

ROBES OF USEFUL ITEMS

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst



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Ever found (or thought about buying) a *robe of useful items* but couldn't be bothered to design the required stat blocks or take the time to generate exactly what the robe contains? *Robes of Useful Items* banishes these problems!

This PLAYER'S RESOURCE contains a detailed write-up of the standard version of this iconic magic item and offers six variants (including full stat blocks of all the creatures called forth). Designed to easily fit into your character's folder, *Robes of Useful Items* contains all the information you need to quickly and easily get the most out of this useful and iconic wondrous item.



CREDITS

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ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expedition Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

BONUS MATERIAL

Thank you for purchasing *Robes of Useful Items* we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

CONTACT US

Contact us at gatekeeper@ragingswan.com.

ERRATA

We would like to think *Robes of Useful Items* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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This **PLAYER'S RESOURCE** presents enhanced information regarding the *robe of useful items*, an often overlooked, but classic wondrous item that it is difficult (or at the least, time-consuming) to use without extensive preparation.

Robes of Useful Items also presents six variant robes of use to both different character classes or in different situations. Each robe benefits from its own comprehensive listing containing all the information needed (including handy stat blocks for all the summoned creatures) to use the item in-game.

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As well as the standard version of this classic magic item (and its variants described on the following pages), *robes of useful items* (and their ilk) may be under a curse or be one of the rare lesser or greater varieties.

CURSED ROBES

About 5% of *robes of useful items* (and its variants) are cursed. Such items have one of the following characteristics:

- **Time Delay:** It takes 2d4 rounds after a patch is detached for it to transform into the relevant item.
- **Random Item:** Although the wearer believes he knows the identity of each of the patches, the magic of the robe has been warped. Thus, when the wearer detaches a patch he must immediately determine the patch's true form with a new percentage roll.

Identifying a Cursed Robe: A character making a DC 34 Spellcraft check to identify a magical robe detects the curse.

If a character is aware of the item's true nature, he needs only a DC 24 Spellcraft check to confirm the presence of a curse. A *remove curse* in conjunction with a DC 29 caster level check enables the wearer to remove the robe.

GREATER ROBES

Greater robes of useful items do not possess more powerful patches and neither do they have more patches when crafted.

- **Regenerating Patches:** As long as the robe has at least one unused patch, a detached patch reforms 2d4 days after being used. When a patch reforms, the wearer must randomly determine its contents.
- **Price:** 14,000 gp to purchase (7,000 gp to craft)

LESSER ROBES

Lesser robes of useful items have fewer patches, but are correspondingly cheaper to purchase (or craft). They are identical to normal *robes of useful items* except:

- They only have one each of the standard patches a *robe of useful items* normally has (dagger, lantern and so on).
- They only have 2d4 other patches.
- **Price:** 3,500 gp to purchase (1,750 gp to craft).

RANDOM POTIONS AND SCROLLS

The *robe of useful items* and its variants often have patches that transform into magical potions, oils or scrolls. The character wearing the robe automatically knows the identity of the potion, oil or scroll.

POTIONS & OILS

Use this table to determine the power of any patch's oils or potions.

D%	POTION OR OIL ¹
01-02	<i>arcane mark</i>
03-04	<i>barkskin</i>
05-06	<i>bear's endurance</i>
07-08	<i>bless weapon</i>
09-12	<i>blur</i>
13-18	<i>bull's strength</i>
19-20	<i>cure light wounds</i>
21-28	<i>cure moderate wounds</i>
29-34	<i>endure elements</i>
35-36	<i>enlarge person</i>
37-38	<i>erase</i>
39-40	<i>guidance</i>
41-42	<i>hide from animals</i>
43-46	<i>hide from undead</i>
47-48	<i>hold portal</i>
49-50	<i>invisibility</i>
51-52	<i>levitate</i>
53-58	<i>light</i>
59-60	<i>mage armour</i>
61-62	<i>magic stone</i>
63-68	<i>magic weapon</i>
69-70	<i>pass without trace</i>
71-72	<i>protection from law</i>
73-74	<i>protection from good</i>
75-76	<i>purify food and drink</i>
77-80	<i>remove fear</i>
81-82	<i>resist energy (cold)</i>
83-84	<i>resistance</i>
85-86	<i>sanctuary</i>
87-90	<i>shield of faith</i>
91-92	<i>shillelagh</i>
93-94	<i>spider climb</i>
95-98	<i>stabilize</i>
99-100	<i>status</i>

1: Potion or oil is of minimum caster level.

