

SO WHAT'S FOR SALE, ANYWAY? III

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



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SO WHAT'S FOR SALE, ANYWAY? III

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

Your PCs have emerged from a dungeon buried deep in the hills or mountains. Low on resources and needing somewhere to rest, they head toward the nearest dwarven hold. Once they've rested and sorted their loot, the inevitably ask "So what's for sale in this place, 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 visit a dwarven hold).

So What's For Sale, Anyway? III banishes these problems by providing 96 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are sample dwarven settlements to serve as a handy backdrop to the sales. Buyers should be beware, however, for among the hundreds of magic items for sale lurk 40 cursed objects...



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Thank you for purchasing *So What's For Sale, Anyway? III*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's For Sale, Anyway? III* is completely error free, but we are realists. So in that spirit, we shall post errata three months after 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.

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.

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FOREWORD

It occurred to Julian and myself that previous instalments of *So What's For Sale, Anyway?* had dealt with generic settlements that by default were human in design and feel. That's fine as far as it goes, but sometimes adventurers find themselves resting in a dwarven citadel perched high up in the mountains or a lofty elven city hidden deep in sylvan woods. It seems to us that the style and theme of items for sale in human settlements would be somewhat different to those for sale in nonhuman settlements and that simply using the same lists (perhaps hastily changed) is a missed opportunity to inject flavour and depth into the campaign.

Thus, the focus of *So What's For Sale, Anyway III* is what's for sale in dwarven settlements (with the exception of ultra-rare dwarven metropolises). Here you'll find plenty of waraxes, armour and other objects useful in slaughtering giants, orcs and goblins. Unsurprisingly, you will find comparatively little of elven make here – *So What's For Sale, Anyway IV* will deal with items of elven manufacture. Subsequent releases will handle halfling and gnome settlements.

We also included more cursed items, seeing as their inclusion in *So What's For Sale, Anyway II* was so popular (well among GMs anyway) and we've also included samples of dwarven settlement so a GM has at least basic information about such locales the PCs visit.

If your campaign doesn't feature many dwarven settlements of note (or if the PCs never go to such locales) you can still use the lists herein. Perhaps the PCs encounter a dwarven merchant carrying magical items for sale, or perhaps these items are for sale in rough, frontier-type locales.

Using this supplement is simplicity itself. Simply head over to the relevant settlement section and roll on the table to determine which set of magic items are for sale. Once you've used a set of items, cross them off the list.

I use these supplements in my own campaign; I make a new roll once a month to determine what is for sale – I rationalise this by assuming the PCs are not the only ones looking to buy and sell such items, but also that if a seller has no luck selling an item in a specific settlement he might try his luck elsewhere.

I hope you find this product useful. It would be great to hear how you use them in-game; you can drop me a line at creighton@ragingswan.com. I'd also be keen to get any suggestions as to how to improve the line at the same address – who knows you might even end up working for Raging Swan!

May your dice roll way better than mine,



CURSES

Of the hundreds of items listed in this book, forty 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.

THORP

Such locations might be that of small farms on the surface, but within dwarven realms. They may also represent small watch towers, or test sites for mines.

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

D%	THORP SET
01-04	Thorp Set 1
05-08	Thorp Set 2
09-12	Thorp Set 3
13-16	Thorp Set 4
17-20	Thorp Set 5
21-24	Thorp Set 6
25-28	Thorp Set 7
29-32	Thorp Set 8
33-36	Thorp Set 9
37-40	Thorp Set 10
41-44	Thorp Set 11
45-48	Thorp Set 12
49-52	Thorp Set 13
53-56	Thorp Set 14
57-60	Thorp Set 15
61-64	Thorp Set 16
65-68	Thorp Set 17
69-72	Thorp Set 18
73-76	Thorp Set 19
77-80	Thorp Set 20
81-84	Thorp Set 21
85-88	Thorp Set 22
89-92	Thorp Set 23
93-96	Thorp Set 24
97-100	Thorp Set 25

SPELLCASTERS FOR HIRE

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

SAMPLE THORP: GILLAGG

This fortified settlement stands high up on a windswept crag. Much of the settlement lies beneath the surface and fields containing flocks of sheep and goats surround the place.

