TREASURY of the Orient

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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of the most recent Adventure Path. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Emerald Shogun" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure to supplement your "Far East Adventure Path," helping the "Destined Empress" claim her birthright in the "Eastern Kingdoms." See, that wasn't so hard, was it?



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE TREASURY OF THE ORIENT

This supplement brings you over 30 magical items ideal for Asiatic explorers, transcontinental caravans, and any campaigns set in the exotic East. Exotic woods and jade, ivories and silks, the treasures of the Asian lands are carved, embroidered, and embellished with a beauty to match form with function. Whether crafted to maximize tranquil contemplation or to bring elegance to bloody executions, craftsmanship is devoted in equal measure to the appearance of an item as to its mechanical effects. Whether PCs are themselves native to Asian-inspired fantasy kingdoms or are outlanders venturing into strange and foreign kingdoms and empires in search of wealth and glory in a land far from that of their birth, they may wrest these treasures from the dusty tombs of exiles and emperors, uncover them in the kami-haunted spirit-forests that blanket the land, or wrest them from the hoards and hands of oni, bakemono, weretigers, nagas, and wingless sovereign dragons. This tome contains items perfect for followers of the paths of peace or the ways of war, from the teapot of serenity and feathered mat of paradise to the stalking serpent, typhoon fan, and beheading blade. There are items of great practical utility like the *ink set of shifting, ki capstan, and samisen of the seven spheres, from the simple* alchemical kokowai salve up to the divine artifacts known as the lucky mallets. Some items carry great power but potential danger, like the malicious skull and the circlet of the imperial dragon, while others bring great beauty alongside deadly efficiency, like the sovereign lungguang, kimono of the honored ancestors, rod of the monkey king, and the biting blade of ten thousand blossoms. From the sublime artistry of the cane of butterflies and the rod of shadow puppetry to the simple brutality of the bloodthirsty blade, your heroes are going to love what they find in the *Treasury of the Orient*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson

TREASURY OF THE ORIENT

The magic items in this product are designed specifically to fit within a campaign set in an Asian-themed campaign, including a journey from occidental cultures similar to medieval Europe across the long and desolate wastes that lie between the continents. This book is an ideal companion to the official Far East Adventure Path for the *Pathfinder Roleplaying Game* (#49-54), but it works equally well in any campaign where you want to evoke the tropes of wide-ranging caravan journeys, merchant towns along the silk road, and exotic garden cities and forbidden fortresses inspired by the panoply of Asiatic cultures from nations large and small. The items in this book are listed here by price, and their descriptions follow organized by item type.

Item Name	Price
noh mask of the shapechanger	varies
kokowai	30 gp
ghost food	800 gp
clothes of the ever-ready explorer	2,500 gp
master's bowl	4,400 gp
teapot of inner flame	4,800 gp
teapot of the mountain	4,800 gp
teapot of serenity	4,800 gp
feathered mat of paradise	5,400 gp
ink set of shifting	6,000 gp
papercraft sheet	6,750 gp
unraveling silks	13,330 gp
monkey's head charm	13,500 gp
stalking serpent	17,340 gp
circlet of the imperial dragon	18,000 gp
ki capstan	20,000 gp
biting blade of ten thousand blossoms	20,350 gp
sugegasa of rising waters	21,200 gp
bestial haramaki	25,153 gp
rod of the monkey king	25,300 gp
kimono of honored ancestors	26,700 gp
cane of butterflies	28,800 gp
bloodthirsty blade	30,350 gp
typhoon fan	35,837 gp

robe of the fire rat	37,400 gp
prayer scroll amulet	40,000 gp
spiritworld flute	43,200 gp
laughing spirit bow	45,000 gp
koto of ki shards	46,000 gp
samisen of the seven spheres	47,000 gp
malicious skull	52,000 gp
rod of shadow puppetry	60,000 gp
ronin blade	70,000 gp
white peacock crown	80,000 gp
beheading blade	152,340 gp
sovereign lungguang	180,000 gp
lucky mallet	— (artifact)

ALCHEMICAL ITEMS

Kokowai

Cost 30 gp; Weight —

Kokowai is a traditional protective salve made from red ochre mixed with shark oil. Originally made by tribal people who used it to paint mystic designs upon themselves which they believed could scare off demons, the mixture possesses a putrid, nauseating stench nearly identical to troglodyte musk. The user gains the stench special quality (5 ft., DC 11, 1d6 rounds) for 1 hour, though the volatile mixture is burned away immediately if the user catches on fire or takes more than 10 points of fire damage. It can also be washed off with soap and water.

Create Craft (alchemy) DC 15



ARMOR AND SHIELDS

BESTIAL HARAMAKIPRICE 25,153 GPSlot armor CL 9thWeight 1 lb.Aura moderate transmutation

This +1 spellstoring^{UE} haramaki consists of a white silken sash lined with articulated, featureless metal plates. If bear's endurance, bull's strength, or cat's grace is stored within the haramaki, pictures of the animal named by the spell appear on each of the bestial haramaki's metal plates and its sash transforms into a fur sash that also matches this animal. While bear's endurance, bull's strength, or cat's grace is stored within a beastial haramaki, it grants its wearer a +4 enhancement bonus to an ability score based upon which spell is stored within the armor, as follows: Strength (bull's strength), Dexterity (cat's grace), Constitution (bear's endurance). Treat this as a temporary ability bonus for the first 24 hours the bestial haramaki is worn.

Construction Requirements	Cost 12,576 GP
Craft Magic Arms and Armor, bear	's endurance, bull's
<i>strength, cat's grace</i> , creator must be 12 th level	a caster of at least

UNRAVELING SILKS		PRICE 13,330 GP
Slot armor	CL 5th	Weight 4 lbs.
Aura faint tr	ansmutation	

This +2 slick silken ceremonial armor is lightly embroidered and always appears frayed and worn. As a move action, the wearer can pull one of the many frayed threads of the armor, causing it to unravel into a tangle of silken threads. The wearer and all she carries is transmuted into threads at the same time, and in this form the wearer is treated as if in *gaseous form*, save that she cannot fly, instead gaining a base speed and climb speed of 10 feet. If the wearer falls while in thread form, she is treated as if using *feather fall*. Resuming her normal form is a standard action. The wearer can remain in thread form for up to 5 rounds per day, though these rounds need not be consecutive.