SCROLLS

Use this table to determine which minor spell is contained on any patch scrolls present on the robe.

D%	SCROLL ^{1,A,D}
01-02	<i>acid splash</i> ^A
03-04	<i>bane</i> ^D
05-06	<i>bear's endurance</i> ^A
07-10	<i>bless water</i> ^D
11-12	<i>bull's strength</i> ^A
13-14	<i>command</i> ^D
15-16	<i>comprehend languages</i> ^D
17-18	<i>darkness</i> ^A
19-20	<i>daze</i> ^A
21-22	<i>delay poison</i> ^D
23-24	<i>detect evil</i> ^D
25-26	<i>detect undead</i> ^D
27-32	<i>eagle's splendour</i> ^A
33-34	<i>eagle's splendour</i> ^D
35-36	<i>enlarge person</i> ^A
37-38	<i>expeditious retreat</i> ^A
39-40	<i>flaming sphere</i> ^A
41-42	<i>Hypnotic pattern</i> ^A
43-44	<i>inflict moderate wounds</i> ^D
45-46	<i>jump</i> ^A
47-48	<i>levitate</i> ^A
49-50	<i>light</i> ^A
51-52	<i>mending</i> ^A
53-56	<i>mirror image</i> ^A
57-58	<i>mount</i> ^A
59-60	<i>protection from arrows</i> ^A
61-62	<i>protection from evil</i> ^A
63-66	<i>ray of enfeeblement</i> ^A
67-68	<i>remove fear</i> ^D
69-70	<i>see invisibility</i> ^A
71-74	<i>shield of faith</i> ^D
75-76	<i>shield</i> ^A
77-78	<i>shocking grasp</i> ^A
79-80	<i>silent image</i> ^A
81-84	<i>sleep</i> ^A
85-86	<i>soften earth and stone</i> ^D
87-90	<i>spider climb</i> ^A
91-92	<i>spider climb</i> ^D
93-94	<i>stabilize</i> ^D
95-96	<i>summon nature's ally I</i> ^D
97-98	<i>web</i> ^A
99-100	<i>whispering wind</i> ^A

1: Scroll is of minimum caster level.

A: Arcane scroll

D: Divine scroll

ROBE OF BATTLE

Patches of rust and small cuts cover this nondescript robe.

An incredibly useful, general purpose item, the *robe of battle* is worn by warriors, adventurers and scouts who expect to fight to gain what they desire.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

AUTOMATON WARRIOR

Male human fighter 2

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1

Speed 20 ft., base speed 30 ft.

ACP -4; Acrobatics -1 (-5 jumping), Climb +3, Swim +3

AC 18, touch 13, flat-footed 15; **CMD** 17

(+3 Dex, +5 armour [mwk scale mail], +2 shield [mwk heavy steel])

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

Fort +3, **Ref** +3, **Will** +1

hp 37 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk longsword +6 (1d8+3/19-20)

Atk Options Cleave, Power Attack (-1 attack, +2 damage)

Abilities Str 14, Dex 17, Con –, Int 10, Wis 12, Cha 8

SQ bravery (+1)

Feats Cleave, Power Attack, Weapon Focus (longsword)

Skills as above

Languages Common

Gear as above

DESTRUCTION

A *robe of battle* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

PATCHES

A newly created *robe of battle* has two each of the following patches:

①②	Dagger
①②	Heavy mace
①②	<i>Potion of stabilize</i>
①②	Longspear
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Light riding horse with military saddle, bit and bridle
09-15	①②③	Ballista with 10 bolts
16-22	①②③	Tower shield
23-30	①②③	Ram
31-44	①②③	Wooden Ladder (DC 0 Climb; 24 ft.)
45-51	①②③	Leather armour
52-59	①②③	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	①②③	<i>Oil of magic vestment</i> (+1)
69-75	①②③	Heavy crossbow with 10 bolts
76-83	①②③	Minor potion
84-90	①②③	2 automaton warriors
91-96	①②③	Blazing bonfire (2 ft. by 4 ft., up to 2 ft. high)
97-00	①②③	Tent (pitched)

RIDING HORSE

CR 1 (XP 400)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run

ACP 0; Acrobatics +2 (+10 jumping)

AC 11, touch 11, flat-footed 9; **CMD** 17 (21 vs. trip)
(-1 size, +2 Dex)

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee 2 hooves -2 (1d4+1)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

SQ docile

Feats Endurance, Run^B

Gear bit and bridle, riding saddle, saddlebags, feed (4 days)

ROBE OF DELVING

This black robe appears unremarkable and well-worn. It is frayed at the cuffs and its colour has faded in places.

