Treasury of the Richard Manne

By Linda Zayas-Palmer



ROLEPLAYING GAME COMPATIBLE

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Special Thanks.....

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Welcome to Adventure Path Plug-Ins!

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You will see us use phrases such as "Kingdom-Building Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule 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.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the <u>Pathfinder Reference Docu-</u> <u>ment</u>, the official online compendium of game rules, as well as the <u>d2opfsrd.com</u>. 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 KINGDOM

THIS SUPPLEMENT BRINGS YOU A BEVY OF MAGICAL ITEMS PERFECT FOR THE FREEHOLDER lords of a newborn kingdom hacked out of the wilderness. Here can be found tools of war like the shield of the encroaching forest and battle standard of the fallen, but also implements of exploration to blaze trails through forest and field, hill and vale like the survivalist's arrow and scout's spyglass. As befits the Kingdom-Building Adventure Path for which it is designed, you will also find items that interact with the kingdombuilding rules described in Pathfinder Roleplaying Game Ultimate Campaign and expanded in Ultimate Rulership from Legendary Games, like instant signal towers, crown of affirmation, and the plow of the abundant harvest. Finally, since explorers in the deep wild are not moving into lands uninhabited, but rather places that are haunted by the magical and mysterious fey and monstrous tribes alike, from the burning skull mace and hag's eye to the staff of the fey queen! In all, you'll find over 40 magic items, from single-use ephemera to a pair of mighty artifacts; everything you'll need to stock your wilderness kingdom campaign with an array of awesome items to intrigue your players and enrich their enemies. If it's fantastical items that delight and excite, your PCs will love what they find in the Treasury of the Kingdom.

THE LEGENDARY GAMES TRADITION IS TO COMBINE RICH STORY AND BACKGROUND, INNOVAtive layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



TREASURY OF THE KINGDOM

The *Treasury of the Kingdom* is full of items designed to fit right into a campaign where exploration, kingdom building, and contact with fey are strong themes. You'll find items that will suit everyone from adventurers delving into the wild unknown to established rulers commanding armies in a cutthroat war. Whether you need clever items for lowly bandits to use in their unsuccessful quest to defeat the PCs, a battle standard to summon an army of fallen warriors, the personal treasury of an insane fey queen, or even a way to make a city fly, this book contains the items you need to make your campaign memorable. Some items may be in the hands of the PC's foes, such as crafty kobolds, scheming hags, or even an ancient lich. Others may have been left behind by individuals who fell victim long ago to unknown dangers.

The items are listed by price in the table below, and their descriptions are broken up by item time thereafter.

Item Name	Price
bottled wisp	200 gp
hag's eye (green)	200 gp
survivalist's arrow	400 gp
hag's eye (hazel)	500 gp
hag's eye (brown)	600 gp
black dragon's spit	900 gp
hag's eye (red)	1,000 gp
wolfsbane tonic	1,000 gp
hag's eye (blue)	1,200 gp
dragon statuette	1,500 gp
owlbear dander	1,500 gp
gloves of the deft pickpocket	2,400 gp
fairy ring mushroom	3,000 gp
rod of feytouched summoning (lesser)	3,000 gp
skittering centipede scout	3,500 gp
drowning rat charm	3,750 gp
faerie flute	4 ,000 gp
map of the trailblazer	4,200 gp
feareating ring	5,000 gp
instant signal towers	5,000 gp
scout's spyglass	5,000 gp
boots of the false trail	6,000 gp

quickstep boots	6,000 gp
cyclops monocle	7,500 gp
dryad's wreath	8,000 gp
stickytongue mask	9,000 gp
rod of feytouched summoning	11,000 gp
beast talisman	17,000 gp
war trident of the lizard king	23,320 gp
burning skull mace	24,312 gp
rod of feytouched summoning (greater)	24,500 gp
battle standard of the fallen	25,000 gp
shield of the encroaching forest	28,430 gp
plow of abundant harvest	36,000 gp
war god's greatsword	34,050 gp
falling star	42,324 gp
frumious frock	50,000 gp
crown of affirmation	51,270 gp
scepter of forgotten time	96,240 gp
staff of the fey queen	132,900 gp
aeromancer's heart	—(artifact)
fractured phylactery	—(artifact)

ARMOR AND SHIELDS

Shield of th	e Encroaching Fo	REST PRICE 28,430 GP
Slot none	CL 11th	Weight 45 lbs.
Aura moderate illusion and transmutation		

This *+1 greenwood*^{UE} *tower shield* is covered in vines and looks more like a thriving plant than a tool for battle . The shield quietly creeps along the ground, and its armor check penalty does not apply on Stealth checks. Once per day as a standard action, the shield's wearer can command these vines to provide additional protection for 1 minute, during which time the vines automatically deflect the first ranged weapon attack each round that targets the wielder or any adjacent creature. The wielder cannot suppress this deflection to save the effect for a possible later ranged attack; however, ineffectual ranged attacks, such as throwing non-damaging objects, do not trigger this deflection. The vines cannot deflect spells or attacks from unusually large ranged weapons, such as siege weapons.

In addition, the shield also allows the wielder to appear as assume *tree shape* once per day, and once per day the wielder also can disguise himself and his allies as trees as if using *veil* (DC 19).

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *cat's grace, invisibility, protection from arrows, tree shape, veil*

WEAPONS

Burning Skull Mace		PRICE 24,312 GP
Slot none	CL 10th	Weight 16 lbs.
Aura moderate evocation		

This +1 *flaming heavy mace* is made from a troll's skull and it flames automatically when grasped and wielded; it need not be activated. Once per day, the wielder can command the skull to float off the mace's haft and attack on its own as a *spiritual ally*^{APG} for 1 minute, with an attack bonus equal to the wielder's base attack bonus +3. The skull is made of bone and is not considered a force effect; however, it has the same immunity to physical attack as a normal spiritual ally. Each successful hit by the skull deals 1d8+5 points of damage plus 1d6 points of fire damage. While the skull is detached, the haft can be wielded as a +1 light mace. If the wielder has regeneration, and uses this mace to kill a creature with regeneration, the wielder's own regeneration cannot be bypassed for one minute.

