenished within one day of sale by Telgen or his apprentices. Other potions, particularly those with divine origins, are replenished at the end of every second week.

Telgen is always interested in new potions his customers uncover while dungeon delving, and he has occasionally been known to try his hand at the creation of new

compounds. At any given time he has 1d6 potion random potions from the minor potions treasure table in stock. All potions are for sale at the usual market prices.

ALCHEMY & EQUIPMENT

Telgen has had a life-long love of alchemy in addition to his magical studies, and sells a variety of alchemical substances in his store. In addition to the common alchemical compounds, Tengen has also made a name for himself with the creation of a substance called stonewart.

The following Alchemical items and common equipment are regularly kept in Telgen's inventory:

Item	Quantity	Price
Sunrod	10	2 gp each
Spell Component Pouch	2	5 gp each
Alchemists Fire	5	20 gp each
Smokestick	10	20 gp each
Thunderstone	3	30 gp each
Antitoxin	5	50 gp each
Tanglefoot Bag	3	50 gp each
Telgen's Stonewart	5	50 gp each

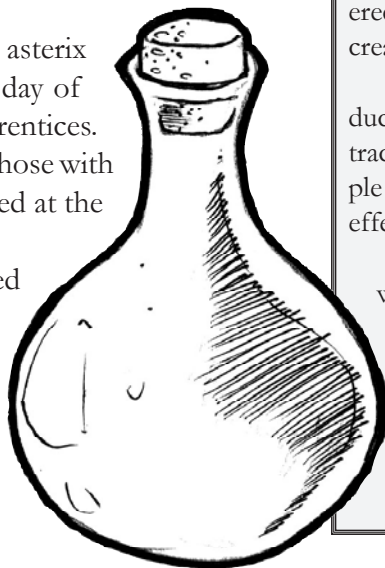
TELGEN'S STONEWART

This viscous blue liquid causes stone to bubble and blister when applied, giving it the appearance of wartcovered skin. Originally designed to weaken natural stone and aid mining, it was quickly discovered to be effective as a weapon against elemental creatures.

A vial of stonewart applied to natural stone reduces its hardness by 1. Stonewart works by boiling trace elements of water within the stone, and multiple applications on the same object have no further effect.

If used as a weapon against an elemental creature with the earth or water subtype, the vial can be thrown at the target (as a ranged touch attack with a range increment of 10 feet). A successful hit on an earth or water element creature inflicts 1d4 points of damage.

Creating a vial of stonewart requires a Craft



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Unless both of Telgen's apprentices are busy creating magic items, depleted supplies of alchemical items will be replaced within 24 hours. Under ordinary conditions, at least one apprentice is working in the alchemy lab behind the store during waking hours.

SPELLCASTING SERVICES

Telgen offers the following spellcasting services in addition to trading in exotic goods, alchemical concoctions and magic items.

Telgen is a 6th level caster, although some spells can be cast by his apprentices at a reduced cost. Such spells are marked by a second cost and caster level in parenthesis next to the price.

Spell	Price
<i>Detect Magic</i>	30 gp (5 gp, 1st)
<i>Read Magic</i>	30 gp (5 gp, 1st)
<i>Comprehend Languages</i>	60 gp (10 gp, 1st)
<i>Whispering Wind</i>	120 gp (60 gp 3rd)
<i>Arcane Lock</i>	145 gp (85 gp, 3rd)
<i>Identify</i>	160 gp (110 gp, 1st)
<i>Dispel Magic</i>	180 gp

COMMISSIONING NEW ITEMS

In the past Telgen was willing to create a wide variety of items on commission, but as advancing age starts to catch up with him he finds himself less willing to expend the effort.

Characters that want Telgen to create magic items on commission must succeed on a Diplomacy check (DC 20) to convince the aging gnome that there is some merit to the project they are proposing. Telgen primarily looks for challenge, rather than profit, when accepting commissions.

ONE-OFF ITEMS

In addition to maintaining his regular stock, Telgen trades constantly with the adventurers and spellcasters who pass through his store.

Every time a customer calls in, there is likely to be some new curio or arcane item that Telgen

has on sale. While these items are far from regular occurrences, select one or two of the following items as part of the Transformed Toad's stock.

The items that follow should be used individually, cycling through them one or two at a time as characters visit The House of the Transformed Toad multiple times. Telgen is fond of knowing where the items come from and how they came into his possession, so anyone looking over one of these rare pieces of stock is likely to be regaled with a story about its acquisition.