Construction RequirementsCost 6,770 GPCraft Magic Arms and Armor, animate rope, gaseous
form, grease

WEAPONS

BEHEADING B	LADE	PRICE 152,340 GP
Slot none	CL 18th	Weight 12 lbs.
Aura strong evo	cation	

This sinister +3 keen vorpal flying blade^{UC} is decorated with the scowling face of a fire yai oni and connected to a wicked, black chain via a detachable vice. When the wielder makes an attack with a beheading blade as part of an attack action, the wielder can unhook the flying blade from its chain in order to launch the weapon at one target within 60 feet, functioning as an attack made with a thrown weapon with the returning special ability. When attacking with a beheading blade in this manner, the wielder uses her Strength modifier instead of her Dexterity modifier on her ranged attack roll with the weapon. Whenever the wielder makes an attack with a beheading blade as part of an attack action, she can spend 1 ki point as a swift action in order to grant the beheading blade the ability to attack on its own for 1 round as though it were a dancing weapon, except the weapon attempts to share the same space as the struck opponent instead of the wielder. Should that opponent move away from the beheading blade, it pursues to the best of its ability as though it had a 40-foot fly speed with perfect maneuverability. After this round ends, the beheading blade returns to its wielder, as normal for a returning weapon. The wielder can spend up to 4 additional ki points when using this ability, increasing the number of rounds that the beheading blade dances for by 1 round per ki point spent. While the head is detached, the beheading blade can be wielded as a +1whip with no other special abilities.

Construction Requirements	Cost 76,170 GP
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Craft Magic Arms and Armor, *animate objects*, *circle of death*, *keen edge*, *returning weapon*^{UC}

BITING BLADE OF TEN THOUSAND BLOSSOMS

PRICE 20,350 GP

Slot none	CL 10th	Weight 6 lbs.
Aura moderate	illusion	

This flamboyant +1 holy katana possesses a bright, pink grip. When wielded by a good creature, the blade pulses with pink light that lashes out at wicked foes. Whenever the wielder confirms a critical hit using a biting blade of ten-thousand blossoms, a spray of razor-sharp pink cherry blossoms burst forth from the weapon, causing all creatures that are adjacent to the critically hit creature to take damage equal to the weapon's minimum damage (so if the katana would deal 1d8+4 damage, adjacent creatures take 5 points of damage). Affected creatures can attempt a Reflex save to negate this damage (DC 10 + the wielder's base attack bonus) and the wielder can exclude a number of creatures from this effect equal to her Charisma modifier (minimum 1). If any creature damaged by the biting blade of ten-thousand blossom's burst attack are evil, they take damage from the weapon's holy special ability as if they had taken a direct hit from the weapon.

Construction RequirementsCost 10,175 GPCraft Magic Arms and Armor, holy smite, mirrorstrike^{UC}

BLOODTHIRSTY BLADE (MURAMASA)

PRICE 30,350 G	P	
Slot none	CL 9th	Weight 6 lbs.
Aura moderate	necromancy	

These +1 keen vicious katanas are said to have been crafted by a legendary swordsmith from another world and age and often are referred to by his name: Muramasa. These blades are reputed to possess an insatiable bloodlust, and whenever a wielder makes an attack roll against a living creature with a bloodthirsty blade this curse is activated. Thereafter, the wielder cannot sheathe the bloodthirsty blade or attack with any other weapon until the wielder confirms a critical hit against a living foe or reduces a living target below 0 hit points from the weapon. Whenever the wielder confirms a critical hit with a Muramasa against an opponent, she gains 1d8+10 temporary hit points and a +2 enhancement bonus to Strength for 10 minutes, though these bonuses end immediately if the wielder sheathes the Muramasa or attacks with a different weapon.

Construction RequirementsCost 15,175 GPCraft Magic Arms and Armor, death knell, enervation,
keen edge

LAUGHING SPI	RIT BOW	Price 45,000 GP
Slot none	CL 9th	Weight 3 lbs.
Aura moderate	evocation	

Made from fine bamboo and wrapped in fine rattan decorated with gold leaf, this +1 holy composite long bow (+2 Str) is surprisingly lightweight for its nearly 7-foot length. Whenever an arrow from a *laughing spirit* bow successfully hits a creature with the incorporeal subtype, the wielder may choose to forego any damage and instead afflict the target with wracking spasms of laughter and mirth that leave it unable to act (though it is not considered helpless), for 3 rounds. If an invisible target is affected in this way, then creatures attempting to pinpoint the invisible creature's square receive a +20 on Perception checks to locate it from the obvious noise. Construction Requirements Cost 22,500 GP Craft Magic Arms and Armor hideous laughter, holy



RONIN BLADE		PRICE 35,837 GP
Slot none	CL 7th	Weight 6 lbs.
Aura moderate	transmutation	

The length of this undecorated +1 *katana* is dotted with pits and marks, and its sharp edge is lined by a permanent, dark crimson stain. The blade grows stronger when the wielder faces multiple opponents. For every two opponents that the wielder threatens that his allies do not, a ronin blade is considered to have an additional +1 enhancement bonus to attack and damage (to a maximum additional bonus of +4). Once per day, whenever the wielder of a ronin blade would be reduced below 0 hit points, he may continue to act as though he had the ferocity ability.

Construction Requirements	Cost 35,000 GP
Craft Magic Arms and Armor, greater	· magic weapon,
creator must have the ferocity ability	

STALKING SERPENT		PRICE 17,340 GP
Slot none	CL 12th	Weight 12 lbs.
Aura strong divination		

This +1 heartseeker^{UE} flying blade^{UC} is engraved with markings that make it resemble a humanoid face, though colored in the hues of a naga's scales. The wielder of a *stalking serpent* does not take the usual penalty on attack rolls for wielding a flying blade, though the attack roll bonus on attacks of opportunity does apply, and its critical threat range is increased when used to make attacks of opportunity, as if it were a *keen* weapon.