CONSTRUCTION REQUIREMENTS

COST 12,312 GP

Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*, *spiritual ally*

Falling Star		PRICE 42,324 GP
Slot none	CL 7th	Weight 3 lbs.
Aura moderate evocation and transmutation		

Falling Star is a +1 *holy returning starknife* that is sacred to the Goddess of Luck. Three times per day, the wielder can throw *Falling Star* as a full-round action, causing the starknife to split into a number of identical +1 *holy returning starknives* equal to the number of attacks she could make as part of a full-attack action with this weapon. After all attacks are resolved, the duplicate knives disappear and *Falling Star* returns to the wielder's hand as normal for a *returning* weapon.

CONSTRUCTION REQUIREMENTS

JOST 21,324 GP

Craft Magic Arms and Armor, *holy smite, telekinesis*, creator must be good, creator must worship the Goddess of Luck

Survivalist's A	RROW	PRICE 400 GP
Slot none	CL 3rd	Weight —
Aura faint divi	nation and evocation	on

This modest but precisely crafted arrow is a boon to those stuck in unfamiliar wilderness. When shot up into the air, it lands unharmed on the ground, its tip pointing in the direction of the nearest source of fresh water within 10 miles. If there is no water within 10 miles, it instead lands point upward. If the arrow hits a creature, it deals 1d6 extra damage, and then becomes nonmagical.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, create water

War God's Grea	TSWORD	PRICE 34,050 GP
Slot none	CL 9th	Weight 8 lbs.
Aura moderate	e necromancy	

COST 200 GP

A war god's greatsword is a +3 adamantine greatsword that gains additional power as its wielder defeats worthy foes. Whenever its wielder kills a foe with at least as many HD as she has, the sword gains one charge. The sword can hold up to 5 charges. The wielder can unleash any number of charges as a standard action to terrify all enemies within a 30-foot radius. Those that fail a DC 21 Will save are frightened for 1 round; those that succeed are shaken for 1 round instead. For each additional charge the wielder expends, the save DC is increased by 1 and the duration of the frightened effect on a failed save is increased by 1 round.

The sword gains power from its connection to the prowess of its current wielder. Whenever a new creature wields the sword, it loses all of its charges. A creature must truly die for the sword to gain power—as such, it does not gain power from slaying summoned creatures. Except in extraordinary circumstances decided by the GM, the sword cannot gain power from a particular creature more than once.

ONSTRUCTION REQUIREMENTS	Cost 18,550 gp

Craft Magic Arms and Armor, cause fear

WAR TRIDENT C	of the Lizard King	PRICE 23,320 GP
Slot none	CL 7th	Weight 12 lbs.
Aura moderat	e enchantment	

This +2 war trident is a symbol of rulership over a lizardfolk tribe. A war trident is a two-handed martial weapon, dealing 1d10 points of piercing damage with a critical multiplier of x3. It is too heavy to be effectively thrown. Three times per day, when the wielder is damaged by an attack he can channel the spirits of his lizardfolk ancestors as an immediate action, entering a blood rage lasting 1 minute or until the battle ends, whichever comes first. While enraged, he gains a +2 morale bonus to Constitution and a +2 morale bonus to Strength but takes a -2 penalty to AC. When wielded, clawed coils snake out from a *war trident of the lizard king* along the wielder's arms, making the weapon exceedingly difficult to disarm (+10 bonus to CMD against combat maneuvers to disarm). The wielder can dismiss this effect as a free action, allowing him to put away or drop the trident as normal.

CONSTRUCTION	REQUIDEMENTS

COST 11,820 GP

Craft Magic Arms and Armor, *rage*, creator must be a lizardfolk

RINGS

FEAREATING RI	NG	PRICE 5,000 GP
Slot ring	CL 7th	Weight —
Aura moderate	e necromancy	A CAL

This ring lets its wearer feed upon the fear of enemies. Once per day, when the wearer damages a creature that is shaken, frightened, or panicked, as a free action he can gain a number of temporary hit points equal to the target's HD. In addition, whenever the wearer is shaken by a fear effect during combat, he gains fast healing 1 as long as the fear effect lasts or until the end of the combat, whichever occurs first. This fast healing is increased to 2 if the wearer is frightened and 3 if the wearer is panicked or cowering.

CONSTRUCTION REQUIREMENTS

Craft Ring, cause fear, false life

RODS

Rod of Feytouched Summoning	PRICE VARIES
Lesser Rod of Feytouched Summoning	g 3,000gp
Rod of Feytouched Summoning	11,000gp
Greater Rod of Feytouched Summonin	ng 24,500gp
Slot none CL 17th	Weight 5 lbs.
Aura strong conjuration	1.2. 1. 1.

This rod modifies *summon nature's ally* and *summon monster* spells the wielder casts. Up to 3 times per day, when a caster summons a creature of the animal type, the animal is pulled from the realm of the fey.

A fey animal has the following characteristics, which modify or replace characteristics of the base animal. Its type changes to fey. It has 10 Charisma and 4 Intelligence, and can speak and understand Sylvan. It gains a +4 racial bonus to Dexterity and a -2 racial penalty to Strength, as well as a +4 bonus on saving throws vs. mind-affecting effects. In addition, it gains 10 points of resistance to both cold and electricity, and DR 5/cold iron. It also gains a fly speed equal to its base land speed, with good maneuverability. Finally, it gain a cumulative number of spell-like abilities based on its HD. It can use each of these spell-like abilities once per day, unless otherwise noted. The caster level for these spell-like abilities is equal to its HD.