An incredibly useful, general purpose item, the *robe of delving* is worn by adventurers, treasure-seekers and thieves who like to be prepared for almost anything. Particularly useful for those exploring dungeon or cavern environments, the *robe of delving* contains many items of use in such locales.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of delving* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

HUNTING SPIDER

N Medium vermin

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0

Speed 30 ft., climb 30 ft.

ACP 0; Acrobatics +11, Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip) (+3 Dex, +1 natural)

Immune mind-affecting effects

Fort +4, **Ref** +4, **Will** +1

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [DC 13 Fortitude {1 save} frequency 1/round for 4 rounds; effect 1d2 Str damage])

Abilities Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2

Skills as above

PATCHES

A newly created *robe of delving* has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Small steel mirror
①②	Pole (10-foot length)
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Everburning torch
09-15	①②③	A sack containing 400 gp and 1,000 sp
16-22	①②③	Door, iron (hardness 10, hp 60; DC 28 Break [DC 30 if barred]); up to 10 ft. wide and 10 ft. high and barred on one side – must be place upright, attaches and hinges itself
23-30	①②③	Masterwork alchemical silver heavy mace, masterwork heavy crossbow and 5 adamantite bolts
31-44	①②③	Trail rations (1 day)
45-51	①②③	Mule (with saddle bags)
52-59	①②③	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	①②③	Oil of daylight
69-75	①②③	Rowboat (12 ft. long)
76-83	①②③	Minor potion
84-90	①②③	2 hunting spiders
91-96	①②③	Rock fall (5 ft. by 5 ft. by 5 ft.) inflicts 2d6 damage and creates dense rubble
97-00	①②③	Portable ram

MULE

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0

Speed 40 ft.; Run

ACP 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)

Fort +5, **Ref** +4, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4

SQ docile

Feats Endurance, Run^B

Gear saddlebags

ROBE OF EXPLORATION

This travel-stained light brown robe appears unremarkable. Mud splatter covers its hem.

An incredibly useful, general purpose item, the *robe of exploration* is worn by explorers, merchants and scouts who like to be prepared for almost anything. Particularly useful for those exploring wilderness and borderland areas, the *robe of exploration* contains items of use in such locales.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of exploration* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

WOLF

CR 1 (XP 400)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal
Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1
Speed 50 ft.
ACP 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip) (+2 Dex, +2 natural)
Fort +5, **Ref** +5, **Will** +1
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee bite +2 (1d6+1 plus trip)
Trip (Ex) A wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Feats Skill Focus (Perception)
Skills as above plus Survival +1 (+5 using scent to track)

PATCHES

A newly created *robe of exploration* has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Explorer's outfit
①②	Bedroll
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Climber's kit
09-15	①②③	Shapeable wooden barricade (5 ft. high) up to 100 ft. long; treat as dense undergrowth
16-22	①②③	Dense undergrowth (5 ft. by 5 ft. by 5 ft.)
23-30	①②③	Spyglass
31-44	①②③	Trail rations (1 day)
45-51	①②③	Mule (with saddle bags)
52-59	①②③	Massive tree (5 ft. by 5 ft. by 40 ft. high)
60-68	①②③	Potion of fly
69-75	①②③	Cart and pony
76-83	①②③	Minor potion
84-90	①②③	2 wolves
91-96	①②③	Pool of fresh water (5 ft. by 5 ft. by 1 ft. deep)
97-00	①②③	Tent (pitched)

MULE

N Medium animal
Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0
Speed 40 ft.; Run
ACP 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)
Fort +5, **Ref** +4, **Will** +0
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4
SQ docile
Feats Endurance, Run^B
Gear saddlebags

ROBE OF FAITH

Symbols of religious significance decorate this plain, white robe.