Construction Requirements	Cost 8,670 GP
Craft Magic Arms and Armor, dea	th knell, divine favor,
true seeing	

Typhoon Fan		PRICE 35,837 GP
Slot none	CL 9th	Weight 1 lb.
Aura moderate	evocation	

Each of the half-dozen banana palm leaves are woven together to create this +1 *fighting fan* are as strong and sturdy as steel. Three times per day, a *typhoon fan* can create a massive torrent of wind as a swift action when its wielder attacks with it using the attack action, creating a 5-foot diameter line of wind that starts in the attacked creature's square and moves away from the *typhoon fan*'s wielder. Any creature caught within this line takes 4d6 points of nonlethal damage and is knocked prone. A successful DC 16 Fortitude save halves the damage and prevents being knocked prone. Creatures under the effect of freedom of movement and creatures with the

air subtype are unaffected by this attack.

Construction Requirements Cost 35,837 GP

Craft Magic Arms and Armor, *cloak of winds*^{APG}, *river* of wind^{APG}

RODS

CANE OF BUTTERFLIES		Price 28,800 gp
Slot none	CL 9th	Weight 2 lbs.
Aura moderate	transmutation	Color and the second second second second

This magical brass-tipped bamboo walking stick is topped with a bone grip carved to resemble a twisting swarm of butterflies. The hollow handle is hides a small secret compartment filled with dried lotus blossoms.

When the owner of the cane taps the brass tip three times upon the ground, it begins to radiate a dim lavender glow that sheds dim light in a 120-foot radius. This effect lasts for 1 hour or until dismissed by again rapping three times on the ground. In addition, three times per day the user can rap the cane four times to magically change the owner's appearance from young to old. This effect is purely illusory, as if using *disguise self*; however, if the wielder expends all three uses of this power at once she can instead adopt a different age category as if using *threefold aspect*^{APG}. As a side effect, whenever the canes user activates one of its powers, the cane gives off the scent of lotus blossoms.

Once per day, the user can use the cane to summon a swarm of butterflies. Doing so requires the cane's owner to prepare it by placing a small handful of dried lotus blossoms into the handle. The cane's owner can command the butterflies to swarm a single target within 300 feet. The swarm completely obscures victim's sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Beyond obscuring the target's sight the butterfly swarm is relatively harmless, unless the swarmed victim attempts to injure or hurt the butterflies. Anyone attempting to injure the butterflies is itself transformed into a butterfly as *baleful polymorph* (DC 18 Fortitude negates). A successful save makes that creature immune to this effect for 24 hours.

Construction RequirementsCost 14,400 GPCraft Wondrous Item, baleful polymorph, summonswarm, threefold aspect

ROD OF THE MONKEY KINGPRICE 25,300 GPSlot noneCL 13thWeight variesAura strong transmutation

This simple, iron rod is made in the likeness of the sacred weapon of Sun Wukong and is caped with a golden band at each end with an inscription that reads "The Compliant Rod." When in this state, the rod is the size of a sewing needle and weighs nothing. While in this form, the wielder gains a +4 bonus on Sleight of Hand checks made to conceal the weapon.

When the wielder issues the command word, a *rod* of the monkey king grows in size to suit the wielder's needs, becoming a club, greatclub, or quarterstaff appropriately sized for its wielder. The wielder chooses what kind of weapon that the *rod of the* monkey king transforms into and in this state, the *rod* of the monkey king is a +1 impact weapon of the chosen kind. Additionally, a *rod of the monkey king* can be further commanded to extend as a swift action, giving its wielder a reach of 10 feet, 15 feet, or 20 feet for 1 round. While the rod is extended, the wielder does not threaten adjacent creatures or creature up to 10 feet away if the wielder's reach is 20 feet.

Construction Requirements	Cost 12,650 GP
Craft Rod, bull's strength, lead	blades ^{APG} , major
creation	

ROD OF SHADOW PUPPETRY		PRICE 60,000 GP
Slot none	CL 12th	Weight 2 lbs.
Aura strong ench	antment	

This simple, bamboo rod is dyed black using an ink perfected by the wayangs that causes it to absorb light and cast no shadow. Three times per day, the wielder of a *rod of shadow puppetry* can paralyze a creature for 10 rounds as a standard action by touching the rod to its shadow. A DC 17 Will save negates this effect and a creature that failed its saving throw can attempt a new saving throw as a full-round action each round to end the condition. Additionally, the wielder can attempt to control the actions of a creature that she has paralyzed with a *rod of shadow puppetry* as a standard action. As a move action, she can direct one such creature to take one move or standard action of her choice on her turn as though the creature wasn't paralyzed. This action must be purely physical; she cannot force the creature to cast spells or spell-like abilities or use any supernatural abilities that require activation. The creature continues to take this action until its directions are changed or until it cannot do so anymore. If the creature is commanded to do something obviously harmful to itself, it immediately receives a new saving throw with a +10 bonus.

Construction RequirementsCost 30,000 GPCraft Rod, hold monster, marionette possession

WONDROUS ITEMS

CIRCLET OF THE IMPERIAL DRAGON PRICE 18,000 GP

Slot headband	CL 8th	Weight 1 lb.
Aura moderate encha	ntment	

This green jade circlet is formed in the likeness of a coiled imperial dragon biting its own tail and is inlaid with shards of pure dragon horn. The wearer is able to speak and understand Draconic and gains darkvision 60 feet and immunity to the frightful presence of imperial dragons. In addition,

as a standard action the wearer may activate frightful presence similar to that of an imperial dragon in a 30-foot radius. The save DC of this frightful presence is determined by the wearer's Hit Dice and Charisma modifier. The wearer can use this frightful presence for a number of rounds per day equal to his Charisma modifier. These rounds need not be continuous. In addition, a wearer with a ki pool can extend this duration as a free action by expending one point from his ki pool for each additional round. The construction of this circlet makes the wearer vulnerable to the mental influence of imperial dragons, however, affecting her as *mind fog* (no saving throw) when interacting with them.

