

SO WHAT'S FOR SALE, ANYWAY? II

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Julian Neale



SO WHAT'S FOR SALE, ANYWAY? II

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Julian Neale

Once again, your PCs have emerged from the dungeon ready to spend their loot on all manner of magical equipment. Returning to town they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What's For Sale, Anyway? II banishes these problems by providing 87 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are eighty sellers the GM can use to roleplay the resultant negotiation and transaction or to provide adventure hooks. Buyers should be beware, however, for among the hundreds of magic items for sale lurk 41 cursed objects...



CREDITS

Design: Julian Neale

Development: Creighton Broadhurst

Editing: Creighton Broadhurst and Aaron T. Huss

Layout: Creighton Broadhurst

Interior Artists: Marc Radle

BONUS MATERIAL

Thank you for purchasing *So What's For Sale, Anyway? II*; 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!

ERRATA

We would like to think *So What's For Sale, Anyway? II* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ABOUT THE DESIGNER

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *So What's For Sale, Anyway? II* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Julian Neale to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2011.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, September 2011

CONTENTS

Credits.....	2
Bonus Material	2
Errata	2
Contact Us	2
About the Designer.....	2
Contents	3
Publisher's Foreword	3

MAGIC ITEMS BY SETTLEMENT

Thorp.....	4
Hamlet	6
Village	8
Small Town.....	10
Large Town.....	12
Small City	14
Large City	16
Metropolis	18

PUBLISHER'S FOREWORD

I have been delighted with the reception received by *So What's For Sale, Anyway?* It definitely seems to have struck a chord with GMs and so we're back for more with another instalment!

The project was originally born out of a desire to inject a reasonable amount of realism into my own campaign by reining in the abundance of magic that seems to be the norm in a default fantasy setting. While I have no problem with PCs buying and owning magic items, it doesn't seem reasonable to me that most such items are available to purchase most of the time if you are in a big enough settlement.

As you've probably realised by now, I'm not a big fan of a Ye Olde Magic Shoppe on every street corner.

So What's For Sale, Anyway? II seeks to make buying magic items more than simply knocking off the requisite amount of gold from a PCs' character sheet. We've introduced several new features – cursed items and brief bios of sellers – to make the experience more immersive. We've also improved the format over that of the first instalment to make it even easier for a GM to use. I hope you like these improvements. If you do, let us know (or send us suggestions for future releases) at our Facebook page or shoot an email to gatekeeper@ragingswan.com.

USING SO WHAT'S FOR SALE, ANYWAY? II

Using *So What's For Sale, Anyway? II* is simple. The pages herein present lists of magic items available for sale in 87 different settlements. When the PCs approach a settlement, simply roll percentile dice and consult the relevant table to determine which set of items is available. For the first time, we've also included sample sellers so that you can roleplay the interaction between seller and PC. Of course, you don't have to use these NPCs, but if you do you can also use them to seed adventure hooks, rumours and so on among the PCs.

Of course, some larcenous PCs may just decide to steal an item instead of paying for it. In this instance, you can use the presented NPC bios to build the NPC's full stat block. Alternatively, some of the NPCs could even become reoccurring personalities, adding extra depth and verisimilitude to the campaign.

CURSES

Of the hundreds of items listed in this book, forty-two are cursed. Having cursed items can add to the fun of a roleplaying game, and/or provide interesting (and amusing) roleplaying opportunities.

Each of the items is described as known or unknown; this applies to whether the particular curse is known or unknown to the seller. Except in the most unusual cases, known curses will always be explained to potential buyers. In regards to cursed scrolls, the curse only takes effect if the spell is cast from the scroll; it does not apply if the scroll is scribed into a spellbook.

Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* presents more information on curses including how to spot and remove them.

SO WHAT'S NEXT, ANYWAY?

This is the second *So What's For Sale Anyway?* In the next instalment, we'll be taking a look at crafters and presenting a dozen or so NPCs available to make specific items for hire.

Often, the act of ordering items is glossed over with the PCs simply having to wait the required number of days before picking up their shiny new toy. But in "reality" crafters are busy people with their own agendas and other clients to service. Some may even be a useful source of help in the future while others only craft items to earn gold. Some may even require a prospective customer to do them a favour before they craft the desired item. You can learn more, in a few months!

THORP

Use the table below, to determine which set of items is for sale in a thorp the PCs visit.

D%	THORP SET
01-05	Thorp Set 1
06-10	Thorp Set 2
11-15	Thorp Set 3
16-20	Thorp Set 4
21-25	Thorp Set 5
26-30	Thorp Set 6
31-35	Thorp Set 7
36-40	Thorp Set 8
41-45	Thorp Set 9
46-50	Thorp Set 10
51-55	Thorp Set 11
56-60	Thorp Set 12
61-65	Thorp Set 13
66-70	Thorp Set 14
71-75	Thorp Set 15
76-80	Thorp Set 16
81-85	Thorp Set 17
86-90	Thorp Set 18
91-93	Thorp Set 19
94-96	Thorp Set 20
97-100	Thorp Set 21

Base Value: 50 gp; 1d4 minor items

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any thorp they happen upon.

Highest-Level Spell: 1st.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

THORP [1]

Wand *chill metal* (19 charges, 1,710 gp)

THORP [2]

Scroll (Arcane) *jump* (25 gp)

THORP [3]

Potion *enlarge person* (50 gp)

Scroll (Arcane) *chill touch* (25 gp)

THORP [4]

Armour mithral shirt (1,100 gp)

Potion *magic weapon* (50 gp)

Ring *the ram* (47 charges, 8,084 gp)¹

Scroll (Arcane) *rope trick* (150 gp)

THORP [5]

Potion *darkvision* (300 gp)

Wand *goodberry* (49 charges, 735 gp)

THORP [6]

Potion *cure moderate wounds* (300 gp)

Scroll (Arcane) *protection from good* (25 gp)²

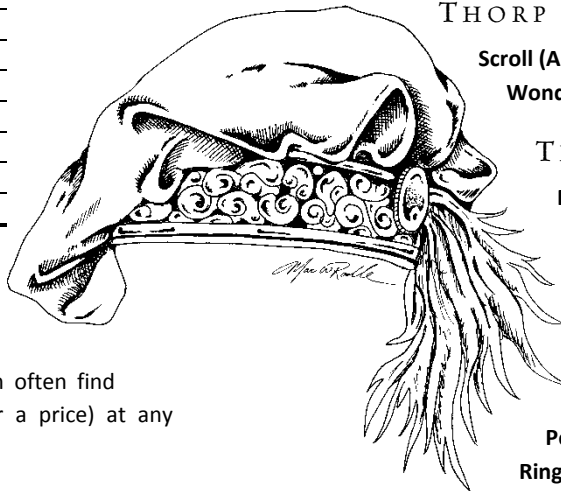
THORP [7]

Potion *protection from good* (50 gp)

Scroll (Arcane) *bull's strength* (150 gp)

Scroll (Divine) *align weapon and entropic shield* (175 gp)

Wand *protection from law* (11 charges, 165 gp)



THORP [8]

Scroll (Arcane) *see invisibility* (150 gp)

Wondrous Item *hat of disguise* (1,800 gp)

THORP [9]

Potions *cure light wounds* [50 gp], *endure elements* [50 gp], *invisibility* (300 gp)

Weapon +1 *keen spiked chain* (8,325 gp)

THORP [10]

Potions *guidance* (25 gp), *light* (25 gp)

Ring *sustenance* (2,500 gp)

Scroll (Arcane) *hideous laughter* (150 gp)

THORP [11]

Scroll (Arcane) *erase* (25 gp)

Scroll (Divine) *detect chaos* (25 gp)

THORP [12]

Potion *hide from animals* (50 gp)

Scroll (Arcane) *darkness* (150 gp)

Scrolls (Divine) *spike growth and stabilize* (162 gp, 5 sp), *summon monster I* (25 gp)

THORP [13]

Scroll (Arcane) *true strike* (25 gp)

Wand *invisibility* (13 charges, 1,170 gp)

Wondrous Item *hat of disguise* (1,800 gp)

THORP [14]

Scroll (Arcane) *knock* (150 gp)

Scroll (Divine) *protection from chaos* (25 gp)³

THORP [15]

Armour +1 *leather armour* (1,160 gp)

Potion *virtue* (25 gp)

Scroll (Divine) *warp wood* (150 gp)

Ring *climbing* (2,500 gp)

THORP [16]

Potions *guidance* (25 gp), *protection from law* (50 gp)

Wand *hide from animals* (8 charges, 120 gp)

THORP [17]

Potions *blur* (300 gp), *cure moderate wounds* (300 gp)

Wand *enlarge person* (31 charges, 465 gp)

Wondrous Item *cloak of resistance* +2 (4,000 gp)

THORP [18]

Potions *cure moderate wounds* (2; 300 gp), *jump* (50 gp), *levitate* (300 gp)

THORP [19]

Potions *light* (25 gp), *magic weapon* (50 gp)

Scroll (Divine) *barkskin* (150 gp)

Wand *spider climb* (9 charges, 810 gp)

THORP [20]

Potion *levitate* (300 gp)

Scroll (Arcane) *command undead* (150 gp)

Wand *shield* (8 charges, 120 gp)⁴

Wondrous Item *robe of bones* (2,400 gp)

THORP [21]

Potion *barkskin* (300 gp)

CURSES

1. **Ring of the ram** (T 4; Known) Opposite effect or target: targets user when damage dealing ability is used.
2. **Scroll of protection from good** (T 6; Unknown) Opposite effect: bonuses instead become penalties.
3. **Scroll of protection from chaos** (T 14; Unknown) Drawback: character stunned for 3 rounds once item function is finished.
4. **Wand of shield** (T 20; Known) Intermittent functioning: item has a 5% chance of activating at a random time each day.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Aki Ketola (N male human fighter 1): This balding, middle-aged warrior wears dented banded mail and is clearly poor. He is selling the item(s) to help pay for an alchemical silver morningstar.
2	Illikin Slyheart (NE male halfling fighter 1): This slight, dextrous archer needs to buy a pony and is consequently forced to sell item(s). He needs to be elsewhere rapidly.
3	Kari Aro (LG male human ranger 1): Spending much time in the wilderness, this lithe woodsman has little need for the item(s) he is selling. Abrupt of speech, he nevertheless knows much of the surrounding area and could serve as a guide for good-aligned groups.
4	Matti Rautio (LN male human wizard 1): Matti makes his living selling minor magic items; he is willing to make scrolls to order.
5	Merrogh Parras (N female half-orc barbarian 1): A wild-haired, loud and muscular woman, Merrogh needs to pay her bar bill. She hates halflings and charges them 50% extra for any item she sells.
6	Nalgar (NE male half-orc rogue 5): A coward who acts tough, Nalgar is selling items stolen from his most recent job. Fascinated by beauty and poise he could fall in love with an attractive, well-bred female customer.
7	Raerskor Stonestrider (LN female gnome fighter 1): This jolly, happy woman has seen a piece of jewellery she really wants; thus she is selling item(s) to fund its purchase. Not a very good adventurer, she hates getting dirty and much prefers the hospitality of a tavern to the grime of a dungeon or wilderness trek.
8	Sehnnin Kythalim (LN male half-elf wizard 1): Gathering funds to move to a larger settlement this rather boring, pompous half-elf has a monotone voice. Convinced of his own special place in the world he is incredulous if his customers haggle.
9	Tatu Salmi (CN male human fighter 4): Bored of life on the frontier, Tatu is selling unneeded item(s) to buy a commission in a nearby town's guard. He is looking forward to an easy life of extorting bribes from gullible visitors. If the PCs pay full price, he remembers them.
10	Ulla Outinen (CE female human rogue 2): Pretending to be madly in love with her secret paramour, Ulla needs money to elope. She mercilessly targets other women and begs – almost in tears – for the money to start a new life.