HD	Spell-like Ability
1-2	dancing lights 3/day, faerie fire
3-4	entangle (DC 11), glitterdust (DC 12)
5-6	deep slumber (DC 13)
7-8	major image (DC 13)
9-10	confusion (DC 14)
910	

The lesser rod can be used with spells of 3rd level or lower. The standard rod can be used with spells of 6th level or lower, and the greater rod can be used with spells of 9th level or lower.

CONSTRUCTION REQUIREMENTS

Cost 1,500gp (lesser)	, 6,500gp	(stand	ard),	12,250gp
(greater)					

Craft Rod, Augment Summoning, summon nature's ally V or summon monster V

Scepter of Fo	rgotten Time	PRICE 96,240 GP
Slot none	CL 13th	Weight 5 lbs.
Aura strong t	ransmutation	

The head of this jeweled silver scepter contains a floating hourglass. The wielder of a *scepter of forgotten time* gains a +4 insight bonus on initiative checks. Five times per day as a standard action, the wielder can distort time in a 30-foot radius centered on the scepter. This distortion functions as a combined *haste* and *slow* spell; she can select up to 13 targets, affecting each creature as either *haste* or *slow* for 13 rounds (DC 19 Will negates).

Once per day, the wielder can attempt to send a creature into the future with a successful melee touch attack. A target failing a DC 20 Will save is simultaneously frozen in time and disappears from the time stream occupied by other creatures. The creature and all of its equipment cannot be the target of any spells or effects, and the durations of all effects affecting the creature are suspended and do not elapse or resume until the creature rejoins the time stream. The time-shunted creature can take no actions, other than attempting a new Will save each round to return to the normal time stream. When it successfully saves, or after 13 rounds, the target automatically returns to the normal flow of time in the same location as when it left the time stream. If that space is occupied, the creature is shunted to the nearest open space.

CONSTRUCTION	

Craft Rod, haste, slow, time stop

STAVES

Staff of the Fe	Y QUEEN	PRICE 132,900 GP
Slot none	CL 17th	Weight 5 lbs.
Aura strong en	chantment and illus	ion

This elegant staff of living wood is constantly changing its own form. Its branches clutch a flawless spherical emerald that crackles with dark energy. Shadows dance across its branches, giving form to masterful drawings and poetry for brief instants before vanishing. The wielder of this staff gains a +5 insight bonus on Diplomacy, Intimidate, and Bluff checks made when interacting with fey, and a successful Diplomacy check can increase a fey creature's attitude by three steps rather than two. This staff reduces the light level in a 60 foot radius by two steps, to a minimum of dim light. In addition, the staff of the fey queen allows the use of the following spells:

shadow step^{UM} (1 charge) crushing despair (1 charge) shadow conjuration (1 charges) shadow evocation (2 charges) vengeful outrage^{UM} (2 charges) overwhelming presence^{UM} (4 charges)

Craft Staff, crushing despair, deeper darkness, overwhelming presence, shadow conjuration, shadow evocation, shadow step, vengeful outrage, creator must be fey

WONDROUS ITEMS

BATTLE STANDA	rd of the Fallen	PRICE 25,000 GP
Slot none	CL 13th	Weight 10 lbs.
Aura strong n	ecromancy	

The **battle standard of the fallen warrior** calls the spirits of the those fallen in battle to rally for one last fight. By planting the standard firmly into the ground as a standard action, the

bearer calls this army to battle. After the battle has finished, the spirits dissipate, and the banner becomes nonmagical.

The army of the fallen contains 100 semi-corporeal manifestations of warrior's spirits, which flock to their summoner's aid in mass combat. The army's OM is +7, and its DV is 17, or 19 against armies that use nonmagical weapons. In addition, the army gains a +4 bonus on initiative rolls in the tactics phase. It is immune to critical hits, and takes no penalties from difficult terrain. When an effect would cause the army to take a morale penalty, the penalty is lessened by one (minimum o).

The army's abilities are described in *Ultimate Battle* from Legendary Games, though their effects are included in the description above. The army has the command boons death before dishonor and ready for battle, and the special abilities amorphous, damage reduction (magic), and woodland stride.

Cost 12,500 GI

Craft Wondrous Item, spiritual allyAPG

BEAST TALISMA	N	PRICE 17,000 GP
Slot neck	CL 7th	Weight 1 lb.
Aura moderate	e transmutation	

Beast talismans are tools that druids can use to form a greater connection with animals of a certain kind, such as bird, canine, feline, fish, or reptile. Each beast

talisman is made from an iconic body part of its associated type of animal, such a bird's feather or a feline's claw, hung from a leather cord. The wearer of a *beast talisman* may use beast shape II once per day to transform into an animal of the appropriate type. The wearer also gains a +4 competence bonus on wild empathy checks to influence animals of that type. When the wearer uses a *beast shape* spell or wild shape to transform into an animal of that type, she gains its racial bonuses on skill checks, up to a maximum combined bonus of +12 on all skill checks (maximum of +8 on any one skill).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, beast shape II or wild shape class feature

BLACK DRAGON'S	s Spit	PRICE 900 GP
Slot none	CL 9th	Weight 1 lb.
Aura moderate	evocation	

Kobolds invented *black dragon's spit* to protect their lairs from intruders, and they often use it in combination with traps like pits and snares. Black dragon's spit appears to be a nondescript piece of black fabric, 10 feet square. When

placed on the ground, a DC 25 Perception check is required to notice it. Whenever a creature of size Small or larger steps on the fabric, it explodes into a 20-foot-radius burst of acid dealing 4d6 points of damage (DC 13 Reflex half) to all creatures in the area, and leaves 20 foot radius pool of acid on the ground that persists for 1 minute. Creatures in or entering the pool take 1 point of acid damage per 5-foot square they occupy at any point during their turn (this damage is doubled if the creature is prone), and creatures ending their turn in the area of the pool take an additional 1d6 points of acid damage.