LN thorp; **Government** overlord; **Corruption** +2; **Crime** -2; **Economy** +3; **Law** +0; **Lore** +0; **Society** -5

Qualities strategic location

Base Value 55 gp (1d4 minor items); **Purchase Limit** 500 gp

Population 16 (15 dwarves, 1 halfling); **Notable NPCs** Jarric Dolest (LN male dwarf cleric 2), Noresli Dolest (LN female dwarf fighter 2)

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]

Potions *cure light wounds* (50 gp), *goodberry* (50 gp), *spider climb* (300 gp)

Scroll (Divine) *silence* (150 gp)

THORP [2]

Scroll (Divine) *find traps* (150 gp)

Wand *cure moderate wounds* (27 charges, 2,430 gp)

Weapon +2 dwarven waraxe (8,330 gp)

Wondrous Item *lens of detection* (3,500 gp)

THORP [3]

Scroll (Divine) *animal messenger*, *call lightning* and *know direction* (537 gp, 5 sp)

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

THORP [4]

Scrolls (Divine) *command* (25 gp), *resist energy* and *speak with dead* (525 gp)

THORP [5]

Scroll (Divine) *enthrall* (150 gp)¹

Weapon +1 greataxe (2,320 gp)

Wondrous Item *eversmoking bottle* (5,400 gp)

THORP [6]

Scrolls (Arcane) *flaming sphere* (150 gp), *mirror image* (150 gp)

Wondrous Item *marvellous pigments* (4,000 gp)

SAMPLE THORP: BOLKRAK

Little more than a rambling family home, this small settlement is very well hidden. The dwarves within survive by farming mushrooms in nearby caverns and by catching fish in a subterranean river that runs under their home.

LN thorp; **Government** overlord; **Corruption** +2; **Crime** -3; **Economy** +2; **Law** +1; **Lore** +0; **Society** -3

Qualities insular

Base Value 50 gp (1d4 minor items); **Purchase Limit** 500 gp

Population 9 (9 dwarves); **Notable NPCs** Glorkas Elhig (LN male dwarf ranger 1), Vonlin Elhig (N female dwarf druid 2)

THORP [7]

Potion *mage armour* (50 gp)
Scrolls (Divine) *cure light wounds* and *gentle repose* (175 gp),
obscuring mist (25 gp)

THORP [8]

Scroll (Divine) *jump* (25 gp)
Weapon +2/masterwork *dwarven urgrosh* (8,650 gp)
Wondrous Item *belt of mighty Constitution* +2 (4,000 gp)

THORP [9]

Potion *sanctuary* (50 gp)
Wands *barkskin* (39 charges, 3,510 gp), *protection from arrows*
(27 charges, 3,870 gp)
Wondrous Item *necklace of fireballs* (type II; 2,700 gp)

THORP [10]

Wondrous Item *helm of comprehend languages and read magic*
(5,200 gp)

THORP [11]

Potion *jump* (50 gp)²
Scroll (Arcane) *gust of*
wind (150 gp)

THORP [12]

Armour +1 *chainmail* (1,300 gp)³
Potions *bear's endurance* (300 gp), *spider*
climb (300 gp)
Wand *protection from chaos* (2 charges, 30 gp)

THORP [13]

Potions & Oils *continual flame* (350 gp), *protection from evil* (50
gp)

THORP [14]

Scroll (Arcane) *ghoul touch* (150 gp)
Wondrous Item *feather token, swan boat* (450 gp)

THORP [15]

Scroll (Divine) *faerie fire* (25 gp)
Potion *blur* (300 gp)
Wondrous Item *necklace of fireballs, type IV* (5,400 gp)

THORP [16]

Potion *levitate* (300 gp)
Scroll (Divine) *shield other* (150 gp)

THORP [17]