1: Skill Ranks 5+ level for class skills; non class skills +1.

HAMLET

Use the table below, to determine which set of items is for sale in a hamlet the PCs visit.

D%	HAMLET SET
01-05	Hamlet Set 1
06-10	Hamlet Set 2
11-15	Hamlet Set 3
16-20	Hamlet Set 4
21-25	Hamlet Set 5
26-30	Hamlet Set 6
31-35	Hamlet Set 7
36-40	Hamlet Set 8
41-45	Hamlet Set 9
46-50	Hamlet Set 10
51-55	Hamlet Set 11
56-60	Hamlet Set 12
61-65	Hamlet Set 13
66-70	Hamlet Set 14
71-75	Hamlet Set 15
76-80	Hamlet Set 16
81-85	Hamlet Set 17
86-90	Hamlet Set 18
91-93	Hamlet Set 19
94-96	Hamlet Set 20
97-100	Hamlet Set 21

Base Value: 200 gp; 1d6 minor items

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any hamlet they happen upon.

Highest-Level Spell: 2nd.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

HAMLET [1]

Potion *hide from animals* (50 gp), *protection from law* (50 gp)

Scroll (Arcane) *daylight* and *spider climb* (525 gp)

Scroll (Divine) *resist energy* (25 gp)

Weapon +2 *silver sling bullets* (10; 1,662 gp)

Wondrous Item *minor crown of blasting* (6,480 gp)

HAMLET [2]

Potion *cure light wounds* (50 gp)

Scrolls (Arcane) *detect secret doors* (25 gp), *rage* (375 gp)

Scrolls (Divine) *inflict light wounds* (25 gp), *read magic* (12 gp, 5 sp)

Wondrous Item *cloak of elvenkind* (2,500 gp)

HAMLET [3]

Potion *shield of faith* (50 gp)

Scroll (Divine) *summon monster II* (150 gp)

HAMLET [4]

Scroll (Arcane) *cat's grace* (150 gp)

HAMLET [5]

Scroll (Arcane) *magic mouth* (160 gp)

HAMLET [6]

Ring *mind shielding* (8,000 gp)

HAMLET [7]

Potions *cure moderate wounds* (300 gp), *remove fear* (50 gp), *virtue* (25 gp)

Wand *cure moderate wounds* (8 charges, 720 gp)

Wondrous Items *cloak of resistance +1* (1,000 gp), *dusty rose prism ioun stone* (5,000 gp)

HAMLET [8]

Wondrous Item *pearl of power* (1st) (1,000 gp)

HAMLET [9]

Scroll (Arcane) *deep slumber* (375 gp)

Scroll (Divine) *cure moderate wounds* (150 gp), *reduce animal and tree shape* (300 gp)

HAMLET [10]

Potions & Oils *barkskin* (300 gp), *hide from undead* (50 gp), *magic weapon* (50 gp)

Scroll (Arcane) *see invisibility* (150 gp)

Weapon +2 *heavy mace* (8,312 gp), +1 *composite shortbow* (+2 Str) (2,525 gp)

HAMLET [11]

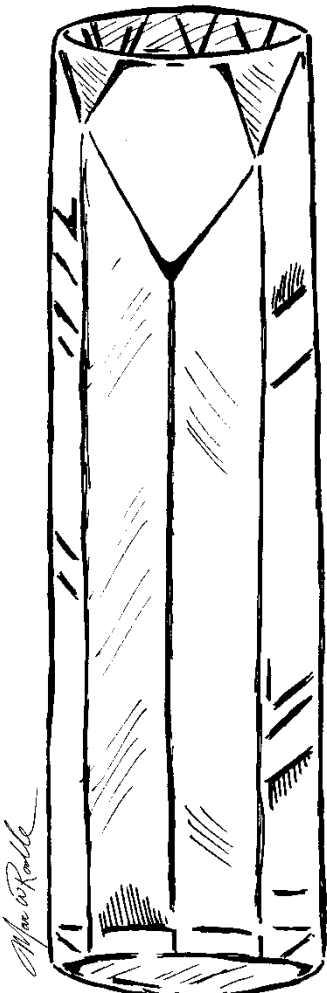
Potion *cure moderate wounds* (300 gp), *light* (25 gp), *wood shape* (300 gp)

Scrolls (Arcane) *misdirection* (150 gp), *jump*, *sleep* and *whispering wind* (200 gp)

Wondrous Item *necklace of fireballs type V* (5,850 gp)

HAMLET [12]

Potions & Oils *gentle repose* (300 gp), *protection from chaos* (50 gp)



Scrolls (Arcane) *pyrotechnics* (150 gp), *ray of enfeeblement* (25 gp)
Wondrous Items *necklace of fireballs type II* (2,700 gp), *gloves of arrow snaring* (4,000 gp)

HAMLET [13]

Potions & Oils *guidance* (25 gp), *warp wood* (300 gp)
Scroll (Arcane) *eagle's splendour* (150 gp)
Wondrous Item *eyes of the eagle* (2,500 gp)

HAMLET [14]

Armour +1 *splint mail* (1,350 gp)
Scroll (Divine) *hold person* (150 gp)
Wondrous Item *bracers of armour +1* (1,000 gp)

HAMLET [15]

Potion *darkvision* (300 gp)
Scrolls (Arcane) *dancing lights* (12 gp, 5 sp), *owl's wisdom* (150 gp)

HAMLET [16]

Armour +1 *adamantine half-plate* (16,600 gp)
Potion *sanctuary* (50 gp)
Scroll (Arcane) *comprehend languages* (25 gp)
Wand *spiritual weapon* (42 charges, 3,780 gp)
Weapon +1 *cold iron punching dagger* (2,304 gp)
Wondrous Item *amulet of mighty fists +1* (5,000 gp)

HAMLET [17]

Potion *pass without trace* (50 gp)
Scroll (Arcane) *hypnotic pattern* (150 gp)
Wand *consecrate* (29 charges, 3,335 gp)

HAMLET [18]

Potions *arcane mark* (25 gp), *enlarge person* (50 gp)

HAMLET [19]

Potion *bull's strength* (300 gp)

HAMLET [20]

Ring *feather falling* (2,000 gp)
Wondrous Item *cloak of elvenkind* (2,500 gp)

HAMLET [21]

Armour +1 *heavy wooden shield* (1,157 gp)
Potions *protection from arrows* (300 gp), *shield of faith* (50 gp)
Weapon +1 *light crossbow* (2,335 gp)
Wondrous Item *goggles of minute seeing* (2,500 gp)

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Eauspin Glitterskin (N male gnome fighter 6) This diminutive adventurer is very touchy about his height. He loves horses – although he looks comical atop his favoured steed.
2	Einar Lahti (CE male human fighter 1): Einar has got his eye on a rather fetching set of black full-plate. He attempts to ingratiate himself with potential customers with bluff humour and comradeship, but really just want to get rid of the item(s).
3	Gimlond Fallest (LN male dwarf druid 3) This wild-eyed, almost albino dwarf is selling item(s) to buy mining equipment. He refuses to discuss why he needs such items.
4	Janneb Wildeye (LN female gnome fighter/sorcerer 1/1): This single-minded gnome is questing for the ogre mercenaries who slew her family; she is determined to exact her revenge and gives a 20% discount to a fellow gnome who empathises with her loss.
5	Jari Oakhand (LN male half-orc monk 2): This softly-spoken monk doesn't want the item(s), instead preferring to sell them to finance a trip to a distant monastery.
6	Juha Ketola (LN male human fighter/druid 1/1): Covered in mud, this brave wilderness warrior stinks of wet dog. He is accompanied by his wolf companion. He found the item(s) in a bloodstained backpack deep in the woods.
7	Ossi Ilvonen (LE male human fighter 1): This inattentive bodyguard is selling the equipment of his last client. He refuses to answer questions about his recent past and plans to flee elsewhere as soon as his business is completed.
8	Soile Erola (NE female human bard 1): Soile wants to retire and become famous for her singing voice. She hates the countryside and wants to get back to "civilisation" quickly. She dresses in fine, figure-hugging clothes and uses her feminine wiles to get as much as possible for the item(s).
9	Tratin Dalah (NG female aasimar rogue/fighter 6/3): Searching for a legendary evil artefact and her unknown parents Tratin is only resting in the hamlet while her horse recovers from a strained leg. Polite and friendly, she desires the company of fellow adventurers.
10	Veli Lehto (LG male human cleric 1): Pious and devoted to helping others, Veli is obsessed with details and the good of the common folk. He has been at the hamlet for two weeks helping the populace to control a recent outbreak of sickness. Consequently, his funds are low; hence his reason for selling the item(s).

1: Skill Ranks 5+ level for class skills; non class skills +1.

VILLAGE

Use the table below, to determine which set of items is for sale in a village the PCs visit.

D%	VILLAGE SET
01-09	Village Set 1
10-17	Village Set 2
18-26	Village Set 3
27-34	Village Set 4
35-43	Village Set 5
44-53	Village Set 6
54-63	Village Set 7
64-73	Village Set 8
74-83	Village Set 9
84-92	Village Set 10
93-100	Village Set 11

Base Value: 500 gp; 2d4 minor items; 1d4 medium items

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any village they happen upon.