CONSTRUCTION	REQUIDEMENTS	
CONSTRUCTION	ILEQUIREMENTS	

Craft Wondrous Item, acid arrow

BOOTS OF THE I	False Trail	PRICE 6,000 GP
Slot feet	CL 9th	Weight 2 lbs.
Aura moderat	e transmutation	

Boots of the false trail allow their wearer to disguise her footprints as those of a different creature. The wearer can choose any kind of creature that has the same number of legs as she does and is within two size categories, as long as she is familiar with the appearance of its footprints. Her footprints appear to be prints typical of an average creature of that race, and appear to be wearing shoes only if shoe-wearing is typical behavior for that race. If she chooses to disguise her footprints as those of a creature of a different size category, the ungainly shape of the boots makes it impossible for her to run or charge, but she can otherwise move normally. She can change the footprints that she leaves as a standard action. Unlike most boots, the boots of the false trail can change their form to fit any creature with feet. For example, they will turn into horseshoes to fit on a horse. A creature need wear only one pair of boots to use them; they need not wear boots on every foot, as the magic of the boots affects all tracks the creature leaves. Spells like *residual tracking*^{APG} provide an image of the kind of creature the tracks reveal rather than the wearer's actual appearance. Bonuses on Survival checks based on creature type apply based on the apparent creature tracks left by the wearer, rather than her actual type.

CONSTRUCTION REQUIREMENTS	Cost 3.00
CONSTRUCTION INEQUINEMENTS	

Craft Wondrous Item, polymorph

BOTTLED WISP		PRICE 200 GP
Slot none	CL 3rd	Weight 1 lb.
Aura faint evocation and necromancy		

The eerie light inside this vial appears to be a glowing potion at first, but it regularly shifts and coalesces into a leering skull. A *bottled wisp* is the distilled essence of a will o' wisp. When the *bottled wisp*'s holder uncorks the vial, he releases the skull, which shines light as *dancing lights*. He may control it as a move action, as per the *dancing lights* spell. The wisp has a 10 foot aura of fear around it, which imposes a -2 morale penalty on saving throws against fear effects to all creatures who fail a DC 11 Will save. A creature that succeeds on this saving throw is immune to the saving throw penalty from the wisp. After one minute, the wisp disappears, and the saving throw penalty ends. The ingredients required to craft a bottled wisp can be harvested from the remains of a dead will o'wisp with a successful DC 16 Heal check and DC 16 Knowl-edge (dungeoneering) check.

Craft Wondrous Item, *bane, dancing lights*

CROWN OF AFFIRMATION		PRICE 51,270 GP
Slot head	CL 11th	Weight 2 lbs.
Aura moderate enchantment		

The *crown of affirmation* makes those around its wearer more pliable when the wearer speaks, and less able to communicate when they do not agree. The wearer gains a +5 competence bonus on Diplomacy checks to gain assistance from others. When the wearer uses a Bluff check to make an unreasonable, far-fetched, or impossible lie, the crown reduces the penalty on that Bluff check by 5. When ordinary persuasion does not suffice, the wearer can use *mass suggestion* (DC 19) and *modify memory* (DC 17) once per day each.

When the wearer cannot convince others, by skill with words or magic, to agree, the crown instead encourages them to remain silent. Any creature within a 50-foot radius around the wearer and within the crown's line of effect must succeed at a DC 18 Will save to knowingly express disagreement with the wearer. Creatures who fail the Will save cannot communicate disagreement with the wearer while they remain within the radius, or for one minute thereafter. Creatures who succeed at the Will save are immune to this ability for 24 hours. This ability is a mind-affecting compulsion effect.

If a creature in a kingdom leadership role wears a *crown of affirmation*, the kingdom's Loyalty score is increased by 1, or by 2 if worn by the ruler or co-ruler. In addition, a ruler wearing a *crown of affirmation* can reduce a kingdom's Unrest by 1 by spending 1d3 weeks touring the kingdom. This reduction in Unrest cannot be used in consecutive months.

CONSTRUCTION REQUIREMENTS

Craft Wondrous item, *eagle's splendor, mass suggestion, modify memory*

Cyclops Monocle		PRICE 7,500 GP
Slot eyes	CL 7th	Weight 1 lb.
Aura moderate divination		

This monocle lets the wearer see an instant into the future,

helping to avert disaster. The wearer gains a +4 insight bonus on Perception checks to avoid being surprised. In addition, once per day, when the wearer rolls a natural 1 on any check, she can reroll the check as an immediate action.

CONSTRUCTION REQUIREMENTS	Cost 3,750 gp
Craft Wondrous Item, <i>borrow fortune</i> ^{APG}	

DRAGON STATUETTE		PRICE 1,500 GP
Slot none	CL 5th	Weight 3 lbs.
Aura faint enchantment		

The curious activation condition of this small depiction of a dragon sometimes leads superstitious folk to make sacrifices to it, believing it to be mystical, intelligent, or even divine in nature. If a creature spends one minute covering the *dragon statuette* in the fresh blood of a sentient creature, each creature within 20 feet of the statue may apply a +2 morale bonus on one attack roll, saving throw, skill check, or ability check in the next 24 hours. This bonus can be applied after the die is rolled, but before the results of the check are revealed.