Construction RequirementsCost 9,000 GPCraft Wondrous Item, creator must speak Draconic,
darkvision, fear

CLOTHES OF THE EVER-READY EXPLORER

PRICE 2,500 GP

Slot body	CL 9th	Weight 5 lbs.
Aura moderate	transmutation	

This set of sturdy, lightweight clothing is spun from darkleaf cloth and consists of a shirt, a set of trousers, and a set of undergarments with a matching, visually pleasing aesthetic. In addition, you can also attune a set of footwear (including magic items that occupy the foot slot) with the clothes by wearing them together for at least 1 hour. By speaking a command word while the entire set of clothing is worn, the wearer can transform the clothes of the eveready explorer into any outfit, granting the wearer all mundane benefits that such an outfit provides, such as a cold-weather outfit's bonus on Fortitude saves against exposure to cold weather. The clothes (and any footwear that is attuned to them) are capable of gaining new articles of clothing and accessories (including cleats), losing articles of clothing and accessories, or altering its current form to improve its tactile and environmental comfortness. As part of speaking the command word, the wearer determines all physical aspects of the clothes of the eveready explorer, including its color and style. A set of clothes of the eveready explorer cannot create or destroy jewelry and it cannot transform into any set of clothing whose combined cost exceeds 1,000 gp.

If removed, the *clothes of the eveready explorer* maintain their current form, but a wearer must wear an entire set of *clothes of the eveready explorer* when she speaks the command word or it fails to activate. If the wearer is in an *antimagic field* or a similar effect, the clothes retain their current form but cannot be activated to change their appearance again until the wearer leaves the *antimagic field*.

Construction Requirements	Cost 1,250 GP
Craft Wondrous Item, fabricate	1021010201P

Feathered Mat of Paradise		PRICE 5,400 GP
Slot none	CL 5th	Weight 3 lbs.
Aura faint necromancy		A CARLER

Woven from red silk and brightly colored plumage of a rare and magical fairy bird, this small sleeping mat provides it owner with a more restful slumber. In order to use the mat, its must first be attuned to its owner who must perform a meditative trance upon the mat for 1 uninterrupted hour each day for 30 consecutive days. Once attuned to its owner, every four hours of uninterrupted sleep counts as an 8-hour sleep period for the purpose of regain spells or class abilities and recovering hit points, ability damage, as well as for recovering from diseases, poisons, or other afflictions. The mat can only be attuned to a single owner and only the attuned owner gains the magical benefits from resting on it. He cannot share the mat's benefits with others

Construction Requirements		Cost 2,700 GP
Craft Wondrous Item, nap stackAPG		
GHOST FOOD		PRICE 800 GP
Slot none	CL 3rd	Weight 8 lbs.
Aura faint necro		ineight o ios.

This pitted iron pot has handles on each side and is sealed by a tight lid. Removing the lid unleashes the wretched stench of molding, rotten food. This meal, once comprised of rice, vegetables, and meat, is unsuitable for living humans but is nearly irresistible to the undead.

To activate a pot of *ghost food*, the user removes the lid and stirs the foul concoction three times. Any undead creatures that come within a 40-foot radius of the *ghost food* is compelled to go to the pot and begin feasting. Mindless undead receive no Will save to resist the effect and ignore all other creatures in the interests of feasting. They will not take self-destructive actions to reach the pot, such as walking through a cliff or into a fire, but will get as close as they can and wait until they can safely eat or the effect ends.

Intelligent undead receive one Will save (DC xx) to resist the draw of the *ghost food*; if they succeed, they are unaffected. Otherwise, they are drawn to the pot same as mindless undead are, though if blocked from the feat intelligent undead are allowed a new save each round to resist. A pot of *ghost food* contains 30 units of rotting sustenance. Each Medium or smaller-sized undead consumes one unit of *ghost food* per round, while larger undead consume an additional 2 units of food per size category above Medium. Regardless of its size, an undead creature becomes sated after eating the *ghost food* for 4 rounds and is no longer subject to its enticing effect. Once all the *ghost food* is gone, the effect ends and the undead can sense other creatures nearby as normal.

If left uneaten, the effects of a pot of *ghost food* persist for 24 hours before the magic is lost and the food rots to ashes. Before being activated, *ghost food* does not rot any further than it already has.

Construction F	Requirements	Cost 400 GP
Craft Wondrous Item, gentle repose,		e, hide from undead
INK SET OF SH	HIFTING	PRICE 6,000 GP
Slot none	CL 8th	Weight 3 lbs.

This small wooden box contains an ink stone, six bamboo-handled brushes with different shaped tips, and an ink stick formed from animal fat and soot fashioned into the shape of a blossoming orchid. The ink is of the finest quality and absolutely silent when ground. When used to create an ink wash painting, the painter may imbue any words written within finished work with the ability to shift and change their meaning in response to a specific gesture or command word as designated by the painter. The ink is often used to hide cryptic messages that reveal themselves through patterns of motion or stories in common parables. A newly crafted ink stick has enough ink to create 20 messages.

Construction Requirements Cost 3,000 GP

Craft Wondrous Item, illusory script

Aura moderate enchantment



This octagonal capstan must be mounted on a ship to function. Once installed, it allows the sailors aboard to channel their inner strength to power the vessel. Up to 8 creatures can push the capstan at once, and for each hour they turn it they can imbue 1 point from their personal ki pool into the ki capstan. If the ki capstan holds at least 10 ki points, any creature with a ki pool can touch it and command the ship to move at up to one-half its normal oared or sailed speed, whichever is less. If the capstan contains at least 20 ki points, it can cause the ship to move at full speed. Each hour of ki movement drains 1 point from the ki capstan if moving at half speed or 2 points if moving at full speed. In addition to causing the ship to move, any creature touching a ki capstan can expend its own ki to help the ship evade harm, granting the ship a +4 dodge bonus to AC or a +4 bonus on a saving throw as an immediate action. A creature can also use the ki capstan to help the ship maneuver by expending one point of ki to grant a +4 bonus on any Profession (sailor) check to the character steering the ship. A ki capstan can store up to 80 points of ki at a time. If the ki capstan is removed from the ship, all stored ki is lost.

Construction RequirementsCost 10,000 GPCraft Wondrous Item, Craft (ships) 5 ranks, Profession(sailor) 5 ranks, creator must have a ki pool

KIMONO OF HONORED ANCESTORS		PRICE 26,700 GP
Slot chest	CL 7th	Weight 4 lbs.
Aura moderate	divination	

Skilled embroidering depicts stylized trees branching along the edges of this one-layer white silk kimono. Once per day, the wearer of a *kimono of honored ancestors* can spend 10 minutes in focused meditation to receive a benefit of guidance and/or of knowledge from wisdom of the wearer's ancestors.