MASTERWORK CHAIN SHIRT (250 GP)

Sized for a medium-size creature, this chain shirt has been polished to a gleaming sheen. There is evidence of repair on the back, just about the point where a dagger would need to enter if you were stabbing to puncture the left lung.

Telgen assures anyone curious about the repairs that they were done by a qualified armor smith, combined with his own spells of mending and repair (Sense Motive against the gnome's Bluff of +1 reveals some reluctance on this part).

In truth, the repairs were done by the local blacksmith and Telgen used little more than a few cantrips – a fact that has little impact on the chain shirts usability, but one that does convince the gnome to drop the price by 15 gp should it be uncovered. The shirt originally belonged to a northern barbarian who ran into some trouble with an assassin on the road. He traded the shirt for a few healing potions after stumbling into Telgen's shop wounded and barely conscious.

OIL OF MAGIC VESTMENT +1 (750 GP)

Deep ebony in color, this thick oil is kept in a battered steel tin stamped with the holy symbol of three sects devoted to defense and protection. The holy symbols can be identified on a successful Knowledge (Religion) check (DC 15).

The Oil came from the estate of a recently deceased paladin. It was sold by his grieving sons, who own farms in the local area. Telgen knows the sons had a few other items of value, including a magic blade and shield, but these items were worth far more than he could afford to pay.

If the customers have proven trustworthy, or

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have proven to possess the coin needed to buy the items, he is more than willing to act as a broker on behalf of the farmers. Whether the items are bought by the player characters, or they are commissioned to deliver them to a larger store in the nearby city in return for a cut of the sale, depends entirely on the group and Telgen's assessment of their character.

WAND OF MAGIC MISSILES (225 GP)

About a foot and a half long, this wand is made from pale wood and tipped with stone barbs that closely resemble arrowheads. One of the barbs is scorched and blackened by the energy that passes through the wand, and there are several nicks and cuts along its length that speak of its history amid melee combat. While none of the marks are deep enough to damage the wand, it is obvious that opponents have tried to sunder it several times in the past.

Normally Telgen tries to avoid selling offensive magic items, but he traded a young wizard some scrolls for this wand solely because the lad was an apprentice to one of Telgen's old acquaintances.

The wand has a caster level of 1st, and still holds 15 charges.

ARCANE SCROLL (400 GP)

This scroll is made from soft, green-tinged leather tied with a string made from human hair. It holds the spells false life, detect undead, and ray of enfeeblement, all scribed by a 4th level caster. Anyone who makes a Heal check (DC 25) can recognise the source of the leather as orcish skin.

Telgen purchased the scroll off a group of halflings that had just adventured in the lands to the north and pillaged it from the tomb of an ancient necromancer, deep below the jagged remains of an old tower. Though they looted a handful of gems and magic, they didn't delve deep enough into the tomb to completely explore its contents. Telgen took down detailed directions when he bought the scroll, and will offer to throw in the knowledge as a bonus should anyone be tempted by the scroll.

VIAL OF SILVER SHEEN (250 GP PER VIAL)

Telgen creates five vials of silversheen a year, all created during the first full moon of the new year.

Unlike many of the items he creates, Telgen sees these vials as weapons to be used for the good of his community rather than commodities to be sold. He prefers to offer them for sale only when absolutely necessary, or when there is a need for heroes to use the item.

All five vials are kept in a special cabinet deep within his home, and he only offers one of the vials for sale should there be rumors of lycanthropes in surrounding communities, if favored customers ask especially for the item, or if sales have been particularly slow for the past few months. In the case of the first instance, the vials are normally sold with a suggestion for their eventual use, and customers that agree to hunt the were-creatures can usually coax a few more vials from the old gnome.

Characters with Knowledge (local) or the Bardic Lore ability are likely to know a few stories about Telgen's silversheen on a successful check (DC 15).

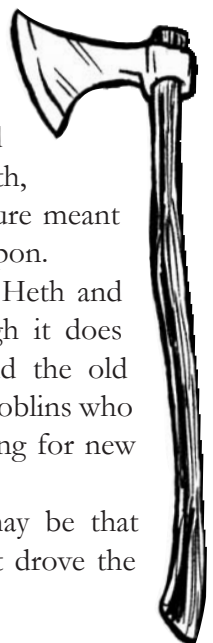
+1 HANDAXE (PRICE: 2,306 GP)

The blade of the axe is made of red-tinged metal, with an ornate carving of a silver serpent coiled and ready to strike. The weapon also bears the smith-mark of the mage-smith Terberous, although the mark will only be recognised with Knowledge (arcana) check (DC 15).