Potions & Oils *gentle repose* (300 gp), *resist cold energy* (300 gp)

THORP [18]

Ring *protection +1* (2,000 gp)
Scroll (Divine) *glyph of warding* and *summon monster II* (725
gp), *protection from evil* (25 gp)

THORP [19]

Potion *cat's grace* (300 gp)

THORP [20]

Oil *wood shape* (300 gp)
Scroll (Arcane) *fog cloud* (150 gp)
Scroll (Divine) *shield other* (150 gp)

THORP [21]

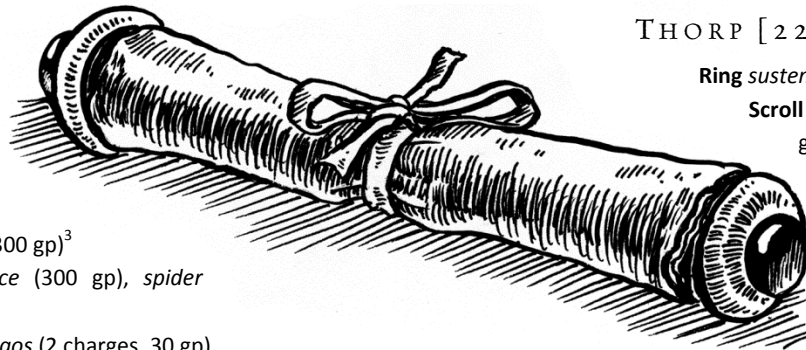
Scroll (Divine) *augury* (150 gp)
Wondrous Item *dust of illusion* (1,200 gp)

THORP [22]

Ring *sustenance* (2,500 gp)
Scroll (Divine) *obscuring mist* (25
gp)

THORP [23]

Wand *find traps* (3
charges, 270 gp)



Wondrous Item *brooch of shielding* (100 charges, 1,485 gp),
handy haversack (2,000 gp)

THORP [24]

Oil *rope trick* (300 gp)
Weapon *adamantine battleaxe* (3,010 gp)

THORP [25]

Ring *swimming* (2,500 gp)

CURSES

1. **Scroll of enthrall** (T 5; Unknown) Delusion.
2. **Potion of jump** (T 11; Unknown) Delusion.
3. **+1 chainmail** (T 12; Known) Intermittent functioning (only works underground).

HAMLET

Such locations might be that of larger farms on the surface, but within dwarven realms. They may also represent watch towers, or a young mine.

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
06-08	Hamlet Set 2
09-13	Hamlet Set 3
14-17	Hamlet Set 4
18-22	Hamlet Set 5
23-27	Hamlet Set 6
28-32	Hamlet Set 7
33-37	Hamlet Set 8
38-42	Hamlet Set 9
43-46	Hamlet Set 10
47-51	Hamlet Set 11
52-56	Hamlet Set 12
57-61	Hamlet Set 13
62-66	Hamlet Set 14
67-71	Hamlet Set 15
72-76	Hamlet Set 16
77-81	Hamlet Set 17
82-85	Hamlet Set 18
86-90	Hamlet Set 19
91-95	Hamlet Set 20
96-100	Hamlet Set 21

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).

SAMPLE HAMLET: DURMALK

Durmalk was founded around the tomb of Durrak Torias (a famed orc killer now dead for two centuries). The dwarves living here are particularly devout and do not allow half-orcs into the complex. Travelling dwarves, however, are more than welcome.