For guidance, the wearer may ask one specific question about any topic that the wearer is involved in directly, but the spirits can't answer questions about any subjects that will occur more than a week in the future. The answers given are always accurate, but the spirits may be cryptic, vague, or answer in riddles, preferring to lead the wearer to think carefully on the answer.

For knowledge, the wearer may be influenced by their ancestors and gain a +2 competence bonus to any two skills of the wearer's choosing. A samsaran using a *kimono of honored ancestors* accesses fragments of their past lives and receives advice from their own older, wiser selves. When a samsaran receives guidance, he or she gains a +2 competence bonus for 24 hours on any skill check or non-combat-related roll that is directly related to the question asked. Additionally, when used by a samsaran to gain knowledge, the competence bonus on two skills is increased to +4.

Construction Requirements	Cost 13,350 GP
Craft Wondrous Item, divination	K-ANDER
Koto of Ki Shards	Price 46,000 gp

Slot none	CL 11th	Weight 7 lbs.
Aura moderate e	evocation	

Crafted from light, fine-grained wood the body of this slender, 6-foot long zither is strung with 13 strings stretch across adjustable sliding bridges. The instrument is designed to be played horizontally by plucking the strings set of fingerpicks carved from the beaks for hawksbill turtles, and can be either set upon a stand or laid across the performer's lap.

When played by an accomplished performer, a koto of ki shards is capable of producing devastation sonic effects. All effects created by the performance are created by the manipulation of sound and therefore gain the sonic descriptor if they don't already have it. In order to create specific effects, the performer must be of the appropriate caster level as list on the table below. The performer then makes a Perform skill check, the difficulty of which is determined by the effect desired. In the event the performer fails the performance check, the power doesn't work and the effects associate charges are spent. Characters with a ki pool can instead choose to expend daily uses of Ki instead of using charges when attempting to coax sonic effects from the instruments with a performance. Again, the performer must expend the ki point(s) to attempt to create the effect and the Ki is spent whether or not the performance succeeds. The koto of ki shards must have at least one charge remaining in order for a performer to utilize Ki.

A *koto of ki shards* can only hold seven charges, once expended the instrument must be recharged as per the rules for recharging staves. Ki points cannot be used to recharge a *koto of ki shards*.

Effect	Charges	Perform check	CL
shield*	1	DC12	1st
magic missile*	1	DC13	1st
kinetic reverberation	1	DC14	3rd
cloak of winds*	2	DC15	5th
shout	2	DC16	7th
sonic thrust	3	DC18	9th
blade barrier*	4	DC20	11th
Construction Requirements Cost 23,000 GP			

Craft Wondrous Item, Craft (instrument-making), blade barrier, cloak of winds^{APG}, magic missile, kinetic reverberation^{UC}, shield, shout, sonic thrust^{UM}

MALICIOUS SKULL		Price 52,000 gp
Slot none	CL 8th	Weight 3 lbs.
Aura moderate	enchantment	

The top of this human skull has been sawed off such that it can be open and shut like a cooking pot. The inside of the skull is black with soot and grease, and gives off the scent of incense. While the skull appears as some sort of incense burner, it carries a curse. Whenever any non-evil creature attempts to burn incense within the skull, all intelligent creatures it begins spewing noxious vapors and any nonevil creatures within a 60-foot-radius become filled with a fury and begin attacking the nearest creature (friend or foe) as if confused. Should any one attempt to extinguish the vapors-such as by pouring water over the skull, it stops smoldering for 1d4 rounds before erupting into a 60-foot cloud of noxious vapor. Any creatures within the cloud must succeed on a DC 18 Fortitude save or become stricken with a hideous and painful flesh rash. This is a supernatural disease effect that deals 1d3 points of Dexterity damage with each failed save, though a single successful save cures the disease. **Construction Requirements** Cost 26,000 GP

Craft Wondrous Item, confusion, contagion



MASTER S BOWL		PRICE 4,400 GP
Slot none	CL 3rd	Weight 1 lb.
Aura faint trans	smutation	

This simple, unadorned metal bowl made is from an alloy most resembling polished brass. When the rim of the bowl is lightly rubbed with a cloth covered mallet it creates a perfect tone capable of aiding allies by temporarily aligning all their thoughts into a single universal and communal thought, providing all allies within 60 feet a +2 bonus to any Will saves for as long as the tone is being produced. While the bowl may be played as often as desired it can only produce the meditative tone once per day. Properly producing the tone requires the individual playing the bowl to make a successful DC 10 Perform check for the first minute. Thereafter, producing the tone becomes more difficult requiring a new Perform check each round, with the DC of each new check increasing by +1. Once the check fails, the tone becomes non-magical and cannot produce another meditative tone for the next 24 hours regardless of the duration the tone was produced. Similarly, if the bowl player's performance is interrupted, he loses the ability to re-create the magical effect until the next day.

Construction RequirementsCost 2,200 GPCraft Wondrous Item, aspect of the nightingale

Monkey's Head Charm		PRICE 13,500 GP
Slot none	CL 12th	Weight —
Aura strong en	chantment [evil]	

This withered, shrunken monkey head possesses two crude limbs that jut from within the monkey's hollow skull and can be set to cover the simian's eyes, head, or mouth. A monkey's head charm counts as a thrown weapon with a range of 10 feet that deals 1d4 points of bludgeoning damage plus the user's Strength to an opponent on a successful hit. A monkey's head charm can be magically enhanced as though it were a thrown weapon.

Once per day, during an attack or full-attack action, the wielder of a monkey's head charm can speak a command word as a free action that causes it to erupt with wild, cacophonous chatter and screeching, causing all creatures within 30 feet of the square that the monkey's head charm is currently in to become flat-footed and take a -4 penalty on Reflex saves and initiative checks. A successful Will save negates these effects. Additionally, if the monkey's head talisman successfully hit a creature as part of this attack, it deals an additional 4d6 points of bludgeoning, piercing, and slashing damage as it wildly bites the struck target. A creature that is damaged in this way becomes permanently blinded or deafened or permanently gains the caster croak spellblight^{UM}; a successful DC 16 Fortitude save negates this condition. This condition is a curse effect.