Highest-Level Spell: 3rd.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

VILLAGE [1]

Oil *arcane mark* (25 gp)

Wand *arcane lock* (6 charges, 690 gp)

Wondrous Items *pipes of the sewers* (1,150 gp), *universal solvent* (50 gp)

Weapon *trident of fish command* (18,650 gp)

VILLAGE [2]

Armour *adamantine breastplate* (10,200 gp)

Potions & Oils *cat's grace* (300 gp), *fox's cunning* (300 gp), *invisibility* (300 gp)

Scrolls (Arcane) *burning hands* (25 gp), *glitterdust* (150 gp)⁵

Weapon *+1 light crossbow* (2,335 gp)

VILLAGE [3]

Potions & Oils *cat's grace* (300 gp), *remove fear* (50 gp), *status* (300 gp)

Scrolls (Arcane) *disguise self* (25 gp), *shield* (25 gp)

Scroll (Divine) *consecrate* (175 gp)

Wand *protection from good* (17 charges, 255 gp)⁶

Weapons *+1 quarterstaff* (2,600 gp), *+1 scythe* (2,318 gp), *+3 flaming composite longbow* (+4 Str) (32,800 gp)

Wondrous Item *clay golem manual* (12,000 gp)

VILLAGE [4]

Armour *+1 light wooden shield* (1,153 gp), *+3 mithral studded leather armour* (10,025 gp)

Potions & Oils *bull's strength* (300 gp), *protection from chaos* (50 gp), *tongues* (750 gp)

Scroll (Arcane) *hypnotism* (25 gp)⁷

Scrolls (Divine) *bane and cure moderate wounds* (175 gp), *silence* (150 gp)

Weapons *+1 composite longbow* (+2 Str) (2,600 gp), *+3 shock sap* (32,301 gp)

VILLAGE [5]

Potions & Oils *rope trick* (300 gp), *spider climb* (300 gp)

Scroll (Arcane) *obscuring mist* (25 gp)

Weapon *+2 sling* (8,300 gp)

Wondrous Item *stone of good luck (luckstone)* (20,000 gp)

VILLAGE [6]

Potions & Oils *delay poison* (300 gp), *goodberry* (50 gp), *pass without trace* (50 gp), *remove fear* (50 gp), *virtue* (25 gp)

Ring *invisibility* (20,000 gp)

Rod *lesser metamagic maximise spell* (14,000 gp)

Scroll (Arcane) *reduce person* (25 gp)

Scroll (Divine) *summon monster I* (25 gp)

VILLAGE [7]

Armour *+4 heavy wooden shield* (16,157 gp)

Potions & Oils *cure moderate wounds* (300 gp), *fly* (750 gp)⁸

Ring *protection +1* (2,000 gp)

Staff *healing* (29,600 gp)

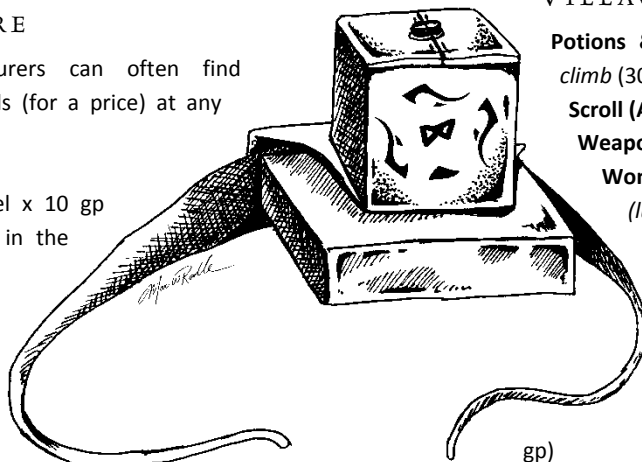
Wand *cure moderate wounds* (41 charges, 3,690 gp)

Wondrous Items *cloak of resistance +5* (25,000 gp), *efficient quiver* (1,800 gp)

VILLAGE [8]

Wand *mage armour* (34 charges, 510 gp), *tree shape* (31 charges, 2,790 gp)

Weapon *+3 longspear* (18,305 gp)



Wondrous Items *boots of elvenkind* (2,500 gp), *phylactery of faithfulness* (1,000 gp)

VILLAGE [9]

Ring *protection +1* (2,000 gp)

Scroll (Arcane) *protection from arrows* (150 gp)

Scrolls (Divine) *resist energy* (150 gp), *charm animal, longstrider* and *summon nature's ally II* (200 gp)

Weapon +1 *construct bane undead bane ghost touch longsword* (32,315 gp)

Wondrous Items *belt of mighty constitution +4* (16,000 gp), *eyes of the eagle* (2,500 gp)

VILLAGE [10]

Armour mithral shirt (1,100 gp)

Potions & Oils *bull's strength* (300 gp), *eagle's splendour* (300 gp), *light* (25 gp), *remove paralysis* (300 gp)⁹

Rod *metal and mineral detection* (10,500 gp)

Scroll (Arcane) *true strike* (25 gp)

Wondrous Item *onyx dog figurine of wondrous power* (15,500 gp)

VILLAGE [11]

Potions & Oils *grease* (50 gp), *hide from undead* (50 gp), *hold portal* (50 gp), *magic stone* (50 gp), *resist sonic* (10) *energy* (50 gp)

Ring *protection +2* (8,000 gp)

Scroll (Arcane) *knock* (150 gp), *knock and levitate* (300 gp)

Scroll (Divine) *spiritual weapon* (150 gp)

Wand *inflict moderate wounds* (35 charges, 3,150 gp)¹⁰

Wondrous Items *amulet of proof against detection and location*; 35,000 gp¹¹, *belt of dwarvenkind* (14,900 gp)

CURSES

5. **Scroll of glitterdust** (V 2; Unknown) Opposite target: effected centred on caster.
6. **Wand of protection from good** (V 3; Unknown) Delusion.
7. **Scroll of hypnotism** (V 4; Unknown) Intermittent functioning: can only be used within 10 feet of a divine spellcaster.
8. **Potion of fly** (V 7; Unknown) Completely different effect: instead functions as a *potion of gaseous form*.
9. **Potion of remove paralysis** (V 10; Unknown) Intermittent functioning: can only be used within 10 feet of a divine spellcaster.
10. **Wand of inflict moderate wounds** (V 11; Unknown) Delusion.
11. **Amulet of proof against detection and location** (V 11; Unknown) Substitute; *amulet of inescapable location*.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Aeldar Selinmah (LG male half-elf paladin 1): Aeldar is selling items to help a local family pay for clerics to cure a sick relative. He also (very unsobtly) asks for additional donations to aid his cause. Unaware of his incredible good looks, he has a naive, trusting soul.
2	Eausflan Honourcloak (LG female gnome cleric 3): Selling the proceeds of a successful adventure, Eausflan only sells to "good folk." Sincere and rather motherly, she provides lots of wise advice.
3	Erf Moonleaf (NG male halfling fighter 1): Giving up on the adventuring life, Erf has no need for expensive magical trinkets. Chatty and friendly, Erf tries to tag along with adventurers heading to a nearby town or city.
4	Jarrow Strongjaw (NE female half-orc ranger 1): Jarrow is raising funds for an expedition to assault a nearby ogre lair. She has bright red, unruly hair and is very touchy about it. She has a crude sense of humour.
5	Jukka Tanskanen (NG male human rogue 4): Jukka is being blackmailed by a former comrade who knows she left several friends to die during her first adventure. Skeletally thin and pale of skin, Jukka looks generally, but non-specifically, unwell.
6	Pirjo Itkonen (CN female human fighter 5): Deeply in debt to a local gambler, Pirjo must sell the item(s) to pay off her debts. She reeks of desperation and accepts any offer above 75% of the item's market value.
7	Sauli Vanhala (NG male human rogue 5): An incorrigible flirt and ladies man, Sauli doesn't want the item(s) – he would prefer to get drunk and chase women. He refers to any nearby woman as a "delightful creature" or "dear lady."
8	Sini Jalava (LE female human rogue 1): This rogue is selling stolen item(s). She masquerades as a merchant and offers to "source" specific additional items for her customers for only a 10% surcharge.
9	Tuija Rajala (NE female human sorcerer 3): Tuija is selling the proceeds of a recent adventure; she constantly gloats at her good fortune and offers unwanted advice. Beautiful, she is haughty and dismissive of others.
10	Ylermi Kuusisto (NG male human bard 5): Obsessed with a lost book said to contain early versions of several ancient saga-tales, Ylermi is raising funds to continue his quest to acquire the work. He is deeply tanned and his nose has obviously been broken several times

1: Skill Ranks 5+ level for class skills; non class skills +1.

SMALL TOWN

Use the table below, to determine which set of items is for sale in a small town the PCs visit.

D%	SMALL TOWN SET
01-12	Small Town Set 1
13-26	Small Town Set 2
27-39	Small Town Set 3
40-53	Small Town Set 4
54-66	Small Town Set 5
67-79	Small Town Set 6
80-90	Small Town Set 7
91-100	Small Town Set 8

Base Value: 1,000 gp; 3d4 minor items; 1d6 medium items

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any small town they happen upon.