CONSTRUCTION REQUIREMENTS	Cost 75

Craft Wondrous Item, heroism

DROWNING RAT CHARM		PRICE 3,750 GP
Slot neck	CL 7th	Weight 2 lbs.
Aura moderate necromancy and transmutation		

This *drowning rat charm* is a choker made from a mummified rat biting its own tail. Its wearer can steal the ability to breathe underwater from another creature by hitting that creature with a melee touch attack. If the targeted creature's ability to breathe underwater comes from a spell, the wearer may roll a caster level check against a DC of 11 + the spell's caster level to end that effect for the target and transfer the remaining duration to the wearer. If the targeted creature can naturally breathe underwater, the wearer can suppress that ability for 3 minutes (DC 17 Fortitude negates), gaining the same ability for itself for the same duration if the target fails its save. A target that loses its ability to breathe water gains the ability to breathe air and can immediately begin holding its breath, even if no air is present.

If the target drowns while its ability to breathe water is suppressed or lost, the wearer gains the ability to breathe underwater for 24 hours. If the *drowning rat charm* is removed from the wearer while it is granting the ability to breathe underwater, she loses that ability and any stolen water breathing ability immediately returns to the creature from whom it was stolen.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, suffocation^{UM}, water breathing

Dryad's Wreat	н	PRICE 8,000 GP
Slot neck	CL 7th	Weight 1 lb.
Aura moderate transmutation		

The *dryad's wreath* allows its wearer to attune to a tree, and draw upon its power to influence plants in the area around it. The attunement ritual takes 10 minutes. Once the wearer has attuned to a tree, as long as she is within 900 feet of it, she gains the following abilities. She can use speak with plants at will, and *thorny entanglement*^{ACG} (DC 15, +8 to hit) once per day. Once per day as a standard action, she can *teleport* herself to the side of her bonded tree. She can also meld into her bonded tree, as if using a dryad's tree meld ability. In addition, she knows how many unnatural creatures, such as undead or aberrations, are within the 900-foot radius around the tree, though she does not know their locations. If she ever travels more than 900 feet from the tree, she becomes sickened. She may choose to sever her connection with a tree at any time as a standard action. After severing a connection, she can attune to a tree of her choice after 24 hours.

Construction **R**equirements

COST 4,000 GP

Craft Wondrous Item, *dimension door, speak with plants,* thorny entanglement, wood shape

Faerie Flute		PRICE 4,000 GP
Slot none	CL 5th	Weight 1 lb.
Aura faint conjuration		

A *faerie flute* can summon a swarm of diminutive faeries to the flautist's aid. To summon the faeries, the flautist must succeed at a DC 15 Perform (wind) check as a standard action. The flautist can direct the faeries in future rounds by speaking to them in Sylvan, or by succeeding on a DC 15 Perform (wind) check as a standard action.

The faerie swarm can work together to lift and carry an object or a willing creature weighing 50 pounds or less. When carrying a creature or object, the swarm has a 15 foot movement speed. A carried creature cannot move on its own, but is otherwise unhindered in its actions. When the swarm is not carrying anything, it has a 40 foot speed.

Against the flautist's foes, the swarm is less benevolent. The swarm can chose to deal 1d4 points of damage per round to creatures of its choice within its area, <u>distracting</u> those who fail a DC 11 Fortitude save. The swarm can instead surround a single creature and pull a prank on it, using a dirty trick combat maneuver. The swarm's CMB for the dirty trick is +4, and it does not provoke an attack of opportunity. The faerie swarm has AC 16, touch AC 16, flat-footed AC 14, and 6 hit points. Its Fortitude save modifier is +1, its Reflex save modifier is +4, and its Will save modifier is +4. Its bonus on Fly checks is +10. If any other statistics are necessary, use the

statistics for a *bat swarm*. The swarm remains for 5 rounds, or until it is dispersed. The faeries can be summoned once per day.

CONSTRUCTION REQUIREMENTS

COST 2,000 G

Craft Wondrous Item, summon monster II

FAIRY RING MUSHROOM		PRICE 3,000 GP
Slot none	CL 9th	Weight —
Aura moderate enchantment		

This mushroom from the realm of the fey can quickly sprout a fairy ring. When the bearer plants it in fertile ground as a standard action, a fairy ring pops up in a 20-foot-radius around her. Anyone other than the bearer within this ring must succeed at a DC 17 Will save or begin dancing. Dancing creatures are flat-footed, and they must spend a move action every round moving counter-clockwise around the circle. They cannot willingly drop prone, and if they are knocked prone, they must attempt to stand up. They cannot roll Acrobatics checks to avoid attacks of opportunity. In addition, dancing creatures cannot cross the boundary of the ring willingly, and the ring makes it more difficult for others to remove them as well. They must attempt a saving throw against effects that would remove them from the ring, and they gain a +5 bonus to CMD against any combat maneuver that would remove them from the ring. The fairy ring persists for 9 rounds, after which time the fairy ring mushroom vanishes in a puff of spores that grow into rings of ordinary edible mushrooms within one week.

CONSTRUCTION REQUIREMENTS	Cost 1,500
Craft Wondrous Item <i>irresistible dance</i>	

FRUMIOUS FROC	К	PRICE 50,000 GP
Slot body	CL 15th	Weight 10 lbs.
Aura strong evocation and transmutation		

The *frumious frock* is made of sleek tawny fur that radiates heat. Once per day, when the wearer is reduced below one-half her maximum hit points, she is overcome by a wild fury for 5 rounds unknown to all but the most powerful of fey beasts. During this fury, the *frumious frock* bursts into flames and hundreds of barbed quills emerge, with dozens of these quills twisting together into a viciously barbed tail. The wearer gains the benefits of *haste* and the scent special quality during this fury and also gains a tail attack as a secondary natural attack dealing 1d10 points of piercing damage and 2d6 points of fire damage. Creatures struck by the tail are sickened with pain for 1 round (DC 25 Reflex negates). The wearer gains fire resistance 10 at all times, but while in fury this increases to fire resistance 30 and the all of the wearer's natural weapons or unarmed strikes other than the tail deal



an additional 1d6 points of fire damage. Creatures striking the wearer with a natural weapon, unarmed strike, or touch attack while she is in a fury take 1d6 points of fire damage (2d6 if the attack is a critical hit), creatures failing a DC 25 Reflex save are pierced by a quill, taking 1d10 points of piercing damage and becoming sickened with pain for 1 round. After the fury induced by the *frumious frock* ends, the wearer is fatigued for 5 rounds. Unlike a creature using *rage*, the wearer can cast spells or perform other actions requiring concentration while in a fury.