It glows with a soft, red radiance when wielded. The user can will the axe to dim, reducing the light to the dull glow of a dying ember. The hand-axe was acquired from an aging woodsman named Heth, a man who spent many years hunting and tracking in the local area. Heth sold the weapon before heading south, and his abrupt and hurried departure meant Telgen got a good price on the weapon.

Exactly what happened to Old Heth and why he left are unknown, although it does mean the outlying farms that paid the old ranger a bounty on the ears of the goblins who raid their flocks are probably looking for new employees.

Of course, Telgen warns, it may be that something out in the wilds is what drove the old man away.



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RING OF FEATHER FALLING (2,200 GP)

Telgen displays this simple gold ring in a small glass case, the two feathery wings that have been carved into the metal displayed prominently to anyone viewing the ring.

The ring of feather falling once belonged to a rogue in the mercenary company of Merret Gans, regular customers at Telgen's store. The rogue was discovered while scouting the lair of the Red-Skull Orcs, and used its magic to escape his pursuers by jumping over a ridge several hundred feet in height.

The company found his body a day later. The ring had saved him from the fall; he was slain by the orcish arrows that struck him as he drifted to the ground.

ARROWS OF OOZE SLAYING (2,282 GP EACH)

These two long, silver arrows feel as though they are coated with a dry powder. Anyone tasting or smelling their fingers after touching one of the arrows detects faint traces of salt. If used against any ooze creature, each +1 arrow requires the target make a successful Fortitude save (DC 20) or die instantly.

An adventuring group known as the Knights of the Unicorn commissioned seven of these arrows in a city to the west, all in preparation for fighting the sorcerer Belrath, who was known to keep several oozes as guardians and pets. Five of the arrows were used in the assault, with these two being sold in order to raise the gold necessary to heal or raise those wounded in the battle.

Telgen is willing to sell both *arrows of ooze slaying* as a pair for 4,500 gp

WAND OF CHILL METAL (3,600 GP)

This wand is crafted from the antler of a reindeer. It is a little over a foot long and is covered with numerous branches and bifurcations. On touching the wand, the wielder is immediately swept by a brief chill, as though she were standing amid a patch of arctic ice.

The wand was purchased from a wandering cleric, who claimed to inherit it from a clan of halflings that live inside a giant glacier and wield weapons of pure frost. The reindeer that sacrifice their horns for these wands are said to be the ferocious steeds of the halflings, and this wand was crafted from the mount of one of the halflings greatest heroes. The cleric himself had little use for the weapon, but kept it as a mark of honor until he returned to civilized lands.

The wand is caster level 5, with 24 charges remaining.

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PART THREE: TELGEN MYTHANDER

Telgen Mythander is the elderly proprietor of the House of the Transformed Toad. A portly gnome, Telgen has the kind of wide eyes and hooked features that remind you of an owl when you look at him. A skilled artisan and alchemist, he has run the House of the Transformed Toad for as long as any in the village can remember. Although he was only briefly an adventurer himself, Telgen feels an affinity for the lifestyle and loves to exchange traveling stories with his customers.

Driven by a combination of boundless curiosity and a desire to safeguard the people of his village, Telgen uses his position as a merchant to acquire new and unusual magic as well as dropping hints about possible dangers to his home in the ears of people who can help. He has a typical gnomish love of good stories and jokes, and is quick to jest with his customers. Like his store, Telgen is filled with scraps of unusual and useful knowledge. This lore can be coaxed out gradually by those who come to know him, and even then only if they have earned Telgen's respect. Despite his friendly nature, many customers remember him for his piercing gaze and golden eyes rather than his jovial disposition.

At the prices charged for magic items, Telgen doesn't need to sell more than one or two potions a week to maintain a lifestyle equal to that of a skilled blacksmith or carpenter. This allows him the luxury of selling only to those he deems trustworthy, and lets him spend as much time working in his lab as he does pottering around his store.

As the proprietor of a store dealing in magic items, Telgen technically has access to a wealth of magic items far beyond the norm for an NPC of his level. The possessions listed below are items that Telgen keeps around his person. In times of need, he won't hesitate to use the wands and scrolls in his store.