Highest-Level Spell: 4th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

SMALL TOWN [1]

Armour +4 heavy steel shield (16,170 gp), elven chain (5,150 gp)

Potions & Oils align weapon (300 gp), levitate (300 gp), protection from good (50 gp)

Scroll (Arcane) mirror image (150 gp)

Scroll (Divine) sound burst (150 gp)

Wands bull's strength (35 charges, 3,150 gp), protection from chaos (23 charges, 345 gp)

Wondrous Item necklace of fireballs type IV (5,400 gp)

SMALL TOWN [2]

Armour darkwood buckler (205 gp), +3 improved shadow breastplate (24,350 gp)

Potions & Oils arcane mark (25 gp), fox's cunning (300 gp), heroism (750 gp)

Scroll (Arcane) hypnotism (25 gp)

Wands bless weapon (12 charges, 180 gp), flaming sphere (29 charges, 2,610 gp), make whole (8 charges, 720 gp)

Wondrous Items bronze griffon figurine of wondrous power (10,000 gp), pearl of power (4th; 16,000 gp)¹², universal solvent (2; 50 gp each)

SMALL TOWN [3]

Potions & Oils make whole (300 gp), wood shape (300 gp)

Scroll (Arcane) blindness/deafness, ray of frost and whispering wind (325 gp)¹³

Scrolls (Divine) barkskin (25 gp), protection from chaos (25 gp)¹⁴

Wands bless water (1 charge, 40 gp), magic circle against chaos (16 charges, 3,600 gp), scorching ray (43 charges, 3,870 gp), tongues (3 charges, 270 gp)

Weapon +2 gauntlet (8,302 gp)

Wondrous Item scabbard of keen edges (16,000 gp)

SMALL TOWN [4]

Armour +1 tower shield (1,180 gp)

Oil magic stone (50 gp)

Scrolls (Arcane) bull's strength (150 gp), fog cloud and summon monster II (300 gp), magic weapon (25 gp)

Weapons +1 composite shortbow (+2 Str) (2,525 gp), +4 kama (32,302)

Wondrous Items amulet of natural armour +3 (18,000 gp), elixir of truth (500 gp), folding boat (7,200 gp)

SMALL TOWN [5]

Armour +1 invulnerability scale mail with locked gauntlet (16,208 gp)

Potion cure light wounds (50 gp)

Scroll (Arcane) cause fear (25 gp)

Scroll (Divine) lesser restoration (150 gp)

Wands goodberry (46 charges, 690 gp), rage (42 charges, 10,350 gp), shillelagh (46 charges, 690 gp)

Wondrous Item candle of invocation (8,400 gp), horn of blasting (10,000 gp)

SMALL TOWN [6]

Armour +2 chainmail (4,300 gp)

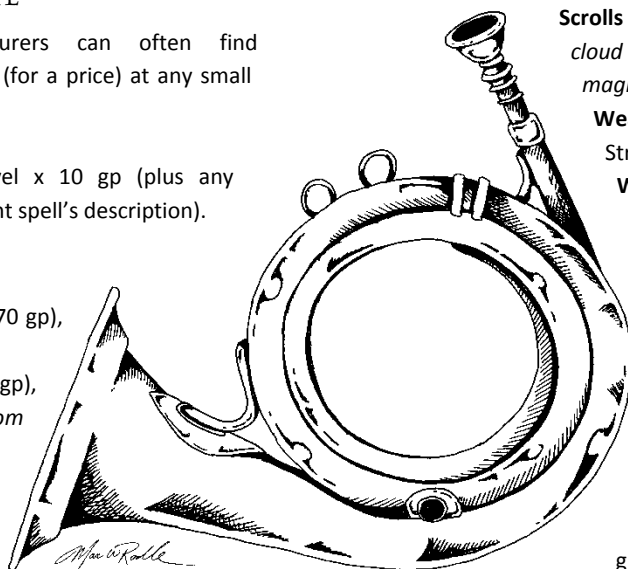
Potion cure light wounds (50 gp)

Scrolls (Arcane) expeditious retreat (25 gp), flaming sphere, mass reduce person (700 gp), protection from arrows and rope trick (450 gp)¹⁵

Wands acid arrow (33 charges, 2,970 gp), fly (5 charges, 1,125 gp)

Weapon +1 gauntlet (2,302 gp)

Wondrous Items elixir of vision (250 gp), pearl of power (1st) (1,000 gp)



SMALL TOWN [7]

Armour +2 heavy steel shield (4,170 gp)
Potions invisibility (300 gp), protection from law (50 gp)
Ring force shield (8,500 gp)
Rod lesser metamagic quicken spell (35,000 gp)
Scrolls (Arcane) cause fear (2; 25 gp), unseen servant (25 gp), whispering wind (150 gp)
Scroll (Divine) wind wall (375 gp)
Wand summon monster II (14 charges, 1,260 gp)
Wondrous Items boots of elvenkind (2,500 gp)¹⁶, cloak of resistance +4 (16,000 gp), gloves of arrow snaring (4,000 gp), restorative ointment (4,000 gp)

SMALL TOWN [8]

Potion endure elements (50 gp)
Rods lesser metamagic extend spell (3,000 gp), metal and mineral detection (10,500 gp)
Scrolls (Arcane) detect secret doors (25 gp), flaming sphere (150 gp), magic circle against good (375 gp), silent image (25 gp)
Scroll (Divine) speak with animals (25 gp)
Staff charming (17,600 gp)
Wand lullaby (39 charges, 292 gp, 5 sp)¹⁷
Weapon screaming bolt (267 gp)
Wondrous Items bracers of natural armour +3 (18,000 gp)¹⁸, cloak of resistance +2 (4,000 gp), medallion of thoughts (12,000 gp)

CURSES

12. **Pearl of power (4th)** (ST 2; Known) Requirement: item must be used at least once a day, or it won't function again for its current possessor.
13. **Arcane scroll of blindness/deafness, ray of frost and whispering wind** (ST 3; Unknown) Intermittent functioning: can only be used aboveground.
14. **Scroll of protection from chaos** (ST 3; Unknown) Opposite effect or target: listed bonuses instead become penalties.
15. **Arcane scroll of flaming sphere, protection from arrows and rope trick** (ST 6; Unknown) Intermittent functioning: can only be used underground.
16. **Boots of elvenkind** (ST 7; Unknown) Delusion.
17. **Wand of lullaby** (ST 8; Known) Opposite effect or target: picks a random enemy target other than the one chosen (if only one enemy, targets caster).
18. **Bracers of natural armour +3** (ST 8; Unknown) Delusion.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Alpo Poso (N male human fighter 1): From a distant village, this is Alpo's first time in a town. He loves the nightlife and doesn't want the item(s). He is bald and half-drunk.
2	Arvyon Moonfoot (LN female halfling ranger 1): A lover of solitude, Arvyon nevertheless enjoys a good barroom brawl. She eats voraciously and has terrible table manners. She always tries to carry out negotiations over a meal (paid for by the customer, of course).
3	Tranen Nuoso (N male human wizard [necromancer] 2): Convinced of his brilliance, Tranen has recently arrived in town to perform certain research best carried out in private. He smells musty and has large, bushy eyebrows. He sells scrolls and potions to fund his research, but he hates the inconvenience of doing so.
4	Jalava Otila (CN female human druid/bard 6/4): Jalva believes that she can instil a love of nature in people by singing them great epics about the world's beauty. She insists on doing so before selling any items.
5	Juho Tuomi (LN male human sorcerer 1): Juho is selling items to pay the ransom of a comrade held hostage by a nearby orc tribe. He is obviously in a hurry and tells his story to all willing listeners.
6	Lamiat Koritas (LG female half-elf rogue 6): This rogue hates undead and specialises at hunting them. She has lots of such stories and tips. She is lonely and spins out negotiations as long as possible.
7	Ruabrar Fisual (NE male half-elf cleric 2): Ruabrar has an inferiority complex. He hates everyone and demands 150% of market price for his item(s).
8	Rumsan Uthdolean (LN male elf wizard 3): Frail and unsuited to an adventurer's life, Rumsan would much rather craft potions and scrolls to order. He has a hacking cough and wears his hair in braids.
9	Simo Ahonen (CE male human rogue 2): Simo is selling the proceeds of a theft in a nearby town. She looks nervous and settles for 75% of market price if the deal can be done quickly. He notes if the PCs are obviously wealthy and may pay them a stealthy, nocturnal visit.
10	Viljo Tuuri (NE male human ranger 3): Viljo has terrible social skills, horrific breath and an impressive moustache. He wants money for drinking and wenching. He is planning to leave town as soon as he runs out of money.

1: Skill Ranks 5+ level for class skills; non class skills +1.

LARGE TOWN

Use the table below, to determine which set of items is for sale in a large town the PCs visit.

D%	LARGE TOWN SET
01-12	Large Town Set 1
13-26	Large Town Set 2
27-39	Large Town Set 3
40-53	Large Town Set 4
54-66	Large Town Set 5
67-79	Large Town Set 6
80-90	Large Town Set 7
91-100	Large Town Set 8

Base Value: 2,000 gp; 3d4 minor items; 2d4 medium items; 1d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any large town they visit.

Highest-Level Spell: 5th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

LARGE TOWN [1]

Armour +3 *breastplate* (9,350 gp), +5 *greater electricity resistance leather armour* (91,160 gp)

Potions & Oils *cat's grace* (300 gp), *make whole* (300 gp), *reduce person* (50 gp), *virtue* (25 gp)

Scroll (Arcane) *beast shape I, fly and mnemonic enhancer* (1,500 gp)¹⁹

Staves *divination* (82,000 gp), *earth and stone* (85,800 gp)

Weapons +1 *quarterstaff* (2,600 gp), +3 *net* (18,320 gp)²⁰

Wondrous Items *headband of mental prowess +6* (90,000 gp), *silversheen* (250 gp)

LARGE TOWN [2]

Armour +3 *light wooden shield with shield spikes* (9,163 gp)

Potion & Oil *delay poison* (300 gp), *invisibility* (300 gp), *resist cold energy* (300 gp)

Ring *sustenance* (2,500 gp)

Scrolls (Arcane) *expeditious retreat* (25 gp), *mage's private sanctum* (1,125 gp), *suggestion* (375 gp)

Scroll (Divine) *inflict light wounds* (25 gp)

Staff *abjuration* (82,000 gp)

Wands *eagle's splendour* (26 charges, 2,340 gp), *hold portal* (1 charge, 15 gp)

Weapon +4 *brilliant energy hand crossbow* (64,400 gp)

Wondrous Item *pearl of power* (9th; 81,000 gp)

LARGE TOWN [3]

Potions & Oils *arcane mark* (25 gp), *shatter* (300 gp)

Wands *animal trance* (12 charges, 1,080 gp), *message* (38 charges, 285 gp), *silent image* (11 charges, 99 gp)

Weapons +2 *short sword* (8,310 gp), +2 *flaming shock composite longbow* (+3 Str) (32,700 gp)²¹

Wondrous Items *ivory goats figurine of wondrous power* (21,000 gp), *pearl of power* (5th; 25,000 gp), *portable hole* (20,000 gp)

LARGE TOWN [4]

Potions *protection from law* (50 gp), *stabilize* (25 gp)

Ring *water walking* (15,000 gp)²²

Rod *python* (13,000 gp)²³

Wand *bull's strength* (47 charges, 4,230 gp)

Weapons *sleep arrow* (132 gp), *flame tongue* (22,715 gp)

Wondrous Items *bead of force* (3,000 gp), *belt of giant strength +6* (36,000 gp)

LARGE TOWN [5]

Ring *water walking* (15,000 gp)

Rods *greater metamagic enlarge spell* (24,500 gp), *metamagic extend spell* (11,000 gp)

Scrolls (Arcane) *burning hands* (25 gp), *charm person* (25 gp), *touch of fatigue* (12 gp, 5 sp)

Scroll (Divine) *sending* (700 gp)

Wands *cure moderate wounds* (41 charges, 3,690 gp), *major image* (43 charges, 9,675 gp)

Weapon +4 *repeating heavy crossbow* (32,700 gp)