Construction Requirements		Cost 6,6	500 GI			

Craft Wondrous Item, *blindness/deafness*, *steal voice*^{UM}, *unprepared combatant*^{UM}

Noh Mask of the Shapechanger Price varies (*Alter self* (2,400 gp), *beast shape I* (6,000 gp), *beast shape II* (11,200 gp), *beast shape III* (18,000 gp), *beast shape IV* (26,400 gp), *form of the dragon I* (26,400 gp), *form of the dragon II* (36,400 gp), *form of the dragon III* (48,000 gp), *giant form I* (36,400 gp), *giant form II* (48,000 gp), *vermin shape I* (18,000 gp), *vermin shape II* (26,400 gp))

Slot head	CL 5th	Weight -
Aura faint ti	ransmutation	

Each of the hundreds of kinds of *noh masks of the shapechanger* is keyed to a specific spell from the polymorph subschool and the mask itself is carved from cypress wood in the shape of a specific creature whose form can be assumed by the mask's keyed spell. This spell is chosen by the mask's creator and cannot be changed. While the mask is worn, the wearer can transform into the specific creature depicted by the mask for up to 5 minutes per day, functioning as the mask's keyed spell. These minutes don't need to be consecutive, but they must be spent in 1-minute increments.

If the wearer possesses the change shape ability, she can use change shape to transform into the specific creature depicted by the mask instead of one of her usual form choices. As with any other use of change shape, the wearer doesn't gain the ability score bonuses of her new form unless her true form is smaller than Small or larger than Medium, as detailed by the polymorph subschool rules in the spell description section of Chapter 9 in the *Pathfinder Roleplaying Game Core Rulebook*. Otherwise, this ability functions as the chosen polymorph spell.

When transforming into a creature using a noh mask of the shapechanger, the wearer transforms into a generic creature of the mask's kind with the exact features depicted by the mask. If the mask has particularly outlandish creatures, the bonus on Disguise checks that the wearer gains from the polymorph spell to appear as that specific creature is reduced to +5. The creator of a noh mask of the shapechanger can spend an additional 1,250 gp in special pigments mixed with a piece of an individual creature's body in order to paint the mask with a perfect recreation of that individual creature's face; this requires a DC 20 Craft (paintings) check. If the check is successful, the mask perfectly resembles that individual creature, allowing the wearer to use the noh mask to transform into that individual creature instead of a generic creature of the mask's kind. This choice

must be made when the noh mask of the shapechanger

If an ability granted by a *noh mask of the shapechanger* has a daily use limitation (such as the breath attack granted by *form of the dragon I*), any uses of that ability while transformed into that specific, individual form using either the mask's powers or the change shape ability count towards that ability's daily limit.

Construction RequirementsCost varies:alter self (1,200 gp), beast shape I (3,000 gp), beast shape II (5,600gp), beast shape III (9,000 gp), beast shape IV (13,200 gp), form ofthe dragon I (13,200 gp), form of the dragon II (18,200 gp), form ofthe dragon III (24,000 gp), giant form I (18,200 gp), giant form II(24,000 gp), vermin shape I (9,000 gp), vermin shape II (13,200 gp)Craft Wondrous Item, polymorph, creator must be ableto cast the mask's keyed polymorph spell

PAPERCRAFT	Sheet
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PRICE 6,750 GP

Slot none	CL 10th	Weight —
Aura moderate	transmutation	

A *papercraft sheet* is 1 square foot sheet of ornate parchment that is specifically designed for origami. A character with ranks in Craft (sculpting) can create any nonmagical item or equipment from a *papercraft sheet*, so long as the item weighs no more than 40 lbs. and its price is equal to or less than 4,500 gp. In order to create a papercrafted object, a character must succeed on a Craft (sculpting) check against the item's Craft DC.

is first created.

Objects created from a *papercraft sheet* function as mithral versions of their kind, yet because they have been crafted from folded paper they weigh half as much and are vulnerable to fire damage; fire damage deals its full damage plus 50% to a papercraft object. Objects created from *papercraft sheets* can be enhanced and crafted into magic items by a character with the appropriate item creation feats.

Construction Requirements	Cost 5,625 GP
Craft Wondrous Item, fabricate, creato	r must have at
least 10 ranks in Craft (sculpting)	

PRAYER SCROLL AMULET	PRICE 40,000 G

Slot neck CL 9th Weight – Aura moderate necromancy

Contained within this cylindrical peachtree wood capsule is a small scroll filled with sacred marks and signs. The capsule hangs on a chain around the neck of the wearer and provides protection against the devastating attacks of the undead.

Any undead creature attempting to directly attack the wearer, even with a targeted spell, must attempt a DC 17 Fortitude save. If failed, the undead creature cannot follow through with that attack and that part of its action is lost. If the save succeeds, the undead can attack normally, but any negative levels dealt by the attack are absorbed by the *prayer scroll amulet* instead. The wearer is not protected from any additional effects of these attacks.

A *prayer scroll amulet* can absorb a total of 40 negative levels before the cylinder cracks and the scroll inside crumbles and all protection is lost.

Construction RequirementsCost 20,000 GPCraft Wondrous Item, sanctuary, spawn ward

Robe of the Fire Rat		PRICE 37,400 GP
Slot body	CL 7th	Weight 5 lbs.
Aura moderate	abjuration	

This blazing crimson robe is woven from the hair and fur of creatures from the Elemental Plane of Fire. A *robe of the fire rat* is immune to fire damage and grants its wearer fire resistance 20. Furthermore, it protects the wearer from temperatures up to 140 degrees without needing to make Fortitude saves. As a swift action, the wearer can speak a command word to shroud the robe in fire for 1 round. Any creature that strikes the wearer with a melee attack while the robe is enshrouded in flames takes 1d6+10 points of fire damage. A successful DC 16 Reflex save negates the damage. A creature attacking with a reach weapon isn't subjected to this fire weapon. This ability can be used for up to 10 rounds each day. These rounds don't need to be consecutive.

Construction RequirementsCost 18,700 GPCraft Wondrous Item endure elements, fire shield, resist energy

SAMISEN OF THE SEVEN SPHERES

PRICE 47,000 GP

Slot none	CL 9th	Weight 2 lbs.
Aura moderate	transmutation	

This traditional eastern string instrument possesses seven strings rather than the usual three, each tightly pulled across a slab of darkwood. A samisen of the seven spheres can be strummed at will to create up to seven tangible music notes, as solid note, that last for 7 rounds. A samisen of the seven spheres cannot have more than one septuplet of solid notes in effect at one time. If the samisen of the seven spheres is used in this manner again, any existing solid notes immediately end.