LG hamlet; **Government** overlord; **Corruption** +0; **Crime** -2;

Economy +2; **Law** +0; **Lore** +0; **Society** -1

Qualities holy site (4th-level spells)

Base Value 200 gp (1d6 minor items); **Purchase Limit** 1,000 gp

Population 46 (43 dwarves, 3 gnomes); **Notable NPCs** Bofgret Morborad (LG female dwarf cleric 5/paladin 2)

HAMLET [1]

Potions & Oils *bear's endurance* (300 gp), *light* (25 gp)

Scroll (Divine) *bear's endurance* and *sanctuary* (175 gp)

Wand *obscure object* (27 charges, 405 gp)

HAMLET [2]

Potion *barkskin* (300 gp)

HAMLET [3]

Potion *remove paralysis* (300 gp)

Scrolls (Arcane) *arcane lock* (175 gp), *comprehend languages* (25 gp)

Scroll (Divine) *bull's strength*, *command* and *obscuring mist* (200 gp)

Wand *aid* (44 charges; 3,960 gp)

HAMLET [4]

Weapon +1 *mithral crossbow bolts* (10; 561 gp)

HAMLET [5]

Armour +1 *heavy steel shield* (1,170 gp)

Potion *spider climb* (300 gp)

Scrolls (Arcane) *cause fear* (25 gp)⁴, *magic mouth* (160 gp), *summon monster I* (25 gp)

Weapon +2 *heavy crossbow* (8,350 gp)

HAMLET [6]

Potions *arcane mark* (25 gp), *blur* (300 gp), *protection from evil* (50 gp)

Weapon +2 *battleaxe* (8,310 gp)

Wondrous Item *amulet of natural armour* +1 (2,000 gp)

HAMLET [7]

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

SAMPLE HAMLET: ORMALK

Founded 400 years ago as an isolated monastery, Ormalk has slowly grown to encompass a small mine. The monks and warrior-priests here vigorously patrol the surrounding hills.

LN hamlet; **Government** overlord; **Corruption** +2; **Crime** -2;

Economy +2; **Law** +0; **Lore** +0; **Society** -5

Qualities pious (3rd-level spells)

Base Value 200 gp (1d6 minor items); **Purchase Limit** 1,000 gp

Population 25 (25 dwarves); **Notable NPCs** Bazias Recral (LN male dwarf cleric 5/fighter 1), Werir Anhak (LN female dwarf fighter 4)

Scroll (Arcane) *blur* (150 gp)
Wondrous Item *boots of the winterlands* (2,500 gp)

HAMLET [8]

Potion *shield of faith* (50 gp)
Wands *cure light wounds* (24 charges, 360 gp), *magic weapon* (38 charges, 570 gp)⁵

HAMLET [9]

Potions *owl's wisdom* (300 gp), *protection from evil* (50 gp)
Scroll (Divine) *zone of truth* (150 gp)
Wands *create water* (1 charge; 15 gp), *detect chaos* (11 charges; 165 gp)

HAMLET [10]

Scrolls (Arcane) *command* (25 gp), *enthrall* (150 gp)
Weapon *+1 heavy crossbow* (2,350 gp)

HAMLET [11]

Potions *jump* (300 gp), *protection from arrows* (300 gp)
Ring *mind shielding* (8,000 gp)
Scrolls (Divine) *entangle* (25 gp), *hold animal* (150 gp)

HAMLET [12]

Potions & Oils *mage armour* (50 gp), *reduce person* (50 gp), *wood shape* (300 gp)
Scroll (Divine) *summon nature's ally II* (200 gp)
Weapon *+1 battleaxe* (2,310 gp)

HAMLET [13]

Potion *blur* (300 gp)
Scroll (Divine) *remove blindness/deafness* (375 gp)
Wand *expeditious retreat* (40 charges; 600 gp)
Wondrous Items *chime of opening* (6 charges; 1,800 gp), *hat of disguise* (1,800 gp)

HAMLET [14]

Ring *mind shielding* (8,000 gp)
Scroll (Divine) *cure light wounds* (25 gp)⁶
Wand *charm person* (48 charges; 720 gp)
Wondrous Items *amulet of natural armour +1* (2,000 gp), *pearl of power* (2nd-level spell; 4,000 gp)

HAMLET [15]

Potion *reduce person* (50 gp)
Scroll (Arcane) *shatter* (150 gp)