Wondrous Item *tan bag of tricks* (16,000 gp)

LARGE TOWN [6]

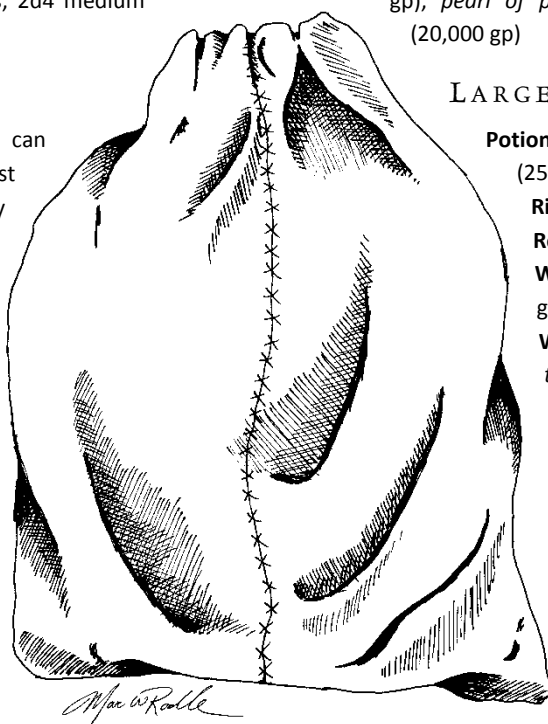
Armour +2 *chain shirt* (4,250 gp)

Potion *cure moderate wounds* (300 gp)

Rings *jumping* (2,500 gp), *protection +3* (18,000 gp)

Scrolls (Arcane) *fireball* (375 gp), *floating disk* (25 gp), *interposing hand* (1,125 gp)

Scroll (Divine) *find traps and zone of truth* (300 gp)



Staves *divination* (82,000 gp), *frost* (41,400 gp)
Wands *detect good* (36 charges, 540 gp), *hideous laughter* (42 charges, 3,780 gp), *web* (36 charges, 3,240 gp)

LARGE TOWN [7]

Armour adamantine breastplate (10,200 gp)
Potions & Oils *fly* (750 gp), *levitate* (300 gp), *magic weapon* (50 gp), *protection from evil* (50 gp), *purify food and drink* (25 gp)
Ring *evasion* (25,000 gp)
Scrolls (Arcane) *command undead* (150 gp), *shield* (25 gp)²⁴, *shocking grasp* (25 gp), *transmute mud to rock* (1,125 gp)
Staves *healing* (29,600 gp), *transmutation* (82,000 gp)
Weapons +1 *greatsword* (2,350 gp), +1 *longsword* (2,315 gp)
Wondrous Items *boots of striding & springing* (5,500 gp), *bracers of armour* +4 (16,000 gp), *maul of the titans* (25,305 gp)

LARGE TOWN [8]

Potions *blur* (300 gp), *cure light wounds* (50 gp)
Ring *invisibility* (20,000 gp)
Rod *flailing* (50,000 gp)
Scrolls (Arcane) *grease* (25 gp), *hold person* (375 gp), *rope trick* (150 gp), *scorching ray* (150 gp), *summon monster I* (25 gp)
Scroll (Divine) *holy aura* and *wind walk* (4,650 gp)
Wands *speak with dead* (23 charges, 5,175 gp), *bull's strength* (4 charges, 360 gp)
Wondrous Items *fan feather token* (500 gp), *hat of disguise* (1,800 gp), *pearly white spindle ioun stone* (20,000 gp)

CURSES

19. **Arcane scroll of beast shape I, fly and mnemonic enhancer** (LT 1; Known) Drawback: temperature around item is 10° F cooler than normal.
20. **+3 net** (LT 1; Unknown) Substitute; *net of snaring*.
21. **+2 flaming shock composite longbow (+3 Str)** (LT 3; Known) Drawback: character must make a DC 20 Fortitude save each day or suffer 1 point of Strength damage.
22. **Ring of water walking** (LT 4; Known) Drawback: character shrinks 6 inches; happens when item first used; permanent.
23. **Rod of the python** (LT 4; Known) Intermittent functioning: item has a 5% chance of functioning once at a random time every day.
24. **Scroll of shield** (LT 7; Unknown) Opposite effect or target; shield bonus becomes a penalty.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Ahti Rautio (LN male human bard 8): Ahti suffers from schizophrenia. His current personality – a hard-up actor – wants to sell the item(s). Tomorrow, however he believes he is a famous singer and that the PCs stole the items.
2	Berran Lowbrow (LE male half-orc fighter 9): This belligerent warrior has a stutter and thus speaks as little as possible. Dark of hair and impeccably turned out he is selling items to finance a townhouse.
3	Duelemar Selrail (CE male elf rogue/sorcerer 4/6): This smooth-talking rogue is calm and confident. He likes to bad-mouth others and his vocabulary is filthy. He wears his hair in a long ponytail that hangs halfway down his back.
4	Helbryn Whurcral (LE female dwarf fighter 8): A woman of her word, Helbryn flies into a rage if others lie or cheat in her presence. She carries a much-notched dwarven waraxe.
5	Jere Aalto (LG male human cleric 9): Although good of heart, Jere is greedy and has convinced himself he deserves comfort and wealth. A scion of a famed warrior, he trades on his ancestor's name.
6	Onni Lilja (NG male human rogue 10): Onni has a surprisingly rich and deep voice. He is selling items found among the detritus of an owlbear's nest. Several are still bloodstained.
7	Reiral Valral (NG male dwarf wizard/fighter 5/7): This muscular dwarf is a master crafter of magical arms and armour. He is selling the item(s) to purchase raw materials to craft a longsword for a local lord. His beard is singed and his arms are blackened with soot.
8	Remilvan Lythal (CN male half-elf fighter 8): This middle-aged half-elf has a pot belly and has obviously not seen action for years. He believes himself to be still young and vigorous and tells crushingly boring stories about his exploits.
9	Sari Pohjola (LG female human paladin 5): Fascinated by military history, Sari is a collector of swords. She is selling the item(s) to finance the purchase of a dwelling to store her possessions. Tortured by feelings of guilt over this frivolous expense, she almost backs out of the sale several times.
10	Uljas Hujanen (NE male human bard 6): This handsome bard is madly in love with a brazen strumpet of his acquaintance. (Uljas is unaware his beloved is a vampire.) If he sells the item(s) to the PCs, his bloodless corpse is discovered in a nearby inn the next morning.

1: Skill Ranks 5+ level for class skills; non class skills +2.

SMALL CITY

Use the table below, to determine which set of items is for sale in a small city the PCs visit.

D%	SMALL CITY SET
01-16	Small City Set 1
17-34	Small City Set 2
35-50	Small City Set 3
51-67	Small City Set 4
68-85	Small City Set 5
86-100	Small City Set 6

Base Value: 4,000 gp; 4d4 minor items; 3d4 medium items; 1d6 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any small city they visit.

Highest-Level Spell: 6th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

SMALL CITY [1]

Ring *animal friendship* (10,800 gp)

Scrolls (Arcane) *glitterdust* (150 gp), *misdirection* (150 gp), *slow* and *spider climb* (525 gp)

Scrolls (Divine) *heal* (1,650 gp)

Staves *conjunction* (82,000 gp), *life* (109,400 gp)

Wands *pass without trace* (12 charges, 180 gp)

Weapon +3 *cold iron battleaxe* (2,320 gp), +3 *warhammer* (18,312 gp), +3 *silver flail* (18,398 gp), +3 *brilliant energy flaming burst heavy crossbow* (162,350 gp)

Wondrous Items *belt of mighty constitution* +4 (16,000 gp), *gloves of swimming and climbing* (6,250 gp), *headband of mental superiority* +2 (16,000 gp), *manual of gainful exercise* +4 (110,000 gp), *mattock of the titans* (23,348 gp)

SMALL CITY [2]

Armour +1 *light wooden shield* (1,153 gp), +3 *invulnerability moderate fortification half-plate* (81,750 gp) +3 *full plate* (19,650 gp)

Potions & Oils *continual flame* (350 gp), *cure light wounds* (50 gp), *keen edge* (750 gp), *pass without trace* (50 gp)

Rings *invisibility* (20,000 gp), *wizardry* (I) (20,000 gp)

Rod *python* (13,000 gp)

Scrolls (Arcane) *blink* (375 gp)²⁵, *elemental body IV* (2,275 gp), *glitterdust* (150 gp), *rope trick* (150 gp)²⁶

Weapon +1 *darkwood longbow* (2,405 gp), +4 *sling bullets* (10) (6,460 gp)

Wondrous Items *eyes of charming* (56,000 gp), *golem (stone guardian) manual* (44,000 gp), *helm of teleportation* (73,500 gp), *manual of gainful exercise* +1 (27,500 gp)

SMALL CITY [3]

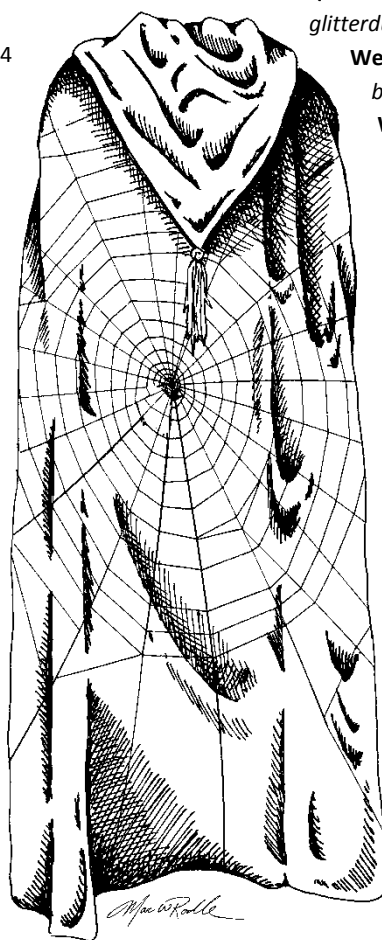
Armour +3 *improved slick hide armour* (24,165 gp), +3 *shadow improved slick studded leather armour* (22,925 gp), +5 *full plate* (26,650 gp)

Potions *bull's strength* (300 gp), *eagle's splendour* (300 gp), *fox's cunning* (300 gp), *remove paralysis* (300 gp)

Scrolls (Arcane) *alter self* and *false life* (300 gp), *cause fear* (25 gp), *endure elements* (25 gp), *gust of wind* (150 gp), *mage armour* and *obscuring mist* (50 gp), *scare* (150 gp)