Once per day, a character that is trained in Perform (string) can use a *samisen of the seven spheres* to create real objects with the instrument's power. This functions as though the character had cast *fabricate*, substituting a Perform (string) check for any Craft or Spellcraft check required by the spell. You must provide the desired item's original materials in order to use a *samisen of the seven spheres* in this manner, which costs the same amount as the raw materials required to craft the item that you

wish to create. Alternatively, you can use this ability to generate 7 free Labor capital for use towards a single downtime activity that you perform each day, if using the downtime rules from *Pathfinder Roleplaying Game Ultimate Campaign*.

Construction RequirementsCost 23,500 GPCraft Wondrous Item, fabricate, solid noteAPG, creatormust possess 10 or more ranks in Perform (string)

Sovereign L	Price 180,000 gp	
Slot none	CL 17th	Weight -
Aura strong tra	nsmutation	

This regal crown is constructed from the overlapping scales of a young sovereign dragon held in place by jade fasteners. While wearing a *sovereign lungguang*, the wearer gains a +4 deflection bonus to AC and sonic resistance 15. Three times per day, the wearer can use the *sovereign lungguang* to transform into an imperial dragon, functioning as *form of the dragon III* except the wearer gains one gore attack instead of two wing attacks; this attack deals 1d6 damage if the wearer takes the form of a Medium dragon, 1d8 damage if the wearer takes the form of a Large dragon, or 2d6 damage if the wearer takes the form this transformation deals sonic damage.

Construction Requirements	Cost 90,000 GP
Craft Wondrous Item, form of the d energy, shield of faith	ragon III, resist

Spiritworld Flute		PRICE 43,200 GP
Slot none CL 10th		Weight 2 lbs.
Aura moderate		

Fashioned from a 4-foot length of thick bamboo finished with deep red lacquer and painted with traditional characters, this transverse flute is played by resting it across the shoulder. Once per day the flute's owner may use it to create a haunting and mystic drone capable of blurring reality and forcing those within range of the tone to make a DC 15 Will save against its effect or be forced to pass through the spirit realms. For the next 1d4 rounds the individual turns ethereal where they immediately face the wrath of a swarm of angry spirits. When the duration ends, individual returns to the Material Plane with the *shaken* condition and unable to clearly recall anything that occurred during last 5 minutes as per the *modify memory* spell.

Construction Requirements			Cost 21,600 GP			
-			_		1 0	1.0

Craft Wondrous Item, blink, fear, modify memory

SUGEGASA OF	PRICE 21,200 GP	
Slot head	CL 7th	Weight 1 lb.
Aura moderate		

The woven reeds of this intricate conical reed hat (called a *douli, do'un*, or *caping of rising waters* in some cultures) smell faintly of saltwater and the brim's edges are painted with a continuous pattern of a rolling great wave. The wearer of a *rising waters sugegasa* can tread across the surface of water as if it were normal ground, as if affected by a water walk spell.

By removing the sugegasa and speaking the command word, it can transform into a wide, circular raft capable of holding up to four Medium creatures. The raft can move up to 30 feet on the water and can be transformed back into a sugegasa with the command word.

8.0	
Construction Requirements	Cost 10,600 GP
Craft Wondrous Item, minor creation,	water walk

MAGICAL TEAPOTS

These exquisitely crafted teapots come in shapes and designs typical to the region of the crafter and allow a spellcaster to imbue tea with additional medicinal or spiritual properties, which can then be shared with small groups of up to six individuals, as part of a ritualized tea ceremony. To use the teapot, a spellcaster casts the base spell upon it while the tea is brewing which transfers some of its spell effect to the tea. Magical teapots are keyed to specific spells usually grouped by a theme such as healing or courage. A magical teapot can only transfer keyed spells and any attempt to transfer a nonkeyed spell fails and is spent for the day.

Once the brewed tea is blessed, it may be consumed hot as part of a ceremony thereafter transferring the keyed spell effect to all imbibers like a potion. If the not consumed as part of a ceremony or the tea turns cold, it loses its magical properties. Similarly, the brewed tea cannot hold the spell effect for more than 10 minutes, even if kept hot by magical means. While one may brew as much tea as desired in the magical teapot, only a single batch of ceremonial tea can be enchanted within 24-hour period and further attempts only yield mundane tea.

Physical Properties: Teapots are small, spouted vessels capable of holding no more than six cups of water. They can be made of clay, ceramic, or cast iron and a handle protruding from the side or back, or a swing handle arching over the top.

TEAPOT OF IN	INER FLAME	PRICE 4,800 GP	TEAPOT OF SH	ERENITY	Price 4,800 gp
Slot none	CL 8th	Weight 1 lb.	Slot none	CL 8th	Weight 1 lb.
Aura moderate enchantment		Aura moderate	abjuration	Sector Sector	

This black cast iron teapot is embossed with the stylized image of a lung dragon encircling the basin, as if chasing its own tail. When used to brew tea as part of a traditional tea ceremony, a spellcaster can imbue the tea prepared in the pot with one of the following magical effects.

life pact: as per the base spell with a duration of 1 hour. *replenish ki:* all imbibers gain +1 temporary Ki point which lasts for the next 4 hours.

remove fear: all imbibers gain a +2 moral bonus against fear for 1 hour.

Construction RequirementsCost 2,400 GPCraft Wondrous Item, Craft (pottery) 5 ranks, imbuewith spell ability

Теарот оf т	HE MOUNTAIN	Price 4,800 GP
Slot none	CL 8th	Weight 1 lb.
Aura moderate	abjuration	

Fashioned from red clay finished with light gray glaze, this side-handled teapot has the image of a mountain painted on the side with crisp, bold strokes implying the work of the emperor's scribe. When used to brew tea as part of a traditional tea ceremony, a spellcaster can imbue the tea prepared in the pot with one of the following magical effects.

endure elements: all imbibers gain the ability to endure heat and cold conditions as per the base spell for a duration of 12 hours.

resistance: all imbibers gain a +1 resistance bonus to all saves for 1 hour.

stone fist: all imbibers have their fists harden into stone transforming their unarmed strikes into natural

attacks that deal 1d4 bludgeoning damage for 1 hour.