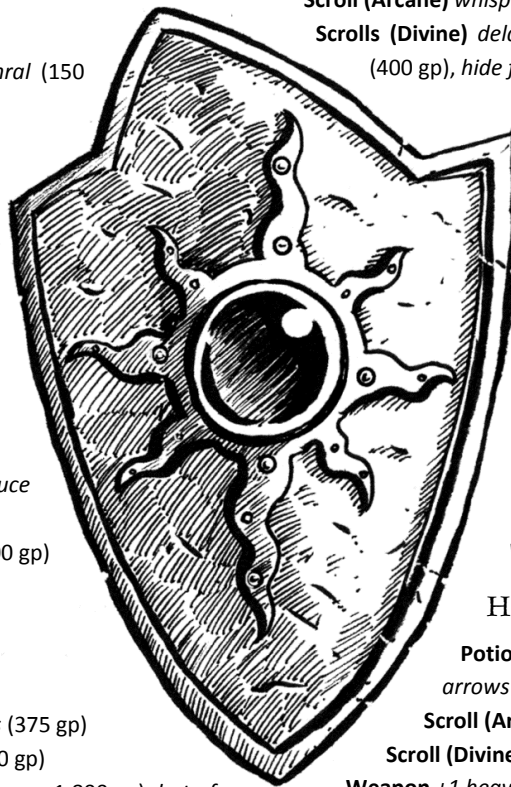
Scrolls (Divine) *bless* and *magic stone* (50 gp), *cure light wounds* (25 gp), *guidance* (12 gp, 5 sp)
Weapon *slaying bolt* (magical beasts; 2,282 gp)

HAMLET [16]

Armour *+1 heavy steel shield* (1,170 gp)
Potion *protection from evil* (50 gp)
Scroll (Divine) *gust of wind* and *snare* (525 gp)
Wand *magic weapon* (35 charges, 525 gp)⁷

HAMLET [17]

Armour *+1 breastplate* (1,350 gp)
Oil *grease* (50 gp)
Scroll (Arcane) *whispering wind* (150 gp)
Scrolls (Divine) *delay poison* (150 gp), *detect evil* and *prayer* (400 gp), *hide from undead* (25 gp)



HAMLET [18]

Potion *owl's wisdom* (300 gp)
Scroll (Arcane) *command undead* (150 gp)

HAMLET [19]

Oils *purify food and drink* (2; 25 gp each)
Scroll (Arcane) *fireball* (375 gp)
Scrolls (Divine) *shatter* (150 gp), *shield other* (150 gp)
Wondrous Item *headband of inspired wisdom +2* (4,000 gp)

HAMLET [20]

Potions *bull's strength* (300 gp), *protection from arrows* (300 gp), *resistance* (25 gp)
Scroll (Arcane) *daze monster* (150 gp)
Scroll (Divine) *summon monster I* (25 gp)
Weapon *+1 heavy crossbow* (2,350 gp)

HAMLET [21]

Potions *magic weapon* (50 gp), *protection from chaos* (50 gp)
Scroll (Divine) *cause fear* (25 gp)

CURSES

4. **Scroll of cause fear** (H 5; Unknown) Opposite effect or target (targets user when spell is cast from scroll).
5. **Wand of magic weapon** (H 8; Known) Intermittent functioning (only functions underground).
6. **Potion of cure light wounds** (H14; Unknown) Opposite effect or target (potion inflicts damage [DC 11 Will halves]).
7. **Wand of magic weapon** (H 8; Known) Requirement (character must have at least 5 ranks in Spellcraft for it to work).

VILLAGE

Such locations might be that of large, established farms on the surface. They may also represent small castles, or well-established mines.

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

D%	VILLAGE SET
01-07	Village Set 1
08-14	Village Set 2
15-21	Village Set 3
22-29	Village Set 4
30-36	Village Set 5
37-43	Village Set 6
44-50	Village Set 7
51-57	Village Set 8
58-64	Village Set 9
65-71	Village Set 10
72-79	Village Set 11
80-86	Village Set 12
87-93	Village Set 13
94-100	Village Set 14

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]

Armour +2 heavy steel shield (4,170 gp)

Potions & Oils bull's strength (300 gp), guidance (25 gp), rope trick (300 gp)

Scrolls (Divine) entangle (25 gp), reduce animal (150 gp)

SAMPLE VILLAGE: YURTEK

Set at the entrance of a deep cave system named the Caverns of Urg, Yurtek is a popular jumping-off point for expeditions into the Ebon Realm.