Wands *darkvision* (29 charges, 2,610 gp)²⁷, *endure elements* (33 charges, 495 gp), *locate object* (33 charges, 2,970 gp), *magic circle against evil* (11 charges, 2,475 gp)

Wondrous Items *boots of dancing* (appears as *boots of speed*; 12,000 gp)²⁸, *cloak of arachnida* (14,000 gp), *hand of glory* (8,000 gp), *tome of understanding* +4 (110,000 gp)



SMALL CITY [4]

Armour +2 *heavy wooden shield with shield spikes* (4,167 gp)²⁹, +1 *full plate* (2,650 gp), +2 *sonic resistance improved slick leather armour* (37,160), +3 *chain shirt* (9,250 gp)

Potions & Oils *gaseous form* (750 gp), *spider climb* (300 gp), *wood shape* (300 gp)

Scrolls (Arcane) *blur*, *fox's cunning* and *protection from evil* (325 gp), *contagion* (700 gp)³⁰, *explosive runes* (375 gp)

Scrolls (Divine) *repel vermin* (700 gp)

Staves *divination* (82,000 gp), *necromancy* (82,000 gp)³¹

Weapons +3 *sling* (18,300 gp), +4 *light mace* (32,305 gp)

Wondrous Items *belt of physical might* +6 (90,000 gp), *orb of storms* (48,000 gp), *serpentine owl figurine of wondrous power* (9,100 gp), *silversheen* (250 gp)

SMALL CITY [5]

Armour +2 *light steel shield* (4,159 gp), *winged shield* (17,257 gp)
Potions & Oils *aid* (300 gp), *displacement* (750 gp), *erase* (50 gp)
Ring *wizardry* (I) (20,000 gp)
Rod *lesser metamagic empower spell* (9,000 gp)
Scrolls (Divine) *endure elements* (25 gp), *fog cloud* (150 gp)
Wands *halt undead* (8 charges, 1,800 gp), *invisibility purge* (45 charges, 10,125 gp), *reduce animal* (43 charges, 3,870 gp)
Weapon +1 *lance* (2,310 gp)
Wondrous Items *circlet of persuasion* (4,500 gp), *orb of storms* (48,000 gp)

SMALL CITY [6]

Armour +2 *scale mail* (4,200 gp), *breastplate of command* (24,500 gp)³²
Potions & Oils *bull's strength* (300 gp), *protection from chaos* (50 gp), *remove paralysis* (300 gp), *shillelagh* (50 gp)
Ring *improved swimming* (10,000 gp)
Rods *flame extinguishing* (15,000 gp)³³, *metamagic silent spell* (11,000 gp), *viper* (19,000 gp)
Scrolls (Arcane) *invisibility* (150 gp), *misdirection* (150 gp), *nondetection* (425 gp), *sending* (1,125 gp)
Scroll (Divine) *produce flame* (25 gp)
Staff *defence* (62,000 gp)
Weapons +3 *sickle* (18,306 gp), +1 *adamantine greatsword* (5,050 gp)
Wondrous Items *dusty rose prism ioun stone* (5,000 gp), *winged boots* (16,000 gp)

CURSED ITEMS

25. **Scroll of blink** (SC 2; Unknown) Drawback: spell's target grows 6 inches; permanent.
26. **Scroll of rope trick** (SC 2; Unknown) Intermittent functioning: can only be used underwater.
27. **Wand of darkvision** (SC 3; Known) Opposite effect or target: affects a random ally.
28. **Boots of dancing** (SC 3; Unknown) Substitute.
29. +2 **heavy wooden shield with shield spikes** (SC 4; Known) Intermittent functioning: only functions for non-spellcasters.
30. **Scroll of contagion** (SC 4; Unknown) Delusion.
31. **Staff of necromancy** (SC 4; Known) Drawback: user's skin colour changes (black 50% or gray 50%) while item in use.
32. **Breastplate of command** (SC 6; Unknown) Substitute; *armour of rage*.
33. **Rod of flame extinguishing** (SC 6; Known) Drawback: character is afflicted with a random disease that cannot be cured as long as the item is possessed.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Anneli Niemi (N female human rogue 7): Unfeeling and insensitive, Anneli looted the bodies of her fallen companions during a disastrous adventure. She has short brown hair and an intense, disconcerting gaze.
2	Berstal Thrór (CN male half-orc druid 6): A dreamer who craves a return to a simpler existence, Berstal is selling much of his gear in preparation for becoming a hermit. He is ill at ease in the city.
3	Calopee Shadowstalk (LN female halfling fighter 11): Full of bluster this skilled warrior is fearless and has a reputation for tenacity and luck. Muscular and lithe, she enjoys haggling and spins the process out as long as possible.
4	Erno Loponen (NE male human sorcerer 7): Suspicious of other's motives, Erno only meets in public places and has many protective enchantments upon his person. His father recently died, and he is selling his unwanted items.
5	Gilothiean Tyiat (LG female half-elf sorcerer 7): Friendly and modest, Gilothiean craves a "proper wizard's demesne" and as a result is selling unwanted items. She is obviously wealthy and is uninterested in crafting items for others.
6	Konsta Peltonen (CE male human wizard/sorcerer 5/7): Short, stocky and dark-haired Konsta's appearance is immaculate. Opinionated and antagonistic, he is selling items to fund his research (the nature of which he does not share).
7	Maitae Shaspar (NG male elf rogue 10): Appearing aloof, Maitae is dangerously shy and hates meeting new people. Driven by a necessity to pay a rather hefty fine levied by his guildmaster for unauthorised larceny, he is selling a few items he recently "found."
8	Raerlyn Throlam (LN male elf fighter/wizard 11/7): Hard-hearted, Raerlyn has been betrayed many times. He insists on counting any money he receives twice and flies into a rage if he believes he is being cheated.
9	Saethal Vonthilas (N male elf ranger 6): A racist, Saethal only speaks Elven. Here to sell treasures looted from a destroyed orc tribe, he hates the mess and stink of human civilisation. He sees half-elves as an affront to elven racial purity and charges them 50% above an item's market value.
10	Tuukku Vainio (NG male human rogue/fighter 8/4): Diplomatic but a cad, Tuukku ogles any non-hideous women he meets. Dressed in the latest fashions, he knows little of the world beyond the city's walls (and cares less).

1: Skill Ranks 5+ level for class skills; non class skills +2.

LARGE CITY

Use the table below, to determine which set of items is for sale in a large city the PCs visit.

D%	LARGE CITY SET
01-16	Large City Set 1
17-34	Large City Set 2
35-50	Large City Set 3
51-67	Large City Set 4
68-85	Large City Set 5
86-100	Large City Set 6

Base Value: 8,000 gp; 4d4 minor items; 3d4 medium items; 2d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any large city they visit.

Highest-Level Spell: 7th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

LARGE CITY [1]

Armour +5 improved fire resistance mithral full plate (77,500 gp)

Potions & Oils bull's strength (300 gp)³⁴, continual flame (350 gp), cure moderate wounds (300 gp), delay poison (300 gp), enlarge person (50 gp), remove curse (750 gp)³⁵

Rings chameleon power (12,700 gp), improved jumping (10,000 gp)

Scroll (Arcane) true strike (25 gp)

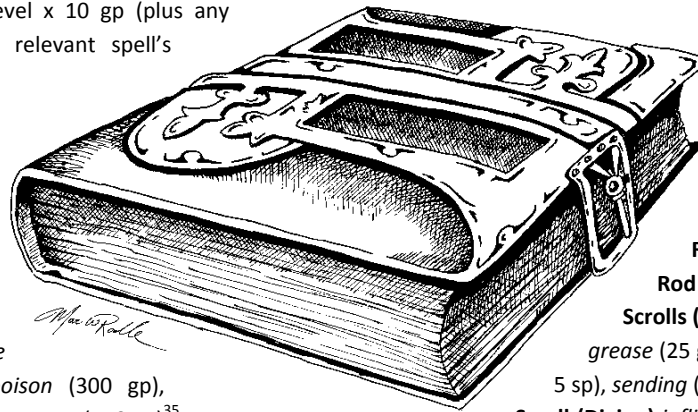
Scrolls (Divine) prayer (375 gp), protection from good (25 gp)

Staves fire (18,950 gp), healing (29,600 gp), illumination (51,500 gp), transmutation (82,000 gp)

Wands daze (41 charges, 307 gp, 5 sp), enthrall (32 charges, 2,880 gp), invisibility (4 charges, 360 gp), magic stone (24 charges, 360 gp), soften earth and stone (31 charges, 3,060 gp), stinking cloud (24 charges, 6,975 gp)

Weapons +1 shock unholy wounding lance (72,310 gp), nine lives stealer (23,057 gp)

Wondrous Items belt of mighty constitution +2 (4,000 gp), bracers of armour +6 (36,000 gp), rope of entanglement (21,000 gp)



LARGE CITY [2]

Armour +5 reflecting heavy wooden shield (100,157 gp)

Potions & Oils gentle repose (300 gp), status (2; 300 gp each)

Rod flame extinguishing (15,000 gp), metamagic enlarge spell (11,000 gp), metamagic silent spell (11,000 gp), wonder (12,000 gp)

Scrolls (Arcane) darkness and darkvision (300 gp), darkvision and spectral hand (300 gp), false vision (1,375 gp)

Scrolls (Divine) align weapon (150 gp), produce flame (25 gp)

Staves charming (17,600 gp), fire (18,950 gp)

Wands comprehend languages (39 charges, 585 gp), summon nature's ally I (25 charges, 375 gp)

Weapons +3 shortbow (18,330 gp), +5 adamantite greatsword (53,050 gp)

Wondrous Items headband of alluring charisma +4 (16,000 gp), manual of bodily health +4 (110,000 gp), unguent of timeliness (150 gp)

LARGE CITY [3]

Armour +2 splint mail (4,350 gp), +3 buckler (9,165 gp)

Potions & Oils arcane mark (25 gp), endure elements (50 gp)

Ring blinking (27,000 gp)

Rod python (13,000 gp)

Scrolls (Arcane) endure elements (25 gp), grease (25 gp), read magic and web (162 gp, 5 sp), sending (1,125 gp)

Scroll (Divine) inflict serious wounds, greater magic fang, and invisibility purge (1,125 gp)

Staves divination (82,000 gp), illumination (51,500 gp)

Wand deep slumber (15 charges, 3,375 gp)

Weapons +3 elven curve blade (18,380 gp), javelin of lightning (1,500 gp)

Wondrous Items bracers of armour +5 (25,000 gp), cloak of resistance +1 (1,000 gp), horn of goodness/evil (6,500 gp), silver horn of Valhalla (50,000 gp), silversheen (250 gp)