An incredibly useful, general purpose item, the *robe of faith* is worn by adventurers, explorers and wizards who like to be prepared for almost anything. Worn by priests, this robe attunes itself to the wearer; the various items it calls forth are all appropriate for the wearer’s religion.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of faith* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

PATCHES

A newly created *robe of faith* has two each of the following patches:

①②	Sunrod
①②	Bullseye lantern (full and lit)
①②	Spell component pouch
①②	Cleric’s vestments
①②	Wooden holy symbol
①②	Religious tract

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch’s type.

D%		
01-08	①②③	4 vials of holy water
09-15	①②③	Masterwork breastplate and masterwork light steel shield
16-22	①②③	Stone statue of wearer’s god (10 ft. high, 5 ft. wide)
23-30	①②③	<i>Phylactery of faithfulness</i>
31-44	①②③	Bell
45-51	①②③	Heavy mace
52-59	①②③	Stone altar (5 ft. by 5 ft. by 5 ft.)
60-68	①②③	<i>Oil of daylight</i>
69-75	①②③	2 vials of holy water
76-83	①②③	Minor divine scroll (one spell)
84-90	①②③	2 divine guards
91-96	①②③	Healer’s kit and vial of antitoxin
97-00	①②③	Sheet of parchment, vial of ink and inkpen

DIVINE GUARDS

Male human fighter 2
N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2, Sense Motive +1

Speed 20 ft., base speed 30 ft.

ACP -4; Acrobatics -1 (-5 jumping), Climb +3, Swim +3

AC 18, touch 13, flat-footed 15; **CMD** 17
(+3 Dex, +5 armour [mwk scale mail], +2 shield [mwk heavy steel])

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects stunning, ability damage, ability drain, fatigue, exhaustion,

energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

Fort +3, **Ref** +3, **Will** +1
hp 37 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk heavy mace +6 (1d8+3)

Atk Options Cleave, Power Attack (-1 attack, +1 damage)

Abilities Str 14, Dex 17, Con –, Int 10, Wis 12, Cha 8

SQ bravery (+1)

Feats Cleave, Power Attack, Weapon Focus (heavy mace)

Skills as above

Languages Common

Gear as above

ROBE OF THE SEA

This pale blue robe is bleached almost white in places.

An incredibly useful, general purpose item, the *robe of the sea* is worn by adventurers, explorers and captains who ply the world's oceans; it contains many items of use in such an environment and is highly prized by those facing the dangers of such locales.

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of the sea* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

PATCHES

A newly created *robe of the sea* has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Explorer's outfit
①②	Pole (10-foot length)
①②	Hemp rope (50-foot. coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Anchor with 100 ft. of chain
09-15	①②③	2 <i>fan feather tokens</i>
16-22	①②③	Raft (10 ft. by 10 ft.)
23-30	①②③	Spyglass
31-44	①②③	Trail rations (1 day)
45-51	①②③	1 dolphin
52-59	①②③	Downpour of water 5 ft. by 10 ft. lasts for one round and extinguishes nonmagical flames in area of affect
60-68	①②③	<i>Potion of water breathing</i>
69-75	①②③	Rowboat (12 ft. long)
76-83	①②③	Minor potion
84-90	①②③	2 young sharks
91-96	①②③	Sail (20 ft. by 20 ft.)
97-00	①②③	Morningstar

YOUNG SHARK

This dark gray shark's fin slices through the water and its gaping maw contains countless sharp teeth.

N Medium animal (aquatic)

Init +7; **Senses** blindsense 30 ft., keen scent; Perception +8, Sense Motive +1

Keen Senses (Ex) A shark can notice creatures by scent in a 180-foot-radius underwater and can detect blood in the water at ranges up to a mile.

Speed swim 60 ft.

ACP 0; Swim +9

AC 15, touch 13, flat-footed 12; **CMD** 17
(+3 Dex, +2 natural)

Fort +5, **Ref** +7, **Will** +2

hp 18 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +4

Melee bite +4 (1d6+1)

Abilities Str 13, Dex 16, Con 9, Int 1, Wis 12, Cha 2

Feats Great Fortitude, Improved Initiative

Skills as above

DOLPHIN

This black and white fish-shaped mammal has sparkling eyes and a mouth upturned in a friendly smile.