Craft Wondrous Item, <u>bloodhound</u>^{APG}, fire shield, haste, rage

GLOVES OF THE DEFT PICKPOCKET	PRICE 2,400 GP	
Slot hands CL 7th	Weight 2 lbs.	
Aura moderate conjuration		

The *gloves of the deft pickpocket* allow items to disappear from one glove, only to appear in the other. Both gloves must be worn to have any effect; however, either one creature can wear both gloves, or two different creatures can each wear one glove. Anyone wearing a *glove of the deft pickpocket* gains a +2 competence bonus on Sleight of Hand checks. In addition, the wearer(s) can pass items from one glove to another as a move action, as long as the gloves are within 30 feet of each other, and have line of effect to each other. Only items small enough to fit in the palm of a glove can be passed. In addition, the hand wearing the receiving glove must be free.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
Craft Wondrous Item, dimension door, mage	hand

HAG'S EYE		PRICE VARIES (SEE TEXT)
Slot none	CL varies	Weight —
Aura varies		

A *hag's eye* looks like a perfectly preserved human eyeball, watery and slightly yellow with an enlarged iris. *Hag's eyes* have different effects depending on their color. When added to a potion, a hag's eye dissolves completely, leaving no trace. The DC to identify that a hag's eye has tampered with a potion is 5 higher than the DC to identify the potion.

Brown: The drinker becomes extremely thirsty, and must succeed at a DC 14 Fortitude save or become fatigued. If he fails the saving throw, the fatigue persists until he drinks 10 gallons of water. **Price** 600gp; **Aura** faint transmutation; **CL** 5th; **Requirements** Brew Potion, Craft Wondrous Item, <u>cup of dust</u> APC.

Hazel: The drinker must succeed at a DC 14 Will save or fall asleep for one hour. **Price** 500gp; **Aura** faint enchantment; **CL** 5th; **Requirements** Brew Potion, Craft Wondrous Item, *deep slumber*.

Blue: The drinker must roll a Will save or be scried upon as



Green: The potion becomes especially appetizing. Anyone offered the potion must succeed at a DC 13 Will save or drink it immediately. **Price** 200gp; **Aura** faint enchantment; **CL** 5th; **Requirements** Brew Potion, Craft Wondrous Item, <u>beguiling</u> <u>gift</u>^{APG}.

Red: A red *hag's eye* reverses the effect of a potion. It replaces any numerical bonus that the spell would normally grant with an equivalent penalty, and any healing that the potion would normally do with an equivalent amount of damage. The drinker may attempt a DC 17 Will save to cause the potion to have no effect. Red *hag's eyes* only have an effect on potions of harmless spells. **Price** 1,000gp; **Aura** moderate necromancy; **CL** 9th; **Requirements** Brew Potion, Craft Wondrous Item, *bestow curse*.

CONSTRUCTION REQUIREMENTS

Cost brown eye: 300gp, blue eye: 600gp, hazel eye: 250gp, green eye: 100gp, red eye: 500gp

Brew Potion, Craft Wondrous Item, additional spells (see text)

Instant Signal	Towers	PRICE 5,000 GP
Slot none	CL 9th	Weight 5 lbs.
Aura moderate evocation		

This pair of miniature signal towers allow the sending of simple messages over great distances. The flame on each signal tower can be lit with a red or blue flame by speaking the appropriate command word as a standard action. When one tower is lit, it remains lit for an hour. While it is lit, the other tower glows the same color as the flame. The towers' range is unlimited, though they cannot receive messages when they are on different planes.

For every two pairs of *instant signal towers* used by the rulers of a kingdom, the kingdom gains a +1 bonus on Stability checks made in response to harmful kingdom-wide monthly events, as described in *Pathfinder Roleplaying Game Ultimate Campaign* and *Ultimate Rulership* from Legendary Games. This bonus does not apply to ongoing events or to events that happen within one city or settlement.

CONSTRUCTION REQUIREMENTS

COST 2,500 GP

Craft Wondrous Item, light, sending

Map of the Trailblazer		PRICE 4,200 GP
Slot none	CL 9th	Weight 5 lbs.
Aura moderate	divination	

The *map of the trailblazer* is ideal for individuals mapping out uncharted territory. It grants its holder a +2 insight bonus on Knowledge (geography) checks, as well as a +2 insight bonus on any skill check used to draw map. The *map of the trailblazer* folds up into a standard sized map case, but it can expand to an enormous size. If the holder would draw a line off the edge of the map, the paper extends itself to create more room to draw. The map divides the landscape into hexes, which are each 6 inches across. By speaking the appropriate command word and touching one of these hexes, the cartographer can cause the map to enlarge that hex to be 5 feet across. Speaking the command word again causes the map to revert to its normal state, and shrinks any details on that hex proportionally.

Once per week, the holder can ask the map a single question about the hex that she is in. This question must be one of the questions listed in the spell description of *commune with nature*. In addition, the holder gains benefits from knowledge of her surroundings. If she has marked a location on her map, she gains a benefit while in that hex based on the type of location. The location types are landmark, plant, resource, ruin, and settlement. The location must exist for her to gain the benefit—she cannot simply mark false locations to gain benefits.