LARGE CITY [4]

Armour +3 improved shadow improved slick banded mail (48,250 gp), +3 tower shield (4,180 gp)

Potions & Oils bull's strength (300 gp)³⁶, sanctuary (50 gp), shatter (300 gp)

Rings counterspells (4,000 gp), elemental command (air) (200,000 gp), improved swimming (10,000 gp)

Rods cancellation (11,000 gp), python (13,000 gp)

Scroll (Arcane) comprehend languages (25 gp)

Scrolls (Divine) *bull's strength* (150 gp), *destruction* (2,775 gp)
Staff evocation (82,000 gp)
Wands *colour spray* (29 charges, 435 gp), *shocking grasp* (33 charges, 495 gp)
Weapons +1 *frost longsword* (8,315 gp), +3 *repeating heavy crossbow* (18,700 gp), +2 *two-bladed sword* (8,700 gp), +4 *flaming burst shock arrows* (20; 39,321 gp)
Wondrous Items *blessed book* (12,500 gp), *tome of clear thought* +1 (27,500 gp)

LARGE CITY [5]

Armour +3 *splint mail* (18,350 gp), *mithral shirt* (1,100 gp), +3 *breastplate* (9,020 gp)
Potions & Oils *animate rope* (50 gp), *cure light wounds* (50 gp), *enlarge person* (50 gp), *purify food and drink* (25 gp)
Rings *chameleon power* (12,700 gp), *major energy (electricity) resistance* (28,000 gp)
Scrolls (Arcane) *hypnotic pattern* (150 gp), *rage* (375 gp)
Scroll (Divine) *longstrider* (25 gp)
Wand *bless* (22 charges, 330 gp)
Weapon +2 *lance* (8,310 gp)
Wondrous Item *tome of clear thought* +3 (82,500 gp)

LARGE CITY [6]

Armour +3 *half-plate* (9,750 gp)
Potions & Oils *bless weapon* (50 gp), *cure moderate wounds* (300 gp), *magic stone* (50 gp), *rage* (750 gp), *remove deafness/blindness* (750 gp), *virtue* (25 gp)
Rings *climbing* (2,500 gp), *shooting stars* (50,000 gp)
Rod *metamagic empower spell* (32,500 gp)
Scrolls (Arcane) *fog cloud* (150 gp), *hypnotic pattern* (150 gp), *magic circle against evil* (375 gp), *nondetection* (425 gp)
Scrolls (Divine) *darkness* (150 gp)
Staff *illumination* (51,500 gp)
Wand *eagle's splendour* (1 charge, 90 gp)
Weapon +1 *quarterstaff* (4,600 gp), +3 *frost vicious greataxe* (50,332 gp), +3 *longbow* (18,375 gp)
Wondrous Items *headband of mental prowess* +6 (90,000 gp), *pearl of power* (2nd; 4,000 gp)

CURSED ITEMS

34. **Potion of bull's strength** (LC 1; Unknown) Delusion.
35. **Potion of remove curse** (LC 1; Unknown) Delusion.
36. **Potion of bull's strength** (LC 4; Unknown) Opposite effect: Strength bonus becomes a penalty.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Arto Leppanen (CG male human fighter/cleric 6/6): A devout church warrior, Arto believes passionately in freedom. Consequently, he hates slavers and is selling the item(s) to fund the purchase of several slaves. He has a big bushy beard and large, wild eyes.
2	Atron Tant (N male half-orc ranger 5): At home in the twisted warrens of the slums, Atron knows many of the city's secret ways. A gang enforcer and occasional bounty hunter, he often acquires interesting items.
3	Brenlur Swifthand (NE male halfling rogue 11): A merchant with flexible morals, this corpulent halfling is gregarious. He offers to keep an eye out for certain items – which miraculously he often seems to find. He charges a 10% fee when selling such items.
4	Jere Rantala (CN male human fighter 7): Quiet and reflective when sober, Jere becomes a different person when drunk. Unfortunately, this leads him into many compromising positions. He is selling the item(s) to pay off his last paramour's angry father.
5	Rensar Koethten (CN female half-elf rogue 7): A superb burglar, this lithe, dark-skinned elf is in trouble. During her last job, a clever trap infected her with a horrible disease. She is visibly suffering and needs to sell the item(s) to pay for a <i>remove disease</i> .
6	Saimi Nikkola (LN female human sorcerer 6): Convinced of her own destiny to be a great and powerful figure in the city, Saimi is dismayed that others don't share her vision. She is selling the item(s) to bribe several city officials.
7	Shavdrin Tasparr (LE male half-elf rogue 8): This rat-faced tax collector slavishly follows the letter of the law. He often confiscates magic items in lieu of payment and happily sells them on (pocketing any remaining monies for himself).
8	Tapani Tihohnen (CE male human barbarian 9): Resting between adventures, Tapani is selling a few unwanted items to fund the further enchantment of his greatsword. Huge of frame and short on vocabulary, Tapani is a decent drinking companion, but he has a mercurial temper.
9	Teijo Parras (LN male human fighter 6): A long-time city resident, this dependable fighter has many friends. Consequently, he often hears of items for sale and acts as a middleman on such sales. He adds a 5% surcharge onto any item he sells. He enjoys the arts and is a good stonemason.
10	Verasa Levian (CN male tiefling fighter/sorcerer 10/9): A skilled painter, Verasa is also renown as an accomplished, if unpredictable, battle-companion. He is selling the item(s) to fund his own mercenary unit.

1: Skill Ranks 5+ level for class skills; non class skills +3.

METROPOLIS

Use the table below, to determine which set of items is for sale in a metropolis the PCs visit.

D%	METROPOLIS SET
01-16	Metropolis Set 1
17-34	Metropolis Set 2
35-50	Metropolis Set 3
51-67	Metropolis Set 4
68-85	Metropolis Set 5
86-100	Metropolis Set 6

Base Value: 16,000 gp; nearly all minor items are available; 4d4 medium items; 3d4 major items.

SPELLCASTERS FOR HIRE

Additionally, wandering adventurers can often find spellcasters available to cast spells (for a price) at any metropolis they visit.

Highest-Level Spell: 8th.

Cost: Caster level x spell level x 10 gp (plus any additional costs noted in the relevant spell's description).

METROPOLIS [1]

Armour +2 *heavy dragonhide shield* (4,340 gp), +3 *improved electricity resistance chainmail* (51,300 gp)

Potions & Oils *cure moderate wounds* (2; 300 gp each)

Rings *animal friendship* (10,800 gp), *improved swimming* (10,000 gp), *invisibility* (20,000 gp)³⁷, *protection +3* (18,000 gp)

Rod *cancellation* (11,000 gp)

Staves *fire* (18,950 gp), *life* (109,400 gp)

Weapons +3 *adamantine flail* (21,008 gp), +5 *rapier* (50,320 gp)

Wondrous Items *amulet of mighty fists +2* (20,000 gp), *belt of giant strength +6* (36,000 gp), *necklace of fireballs type VI* (8,100 gp), *phylactery of negative channelling* (11,000 gp)

METROPOLIS [2]

Armour +1 *acid resistance chainmail* (19,300 gp), +4 *scale mail* (16,200 gp), +3 *improved shadow breastplate* (24,350 gp)

Rings *evasion* (25,000 gp), *improved jumping* (10,000 gp), *mind shielding* (8,000 gp), *minor spell storing* (18,000 gp)

Rod *greater metamagic enlarge spell* (24,500 gp)

Scroll (Divine) *forbiddance*, *resurrection* and *righteous might* (18,050 gp)

Wands *flaming sphere* (23 charges, 2,070 gp), *speak with plants* (46 charges, 10,350 gp)

Weapons +3 *battleaxe* (18,310 gp), +3 *darkwood shortbow* (18,350 gp), +4 *ranseur* (32,310 gp)

Wondrous Items *cloak of the bat* (26,000 gp), *mantle of faith* (76,000 gp)³⁸, *necklace of fireballs type VI* (8,100 gp)

METROPOLIS [3]

Armour +3 *acid resistance arrow deflection buckler* (43,165 gp)

Potion *barkskin* (300 gp)

Scrolls (Arcane) *explosive runes* (375 gp), *passwall* (1,125 gp), *tiny hut* (375 gp)

Scroll (Divine) *meld into stone* (375 gp)

Staves *healing* (29,600 gp)³⁹, *illusion* (82,000 gp)

Wands *cure moderate wounds* (8 charges, 720 gp), *hold person* (49 charges, 4,410 gp), *inflict critical wounds* (13 charges, 5,460 gp), *levitate* (18 charges, 1,620 gp)

Weapons +4 *disruption flaming silver dire flail* (98,870 gp)

Wondrous Items *belt of physical might +6* (90,000 gp), *crystal ball* (42,000 gp)

METROPOLIS [4]

Armour +2 *light darkwood shield* (4,203 gp), +2 *heavy steel shield* (9,170 gp)⁴⁰, +3 *invulnerability dragonhide full plate* (39,300 gp), +5 *banded mail* (25,400 gp)

Rods *metal and mineral detection* (10,500 gp), *wonder* (12,000 gp)

Scrolls (Arcane) *fly* (375 gp), *greater invisibility* (700 gp)

Scrolls (Divine) *discern lies* (700 gp), *hallow* (2,125 gp)

Staves *fire* (18,950 gp), *healing* (29,600 gp), *illumination* (51,500 gp), *woodlands* (100,400 gp)

Wondrous Items *decanter of endless water* (9,000 gp), *greater bracers of archery* (25,000 gp), *tome of leadership and influence +3* (82,500 gp)

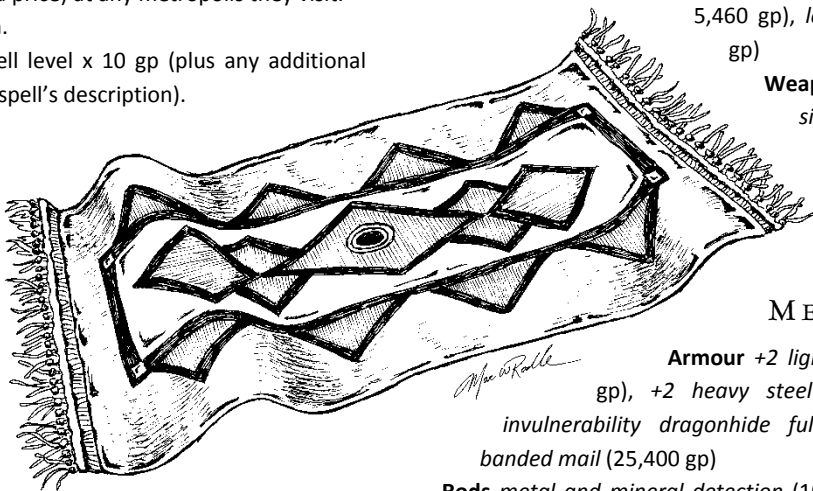
METROPOLIS [5]