LN village; **Government** overlord; **Corruption** +2; **Crime** -2; **Economy** +3; **Law** -2; **Lore** +2; **Society** -3

Qualities tourist attraction (Caverns of Urg)

Base Value 550 gp (2d4 minor items, 1d4 medium items);

Purchase Limit 2,500 gp

Population 82 (68 dwarves, 6 gnomes, 8 others); **Notable NPCs**

Algen Rirest (NG male dwarf ranger 4/rogue 2), Reient Azrak (LN female dwarf fighter 2/druid 3)

Weapon +1 battleaxe (2,310 gp)

Wondrous Items hand of the mage (900 gp), stone of good luck (20,000 gp)

VILLAGE [2]

Armour +1 heavy steel shield (1,170 gp), +2 breastplate (4,350)

Potions cure moderate wounds (300 gp), shield of faith (50 gp)

Scroll (Arcane) tongues (375 gp)

Scrolls (Divine) bless and comprehend languages (50 gp), break enchantment (1,125 gp), zone of truth (150 gp)

Wand lesser confusion (3 charges; 45 gp)

VILLAGE [3]

Armour +3 heavy steel shield (9,170 gp)

Potion bull's strength (300 gp)

Scrolls (Arcane) flame arrow (375 gp), gaseous form and levitate (525 gp)

Scrolls (Divine) bless (25 gp), darkness (150 gp)

Wand levitate (43 charges, 3,870 gp)

Wondrous Items periapt of proof against poison (27,000 gp)⁸, portable hole (20,000 gp)

VILLAGE [4]

Armour +2 chain shirt (4,250 gp)

Potions blur (300 gp), cure serious wounds (750 gp), owl's wisdom (300 gp), status (300 gp)

Scroll (Arcane) displacement and hideous laughter (525 gp)

Scroll (Divine) mending (12 gp, 5 sp)

Wand detect secret doors (10 charges, 150 gp)

Weapon +2 flaming heavy crossbow (18,350 gp)

Wondrous Item dust of appearance (1,800 gp)

SAMPLE VILLAGE: GLANCRAI

Glancrai overlooks a well-travelled mountain pass. The populace are insular and do not allow outsiders within their walls; a lone building in the pass serves as a trading post. A deep tunnel allows the dwarfs to come and go safely.

LN village; **Government** council; **Corruption** +2; **Crime** -1; **Economy** +3; **Law** -1; **Lore** +2; **Society** -3

Qualities insular, strategic location

Base Value 500 gp (2d4 minor items, 1d4 medium items);

Purchase Limit 2,500 gp

Population 124 (124 dwarves); **Notable NPCs** Durgal Olmek (LN male dwarf expert 3/rogue 4), Valant Wynmalk (LN female dwarf sorcerer 7)

VILLAGE [5]

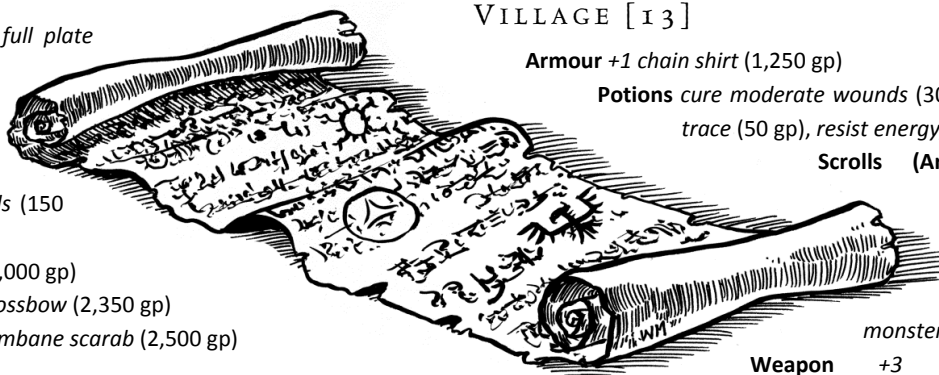
Potions & Oils *cure light wounds* (50 gp), *owl's wisdom* (300 gp), *rope trick* (300 gp), *sanctuary* (50 gp)
Scrolls (Arcane) *bear's endurance* (150 gp), *summon monster III* (375 gp)
Scroll (Divine) *dimensional anchor* (700 gp)
Wondrous Item *necklace of fireballs* (type III; 4,350 gp)