Construction Requirements Cost 2,400 GP

Craft Wondrous Item, Craft (pottery) 5 ranks, *imbue* with spell ability

An elaborate green and white crackled glaze highlights the otherwise plain smooth, round teapot. Its small lid is topped with a single white bead of glass while a smooth handle twists gently out of the back. When used to brew tea as part of a traditional tea ceremony, a spellcaster can imbue the tea prepared in the pot with one of the following magical effects.

sacred bond: all imbibers become connected to the teapot's owner who for the next hour can heal them with any healing spell or power he possesses, at will, within a range of 100 feet.

sanctuary: all imbibers gain +4 temporary hit points but the damage of their attacks decreases as if they were one size category smaller.

unbreakable heart: all imbibers gain +1 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as crushing despair, rage, or fear effects) or that would force him to harm an ally (such as confusion) for 1 hour.

Construction RequirementsCost 2,400 GPCraft Wondrous Item, Craft (pottery) 5 ranks, imbuewith spell ability



Slot head CL 15th Weight 1 lb. Aura strong abjuration, divination, evocation, and illusion

This ornate headpiece is crafted of white gold, inlaid with lapis lazuli and spangled with dozens of jewels. Similar to a helm of brilliance, this item is bejeweled with enchanted stones that hold magical powers. A newly crafted white peacock crown holds 10 sapphires, 20 emeralds, 30 blue topaz, and 40 pearls.

- Sapphire: scintillating pattern
- Emerald: holy smite (5d8 (10d6 vs. evil outsiders), DC 18)
- Blue topaz: *zone of truth* (DC 16)
- Pearl: see invisibility

Until its jewels are depleted, the white peacock crown has the following magical properties:

- The wearer can detect shapechangers at will. This functions as detect undead but reveals creatures with the shapechanger subtype. 6
- The wearer may command any weapon he wields to become a bane weapon against outsiders with the shapechanger subtype and also suppresses the regeneration of outsiders with the oni subtype. This is in addition to whatever abilities the weapon may already have (unless it already has this property). This command takes 1 round to take effect and lasts 1 minute.
- The crown provides continuous endure elements.

Once all jewels have lost their magic, the crown loses its powers and the gems turn to worthless powder. Removing a jewel destroys it. Unlike a helm of brilliance, the white peacock crown provides no fire resistance and cannot explode as a result of fire damage.

Construction Requirements

Cost 40,000 GP

Craft Wondrous Item, detect undead, endure elements, holy smite, scintillating pattern, see invisibility, summon monster I, zone of truth

ARTIFACT

LUCKY MALLE	Г	MINOR ARTIFACT
Slot none	CL 20th	Weight 4 lbs.
Aura strong evoc	cation	

This unassuming +1 light mace is crafted entirely from wood and is inscribed with the holy (or unholy) symbol of a specific deity that grants the Luck domain. Each such deity has created a single lucky mallet, and it travels around the world, bringing fortune to those that find it. Three times per day, the wielder of a lucky mallet can request a miracle from this deity, functioning as the spell, either by striking the ground or an object as a standard action or by striking a creature as swift action that is made as part of an attack action. The wielder cannot make any requests that requires powdered diamond as a material component with this miracle. If the miracle is requested as part of an attack, the attack must successfully hit the target and all effects produced by the *miracle* only target that creature. Each time that a lucky mallet is used to evoke a miracle, there is a 25% chance per *miracle* used during that day that the *lucky* mallet will vanish in the middle of the night, similar to a deck of many things when all of the deck's cards are drawn.

Destruction

If a *lucky mallet* is cursed with a *major curse* by 8 priests of different deities (or different alignments), it shatters the next time its *miracle* power is called upon and the wielder is affected by a *major curse* (caster level 20th).

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GOTHIC CAMPAIGN COMPENDIUM

ADVENTURE PATH PLUG-IN

This compilation includes the entire line of Gothic Grimoires: The Necrotic Verses, To Serve A Prince Undying, Spellbones Of The Devourer, The Sepulchral Swaths of Tanoth-Gha, On the Unseen Calculus of Inverse Refraction, plus The Mad Doctor's Formulary, Construct Codex, Treasury Macabre, Tomes Of Ancient Knowledge, Cultic Cryptomancia, Beyond the Void, Gothic Heroes, The Murmuring Fountain, and The Fiddlers Lament.

MYTHIC MONSTERS

MAKE YOUR GAME LEGENDARY





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BY JASON NELSON STREET STREETS MYTHIC PLUG

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TREASURY OF THE ORIENT

THE RICHES OF THE EXOTIC EAST!

Treasury of the Orient brings you over 30 magical items ideal for Asiatic explorers, transcontinental caravans, and any campaigns set in the exotic East. Exotic woods and jade, ivories and silks, the treasures of the Asian lands are carved, embroidered, and embellished with a beauty to match form with function. Whether crafted to maximize tranquil contemplation or to bring elegance to bloody executions, craftsmanship is devoted in equal measure to the appearance of an item as to its mechanical effects. Whether PCs are themselves native to Asian-inspired fantasy kingdoms or are outlanders venturing into strange and foreign kingdoms and empires in search of wealth and glory in a land far from that of their birth, they may wrest these treasures from the dusty tombs of exiles and emperors, uncover them in the kami-haunted spirit-forests that blanket the land, or wrest them from the hoards and hands of oni, bakemono, weretigers, nagas, and wingless sovereign dragons. This tome contains items perfect for followers of the paths of peace or the ways of war, from the *teapot of serenity* and *feathered mat of paradise* to the *stalking serpent*, *typhoon fan*, and *beheading blade*. There are items of great practical utility like the ink set of shifting, ki capstan, and samisen of the seven spheres, from the simple alchemical kokowai salve up to the divine artifacts known as the lucky mallets. Some items carry great power but potential danger, like the malicious skull and the circlet of the imperial dragon, while others bring great beauty alongside deadly efficiency, like the sovereign lungguang, kimono of the honored ancestors, rod of the monkey king, and the biting blade of ten thousand blossoms. From the sublime artistry of the cane of butterflies and the rod of shadow puppetry to the simple brutality of the bloodthirsty blade, your heroes are going to love what they find in the *Treasury of the Orient*.