Armour +2 *scale mail* (4,200 gp), *dragonhide plate* (3,300 gp), +3 *arrow deflection spell resistance (15) heavy steel shield with shield spikes* (64,180 gp), +5 *light steel shield* (25,159 gp)

Potion *mage armour* (50 gp)

Rings *blinking* (27,000 gp), *minor spell storing* (18,000 gp), *protection +3* (18,000 gp), *wizardry (I)* (20,000 gp)

Rod *flame extinguishing* (15,000 gp)



Scrolls (Arcane) *cone of cold* (1,125 gp), *shrink item* (375 gp)
Wand *haste* (41 charges, 9,225 gp)
Weapons +2 *light mace* (8,305 gp), *adamantine dagger* (3,002 gp), +4 *battleaxe* (32,310 gp)
Wondrous Items *belt of giant strength +6* (36,000 gp), *cloak of resistance +4* (16,000 gp)⁴¹, *incandescent blue sphere ioun stone* (8,000 gp), *pearl of power (8th)* (64,000 gp)

METROPOLIS [6]

Armour +2 *acid resistance padded armour* (22,155 gp), +2 *shadow banded mail* (8,150 gp), +3 *buckler* (9,165 gp), *mithral full plate of speed* (26,500 gp)
Rings *force shield* (8,500 gp)⁴², *protection +3* (18,000 gp)
Rods *immovable* (5,000 gp), *lesser metamagic empower spell* (9,000 gp), *greater metamagic silent spell*, (24,500 gp)
Scrolls (Arcane) *elemental body I* (700 gp), *heroism* (375 gp), *lesser geas* (700 gp), *programmed image* (1,675 gp)
Staff *healing* (29,600 gp)
Wands *dispel evil* (41 charges, 24,600 gp), *explosive runes* (34 charges, 7,650 gp), *sleet storm* (40 charges, 9,000 gp)
Weapons *sword of subtlety* (22,310 gp), +4 *shortspear* (32, 301 gp), +4 *axiomatic shocking burst longspear* (128,305 gp)
Wondrous Items *amulet of mighty fists +5* (125,000 gp), *pearl of power (7th)* (49,000 gp), *scarab of protection* (38,000 gp), *tome of understanding +1* (27,500 gp)

CURSED ITEMS

37. **Ring of invisibility** (M 1; Known) Requirement: character must have 5 ranks in Stealth.
38. **Mantle of faith** (M 2; Known) Requirement: item must have *bles* cast on it once per day.
39. **Staff of healing** (M 3; Known) Intermittent functioning: only functions in dim or darker light.
40. **+2 heavy steel shield** (M 4; Known) Drawback: character must attack nearest creature (5% chance each day).
41. **Cloak of resistance +4** (M 5; Known) Requirement: character must undergo a specific quest (one time only, and the item functions normally thereafter).
42. **Ring of force shield** (M 6; Known) Drawback: character becomes selfishly possessive of the item.

SAMPLE SELLERS

Use the table below, to determine a seller's identity.

D10	SELLER ¹
1	Aerla Stron (CN female half-orc wizard 14): Horribly disfigured when an experiment exploded, Aerla always wears a cowl hood. A familiar sight in upmarket drinking establishments, she is normally alone.
2	Aulis Otila (CN male human cleric/bard 9/4): Jealous of others' success, Aulis is a spiteful creature constantly scheming the downfall of all those more successful than himself. Aulis is selling the item(s) to fund his lavish lifestyle and makes it very clear he is doing the buyer a favour.
3	Lafesti Lueawar (LN female half-elf cleric 10): Now in late middle-age, Lafesti has finally decided to give up adventuring for a quiet life in the city. She is selling unwanted gear and plans to found a small chapel. Generous buyers gain a friend.
4	Markku Sallinen (LN male human ranger 9): A raging egotist, Markku is raising money to hire mercenaries to crush a bandit incursion in the borderlands. He plans to establish his own small fief afterwards and refers to himself as "Lord Sallinen".
5	Naevar Verlian (NG male half-elf fighter 7): Compassionate and sensitive, Naevar has amassed a veritable swarm of orphans and urchins who look to him for food and shelter. Consequently he is forced to sell some gear.
6	Reijo Pajari (LE male human cleric 12): A greedy soul, Reijo is amassing funds to use in deposing his church's current leader. Trustworthy – to a fault – he may try to recruit PCs to his cause, painting his superior as a depraved madman. The irony.
7	Saima Moilanen (NE female human wizard 15): Saima dreams of constructing an iron golem. As she draws closer to amassing the required funds, she gets more and more desperate. Self-centred, she doesn't care how she gets the money and is selling the possessions of a deceased comrade.
8	Turkko Uronen (LG male human cleric/monk 7/10): A true zealot, Turkko is planning a pilgrimage and needs to raise funds. This wise and physically fit monk is honest, kind and humble. Sadly, he is also a little dim.
9	Virva Ylanne (LN female human fighter 7): Scion of a minor noble family, Virva owns a small estate within the city walls. The buildings are in desperate need of repair and so she is selling unwanted family possessions.
10	Voitto Yrjonen (N male human barbarian 9): Famed for his sudden temper, Voitto is a frequent visitor to the city. Insanely brave, but wildly superstitious, he loudly hawks his wares in taverns and inns.

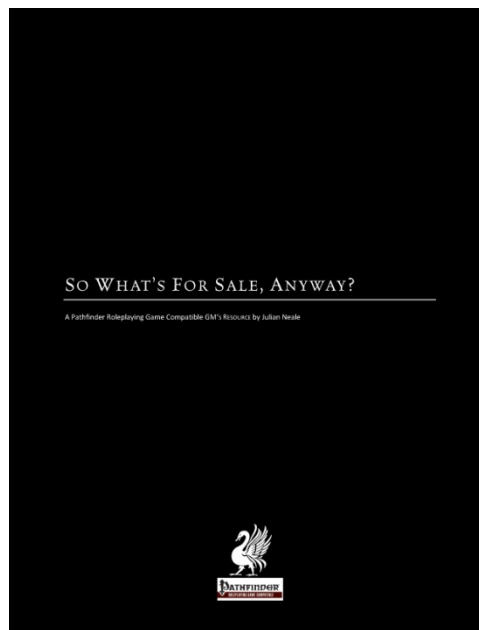
1: Skill Ranks 5+ level for class skills; non class skills +3.

Your PCs have finally emerged from the dungeon laden with loot prized from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask “So what’s for sale in this town, anyway?” At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says “anything up to the gp cap.” (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What’s For Sale, Anyway? banished these problems by providing dozens of pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.

A Pathfinder Roleplaying Game GM’S RESOURCE supplement by Julian Neale



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

The Lonely Coast. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

So What's For Sale, Anyway? ©Raging Swan Press 2011; Author: Julian Neale.

So What's For Sale, Anyway? II. ©Raging Swan Press 2011; Author: Julian Neale.

THE LONELY COAST

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. This free mini-campaign setting is easy to drop into any campaign.

<i>Retribution</i>	\$7.99, print \$9.99	<input type="checkbox"/>
<i>Road of the Dead</i>	\$5.99, print \$7.99	<input type="checkbox"/>
<i>Swallowfeld</i>	\$4.50	<input type="checkbox"/>
<i>The Lonely Coast</i>	Free!	<input type="checkbox"/>

TRIBES

Each TRIBES supplement presents a specific tribe or group of creatures in rich, flavoursome detail and contains new magic items, feats and spells as well as numerous stat blocks detailing tribal members and notable allies.

<i>Bleached Skull Gnolls</i>	\$2.99	<input type="checkbox"/>
<i>Brethren of the Crimson Altar</i>	\$3.99	<input type="checkbox"/>
<i>Centaurs of the Bleak Moor</i>	\$3.99	<input type="checkbox"/>
<i>Half-Goblins of the Tangled Wood</i>	\$3.99	<input type="checkbox"/>
<i>Hobgoblins of the Mailed Fist</i>	\$2.99	<input type="checkbox"/>
<i>Kobolds of the Fallen Halls</i>	\$2.99	<input type="checkbox"/>
<i>Lizardfolk of the Dragon Fang</i>	\$3.99	<input type="checkbox"/>
<i>Minotaurs of the Black Hills</i>	\$3.99	<input type="checkbox"/>
<i>Pazuzu's Fury</i>	\$2.99	<input type="checkbox"/>
<i>TRIBES Anthology I</i>	\$10.99 print \$13.99	<input type="checkbox"/>
<i>Troglodytes of the Tentacled One</i>	\$2.99	<input type="checkbox"/>
<i>Wererats of the Roach-Run Sewers</i>	\$3.99	<input type="checkbox"/>

GM'S RESOURCES

GM'S RESOURCES are designed to augment game play by reducing GM prep time while providing richly detailed locales and NPCs.

<i>Antipaladins</i>	\$3.99	<input type="checkbox"/>
<i>Bandits of the Rampant Horror</i>	\$3.99	<input type="checkbox"/>
<i>Dark Oak</i>	\$4.99	<input type="checkbox"/>
<i>Fellowship of the Blackened Oak</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>Thanegar's Horde</i>	\$3.99	<input type="checkbox"/>
<i>Villains</i>	\$3.99	<input type="checkbox"/>
<i>Villains II</i>	\$3.99	<input type="checkbox"/>



ragingswan.com
gatekeeper@ragingswan.com

Free PDFs: Don't forget Raging Swan's Free PDF promotion. With every purchase of a print copy, you can claim free PDFs to value of the item purchased.

ragingswan.com/freepdfs.com

Dual Format PDFs: Dual Format PDF products contain two versions of the same file: one designed for printing and use on a normal computer; the other optimised for use on mobile devices such as iPads.

ragingswan.com/screenpdfs.com

Once again, your PCs have emerged from the dungeon ready to spend their loot on all manner of magical equipment. Returning to town they ask “So what’s for sale in this town, anyway?” At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says “anything up to the gp cap.” (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What’s For Sale, Anyway? II banishes these problems by providing 87 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are eighty sellers the GM can use to roleplay the resultant negotiation and transaction or to provide adventure hooks. Buyers should be beware, however, for among the hundreds of magic items for sale lurk 41 cursed objects...

Visit us at ragingswan.com to learn more.