TELGEN MYTHANDER

CR 5

Male Gnome Wizard 6 (Transmuter)

LN Small humanoid

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 11; +4 against giants (+1 size, +1 Dex)

hp 48 (6d6+24 HD)

Fort +5, **Ref** +3, **Will** +6 (+8 vs. Illusions)

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk silver dagger +4 (1d3-2)

Ranged mwk silver dagger +5 (1d3-2)

Atk Options hatred (goblins & reptilianoids), telekinetic fist 6/day

Combat Gear Spells Prepared (CL 6th)

3rd - *dispel magic*, *tongues*, *shrink item*

2nd - *arcane lock*, *locate object*, *obscure object*, *whispering wind* (x2)

1st - *comprehend languages* (x2), *enlarge person*, *identify*, *mount*

0 - *detect magic*, *detect poison*, *mending*, *message*, *read magic*

Opposition Schools enchantment and necromancy

STATISTICS

Abilities Str 8, Dex 13, Con 16, Int 16, Wis 12, Cha 12

Base Atk +3; **CMB** +1; **CMD** 12

Feats Brew Potion, Craft Wand, Craft Wondrous Item, Master Craftsman (alchemy), Scribe Scroll

Skills Appraise +9, Craft (Alchemy) +16, Diplomacy +3, Linguistics +9, Knowledge (Arcana) +12, Knowledge (Local) +9, Profession (Merchant) +9, Sense Motive +4, Spellcraft +12, Stealth +5

Languages Common, Celestial, Draconic, Dwarven, Gnome, Goblin, Orc, Terran

SQ arcane bond (toad familiar named Bulthias), physical enhancement +2 (currently applied to Strength)

Combat Gear *wand of acid splash* (47 ch), *liquid image* (6), *potion of cure light wounds* (2); **Other Gear** masterwork silver dagger, *ring of protection* +1, *brooch of shielding* (54 points of deflection remaining), alchemists lab, 400 gp in miscellaneous potions and scrolls.

Spellbook all prepared spells, plus: 0 – all except enchantment and necromancy; 1st – *alarm*, *detect undead*, *endure elements*, *jump*, *mage armor*, *silent image*, *unseen servant*, *ventriloquism*; 2nd – *bull's strength*, *eagle's splendour*, *invisibility*, *knock*, *minor image*, *misdirection*, *scorching ray*; 3rd – *explosive runes*, *fly*, *phantom steed*, *secret page*

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PART FOUR: USING THE TRANSFORMED TOAD

Telgen and the Transformed Toad should fit easily into any campaign where the buying and selling of magic items is accepted, and may serve as a useful introduction to the trade of magic items in campaigns where such activities haven't been broached.

While the store is well stocked and designed to cater specifically for adventurers, it is important to note that the Transformed Toad isn't an unlimited resource. If the players purchase an item on their first visit, it takes Telgen and his apprentices some time before they can replenish their lost stock. Make a note when you place one-off items in the store, and replace them if a period of time has passed without the item drawing any interest from the characters. You can still use these at a later date, either by stocking them in another store or allowing the group to find it in the horde of a monster that has slain the adventurer who purchased it earlier.

When characters set out to sell the spoils of their previous adventure, try to steer them towards the House of the Transformed Toad at the beginning of a session rather than going through the process at the end after an exciting combat or cliffhanger. Roleplaying the exchange should be a way to reinforce the magical world of the campaign, and

Telgen's desire to know exactly how he came to be purchasing an item can be a useful method of getting the players to recap the previous sessions events. The exact limit to how much Telgen can afford to purchase from player characters is up to the Games Master, although up to three-quarters of the available funds for his community is probably not unreasonable.

Regardless of how you choose to use this product in your campaign, it's important to remember that ultimately The Transformed Toad and all it contains is just a tool to be used when having fun. If players seem frustrated by Telgen and his patter, don't force them to roleplay every aspect of their purchase. Just as there is a time and a place for bringing a sense of wonder and character to the process of going shopping, there is also a time when it is enough to simply take a character's money and give them access to what they're shopping for.

The exact details of what the Telgen will purchase from the player characters is left up to the GM – feel free to purchase as much or as little of the characters treasure as you feel is appropriate for the store, the campaign world and the community in which it is located.

ADVENTURE HOOKS

The following hooks can be used with the House of the Transformed Toad:

- Although Telgen is usually careful about who he purchases magic items from, he mistakenly buys a sword belonging to the chief of the thieves guild from a city to the north. When the chief's thugs coming looking for the blade, a desperate Telgen could offer the PC's a months free crafting if they recover it from the adventurer he sold it too (or he could be threatened into revealing the name of a PC if they bought the item.)
- Six months ago, a small group of adventurers tried to raid the House and make off with its stock. Telgen created his *wand of acid splash* and *brooch of shielding* as a response to the violent raid, but still circulates a small reward for the succesful capture of the band of burglars responsible for the attack.

THE HOUSE OF THE TRANSFORMED TOAD

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