- *Landmark*: She gains a +1 insight bonus on Will saves and a +2 insight bonus on Constitution checks to avoid fatigue.
- *Plant:* She gains a +2 insight bonus on Knowledge (nature) checks and a +2 insight bonus on Heal checks.
- *Resource*: She gains a +2 insight bonus on Appraise checks and a +2 insight bonus on the Profession check most closely associated with the relevant resource.
- *Ruin*: She gains trap sense +1, as the rogue class feature. If she already has trap sense from another source, her trap sense increases by 1. In addition, she gains a +2 insight bonus on Perception checks.
- Settlement: She gains a +2 insight bonus on Knowledge (local) checks about the settlement and on Diplomacy checks to gather information.

CONSTRUCTION REQUIREMENTS

.11	APC		

Craft Wondrous Item, *borrow skill APG*, *commune with nature*

Owlbear Dand	DER	PRICE 1,500 GP
Slot none	CL 7th	Weight —
Aura moderate enchantment		

Owlbear dander is a fine powder. Rumors tell that the same deranged arcanist who created the first owlbear was also the first to manufacture this substance. A pouch of owlbear dander can have a potent effect on the body and mind of anyone who inhales it. The powder comes in one-dose pouches, which can be thrown as a ranged touch attack with a range increment of 10 feet. A creature who inhales the dander must succeed at a DC 17 Fortitude save or be overcome by the same bestial rage that fuels an owlbear's violent nature. A creature who fails this save grows a beak and two claws, which are all primary natural attacks. The creature also falls under the effects of the *rage* spell, and is compelled to attack the creature nearest to it with its beak and claws to the exclusion of all other actions. At the end of each round, the creature can roll another DC 17 Fortitude save to end the effects of the owlbear dander. The effects of owlbear dander end on their own after 10 rounds if the affected creature has not yet made the Fortitude save.

CONSTRUCTION REQUIREMENTS

COST 750 GP

Craft Wondrous Item, moonstruck APG

Plow of Abundant Harvest		PRICE 36,000 GP
Slot none	CL 10th	Weight 5 lbs.
Aura moderate transmutation		

The plow of abundant harvest causes crops to grow particularly well, either producing more food, or concentrating its power into creating food with magical effects. The plow has 4 charges, which replenish each month. With a 10 minute ritual, the *plow of abundant harvest* can boost the yield of a kingdom hex for a month. Each time the plow is used in a different hex, it decreases the kingdom's Consumption cost by 1 for that month, and the plow expends one charge. Each month, there is a 5% chance that a *leaf leshy* or *gourd leshy* spontaneously arises.

The plow's bearer can create magically enhanced crops. These crops stay magical for one month, or until they are consumed. One charge from the plow produces enough food for one meal for one creature. A creature who consumes the meal gains a +2 bonus on saving throws against diseases and poisons, which lasts for 24 hours. In addition, if a disease or poison causes the creature to take ability damage during this 24 hour period, he heals 1d4 points of damage to the relevant ability score. This ability score healing happens after the ability damage is rolled, but before the creature could suffer any effects of having an ability score reduced to o.

CONSTRUCTION REQUIREMENTS

COST 18,000 (

Craft Wondrous Item, *neutralize poison, plant growth, remove disease, restoration*

QUICKSTEP BOOT	٢ ۶	PRICE 6,000 GP
Slot feet	CL 3rd	Weight 1 lb.
Aura faint illus	ion and transmutation	1. 12

These shimmering gray boots channel the nature of quicklings to grant their wearer additional speed. The wearer gains a +10 foot enhancement bonus to base land speed, and once per day when using the run action the wearer can double her normal speed (not including enhancement bonuses), applying this doubling before applying the multiplier for using the run action. Once per day, the wearer may move 5 feet as an immediate action, gaining the effects of *blur* until the end of her next turn.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, blur, expeditious retr	eat

Scout's Spygla	SS	PRICE 5,000 GP
Slot none	CL 7th	Weight 1 lb.
Aura moderate	e divination	

The *scout's spyglass* extends the range of all forms of sight far beyond the abilities of a standard spyglass. This spyglass allows its bearer to magnify objects up to 10 times their size, reducing the penalty for Perception checks at a distance to -1for every 100 feet. While the bearer is using the spyglass, all visual senses, whether natural or magical, such as low-light vision, darkvision, and *true seeing*, double in range. In addition, the spyglass assists the bearer in seeing the truth of what is before her. The bearer gains a +2 insight bonus on Will saving throws vs. illusion spells and effects while using the spyglass.

If you issue an exploration edict (as described in Optional Kingdom Rules in *Pathfinder Roleplaying Game Ultimate Campaign*) and equip your explorer's with a *scout's spyglass*, they gain a +2 circumstance bonus on Knowledge (geography) and Survival checks made to discover hidden landmarks, lairs, or resources, and if the scouts have an encounter you gain a +1 bonus on Stability checks made to escape.

CONSTRUCTION REQUIREMENTS

COST 2,500 GP

Craft Wondrous Item, <u>acute senses</u>^{UM}, darkvision, see invisibility



Skittering Centipede Scout		PRICE 3,500 GP
Slot none	CL 5th	Weight 1 lb.
Aura faint divi	ination	

This realistic painted bronze figurine of a centipede coils into an oval that could easily fit around a Medium humanoid's wrist. Once per week, as a standard action, the wearer can uncoil the centipede and establish a bond with it. For five minutes, whenever she is within 500 feet of the centipede, she can chose to use its senses (including low-light vision and tremorsense 30 feet) instead of her own. If she does so, she can hear and see as she were at the centipede's location, and telepathically direct its movements, though she loses awareness of your own surroundings. If she takes any damage or has to roll a saving throw, her senses automatically snap back to her own body on the following round.