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision; Perception +9, Sense Motive +1

Speed swim 80 ft.

ACP 0; Swim +13

AC 13, touch 12, flat-footed 11; **CMD** 14
(+2 Dex, +1 natural)

Fort +4, **Ref** +5, **Will** +1

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee slam +2 (1d4+1)

Abilities Str 12, Dex 15, Con 13, Int 2, Wis 13, Cha 6

SQ hold breath

Hold Breath (Ex) A dolphin can holds its breath for 78 minutes before it risks drowning.

Feats Weapon Finesse

Skills as above

ROBE OF THIEVERY

This light-weight black robe is featureless and form hugging.

A useful, general purpose item, *robes of thievery* are worn by adventurers, rogues and assassins who prefer to carry a lot of equipment, but who cannot afford the encumbrance such items entail.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of thievery* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).



PATCHES

A newly created *robe of thievery* has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Antitoxin
①②	Pole (10-foot length)
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Masterwork thieves' tools
09-15	①②③	Vial of terinav root (contact; DC 16 [1 save]; <i>frequency</i> 1 min. [6 min.]; <i>effect</i> 1d3 Dex)
16-22	①②③	Door, iron (hardness 10, hp 60; DC 28 Break [DC 30 if barred]); up to 10 ft. wide and 10 ft. high and barred on one side – must be place upright, attaches and hinges itself.
23-30	①②③	Vial of ungol dust (inhaled; DC 15 [1 save]; <i>frequency</i> 1/round [4 rounds]; <i>effect</i> 1 Cha drain/1d2 Cha)
31-44	①②③	2 pitchers of common wine
45-51	①②③	Mirror (small steel)
52-59	①②③	Steep stair (5 ft. by 5 ft. by 10 ft. high)
60-68	①②③	<i>Potion of gaseous form</i>
69-75	①②③	Climber's kit
76-83	①②③	Minor potion
84-90	①②③	<i>Major image</i> (DC 14 Will to disbelieve if interacted with) of the robe wearer. The image lasts for 12 rounds and does not require concentration by the robe wearer. The illusions acts appropriately, reacting to being injured and so on.
91-96	①②③	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-00	①②③	Acid (flask)

ROBE OF USEFUL ITEMS

This light brown robe appears unremarkable. Slightly faded and worn, spots of ink stain its cuffs.

An incredibly useful, general purpose item, the *robe of useful items* is worn by adventurers, explorers and wizards who like to be prepared for almost anything.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana])
Identify DC 24 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer recognizes these patches for what they are and knows what they will become when detached. The wearer can detach one patch a round (as a standard action). Detaching an item causes it to become the actual item listed. Once a patch is removed, it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

DESTRUCTION

A *robe of useful items* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

PATCHES

A newly created *robe of useful items* has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Mirror (highly polished 2-foot-by-4-foot steel mirror)
①②	Pole (10-foot length)
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

d%		
01-08	①②③	Bag containing 100 gp
09-15	①②③	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	①②③	Door, iron (hardness 10, hp 60; DC 28 Break [DC 30 if barred]); up to 10 ft. wide and 10 ft. high and barred on one side – must be place upright, attaches and hinges itself.
23-30	①②③	Gems, 10 (100 gp each)
31-44	①②③	Wooden Ladder (DC 0 Climb; 24 ft.)
45-51	①②③	Mule (with saddle bags)
52-59	①②③	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	①②③	Potion of cure serious wounds
69-75	①②③	Rowboat (12 ft. long)
76-83	①②③	Minor scroll (one spell)
84-90	①②③	War dogs (pair)
91-96	①②③	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-00	①②③	Portable ram

WAR DOG

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex) If the dog hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

MULE

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0

Speed 40 ft.; Run

ACP 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)

Fort +5, **Ref** +4, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4

SQ docile

Feats Endurance, Run^B

Gear saddlebags

READING STAT BLOCKS

Robes of Useful Items includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

THE LONELY COAST

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PLAYER'S RESOURCES are designed to improve game play around the table by reducing a player's prep time. Designed primarily for player use, GMs will nevertheless find the contents very useful.

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