ONSTRUCTION REQUIREMENTS	Cost	
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Craft Wondrous Item, *clairaudience/clairvoyance*

STICKYTONGUE	Mask	PRICE 9,000 GP
Slot head	CL 9th	Weight 1 lb.
Aura moderat	e transmutation	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

A *stickytongue mask* looks like a boggard's face. The mask extends its wearer's tongue by 10 feet, and makes the end of the tongue particularly sticky. As a swift action, the wearer can extend her tongue toward a target. If she succeeds at a melee touch attack, her tongue acts as a tether. Her target takes a –2 penalty to AC and cannot move farther away from her than the length of the tongue. A tethered creature can escape as a standard action by succeeding at a DC 14 Strength

check, or by dealing 5 points of slashing damage to the tongue (AC 13), which severs the tongue. A severed tongue regrows after one minute. If she succeeds to tether a creature, she may attempt to pull the creature closer as a standard action with a reposition combat maneuver that does not provoke an attack of opportunity. She can detach the tongue as a free action.

Alternatively, whenever the wearer is not tethered to a creature with her tongue, she may use her tongue to attempt to trip, disarm, or perform a dirty trick. Any of these combat maneuvers provokes attacks of

opportunity unless the wearer would normally not provoke an attack of opportunity when using that maneuver. Attacks of opportunity can only target the tongue itself, not the one wearing the mask. An attack of opportunity that does 5 points of slashing damage to the tongue (AC 13) severs it.

CONSTRUCTION	REQUIREMENTS	Cost 4.
CONSTRUCTION	IVEQUINEMENTS	U USI 4,

Craft Wondrous Item, alter self, polymorph

WOLFSBANE TON	VIC	PRICE 1,000 GP
Slot none	CL 5th	Weight 1 lb.
Aura faint con	juration	

Lycanthropy is a notoriously difficult condition to cure. *Wolfsbane tonic* is a refined form of the toxic wolfsbane, which can cure the condition, but can just as easily prove fatal. A creature who consumes one dose of *wolfsbane tonic* gains a +5 alchemical bonus on Fortitude saves against the curse of lycanthropy for one hour. Alternatively, afflicted lycanthropes can consume three doses at once to gain another Fortitude save against the curse of lycanthropy. On a successful save, the curse of lycanthropy ends. On a failed save, they take 1d2 Constitution damage. *Wolfsbane tonic* can only be administered to a willing or helpless creature. A newly crafted bottle of *wolfsbane tonic* contains five doses.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, remove curse

ARTIFACTS

Aeromancer's Heart (Major Artifact)		
Slot none	CL 20th	Weight —
Aura strong evocation and transmutation		

The *aeromancer's heart* is a weightless, flawless diamond that imprisons a miniature tornado. It represents the crowning magical achievement of a lost race.

The bearer of the *aeromancer's heart* can cast *control weather* and *control winds* once per day. She can also cast *air walk, call lighting*, and *lightning bolt* 3 times per day, and cast <u>*air bubble*</u>^{UC} and <u>*gentle*</u> *breeze*^{ACG} at will.

As it stands, some of the magical energy of the *aeromancer's heart* has dissipated over time. If that energy were to be restored, perhaps by journeying to meet with the most accomplished mages in the Plane of Air and bargaining for their assistance, or by performing some other fantastical quest, the *aeromancer's heart* would reveal its true power.

A restored *aeromancer's heart* can make a city fly. Activating this power of the *aeromancer's heart* requires a DC 30 Knowledge (Arcana) or Use Magic Device check. Once activated, the *aeromancer's heart* sends tendrils into the ground that pick up all buildings within one city district block and lift them and 100 feet of ground underneath them into the air (see the kingdom-building rules in *Pathfinder Roleplaying Game Ultimate Campaign* and <u>Ultimate Rulership</u> from Legendary Games). A flying city has a 30 foot movement speed horizontally, and a 10 foot movement speed vertically. It will hover in place unless directed by a pilot who succeeds at a DC 25 Knowledge (Arcana) or Use Magic Device check to steer it. Failing this check by 5 or more causes the city to move in a random direction.

A flying city gains a +10 bonus on its Defense modifier, and many armies cannot target it. A flying city can target flying creatures with ranged attacks, including from siege weapons. Because it sits atop a thick and solid slab of ground, creatures aboard the flying city cannot target creatures directly below the flying city unless they are clinging to its underside.

The original creators of the *aeromancer's heart* were aware of the devastation a city could cause by landing on top of buildings and creatures on the ground below, so the artifact will only allow a pilot to land the city on flat and empty ground. An *aeromancer's heart* that is currently causing a city to fly cannot be moved from its position.

DESTRUCTION

The flying city is destroyed if it is devoured by one of the lords of the elemental plane of Earth.

FRACTURED PHY	LACTERY	(MINOR ARTIFACT)
Slot none	CL 20th	Weight 5 lbs.
Aura strong ne	cromancy (evil)	-

When a lich descents into torpor, progressing from a full lich to an atrophied lich to a demilich, its phylactery slowly falls apart over time. Occasionally, the phylactery of an atrophied lich remains even after its master is destroyed. Such phylacteries become artifacts, powered by the renewed tenacity of their masters to cling to existence, and grant some aspects of a lich's power to a new master.

The bearer of the phylactery reacts to positive and negative energy as if it were undead, healing from negative energy and taking damage from positive energy. If the bearer is an undead, he gains channel resistance +4. The bearer also gains resistance 10 to both cold and electricity. Additionally, he casts all of his necromancy spells at +1 caster level.

The bearer can slow his opponent's movements with a touch. If he succeeds at a melee touch attack with a free hand, he can affect his target as per the *slow* spell (DC 14). He can use this ability at will. The bearer can also cast *enervation* 3/ day.

Legends tell that repeated use of a fractured phylactery can cause it to repair over time, granting even further powers to its bearer, and eventually causing the lich itself to return. More than one foolish adventurer has been slain by a fully restored lich who will stop at nothing to reclaim its most prized possession.

DESTRUCTION

A fractured phylactery is destroyed if it is cast into the Positive Energy Plane.

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