VILLAGE [6]

Armour +3 *heavy steel shield* (9,170 gp)
Potions & Oils *cure light wounds* (50 gp), *jump* (50 gp), *light* (25 gp)⁹, *resistance* (25 gp)
Ring *spell storing*, minor (18,000 gp)
Scroll (Arcane) *false life* (150 gp)
Scrolls (Divine) *command* and *comprehend languages* (50 gp), *wind wall* (375 gp)
Weapon +3 *holy shock battleaxe* (72,310 gp)

VILLAGE [7]

Armour +1 *shadow full plate* (6,400 gp)
Potion *reduce person* (50 gp)
Scroll (Divine) *cure moderate wounds* (150 gp)
Ring *protection* +2 (8,000 gp)
Weapon +1 *heavy crossbow* (2,350 gp)
Wondrous Item *golembane scarab* (2,500 gp)



VILLAGE [8]

Potions *bless weapon* (50 gp), *hide from animals* (50 gp)
Scrolls (Divine) *bless*, *endure elements* and *magic vestment* (425 gp), *glyph of warding* (575 gp)¹⁰

VILLAGE [9]

Potions & Oils *light* (25 gp), *remove paralysis* (300 gp), *shield of faith* (50 gp)
Scroll (Arcane) *prestidigitation* (12 gp, 5 sp)
Weapons +2 *heavy crossbow* (2,350 gp), +3 *warhammer* (18,312 gp)
Wondrous Item *crown of blasting* (minor; 6,480 gp)

VILLAGE [10]

Potions & Oils *bull's strength* (300 gp), *magic weapon* (50 gp)
Scrolls (Arcane) *flame arrow* (375 gp), *protection from evil* (25 gp)
Wands *shocking grasp* (29 charges, 435 gp), *suggestion* (11 charges, 2,475 gp)

Wondrous Item *sovereign glue* (2,400 gp)

VILLAGE [11]

Armour +1 *glamered chain shirt* (3,950 gp)
Potion *barkskin* (300 gp)
Ring *feather falling* (2,200 gp)¹¹, *improved climbing* (10,000 gp)
Scroll (Arcane) *secret page* (375 gp)
Scrolls (Divine) *eagle's splendour* (150 gp), *entropic shield* and *resistance* (37 gp, 5 sp), *fog cloud* (150 gp)
Wands *eagle's splendour* (8 charges; 720 gp)
Wondrous Items *circlet of persuasion* (4,500 gp), *feather token*, *fan* (200 gp)

VILLAGE [12]

Potions & Oils *align weapon* (300 gp), *cure moderate wounds* (300 gp)¹², *enlarge person* (50 gp)
Weapon +3/masterwork *dwarven urgrosh* (18,650 gp)
Wondrous Items *bead of force* (3,000 gp), *glove of storing* (10,000 gp), *pearl of power* (1st-level spell; 1,000 gp)

VILLAGE [13]

Armour +1 *chain shirt* (1,250 gp)
Potions *cure moderate wounds* (300 gp), *pass without trace* (50 gp), *resist energy*, *sonic* (300 gp)
Scrolls (Arcane) *expeditious retreat* (25 gp), *message* (12 gp, 5 sp), *summon monster II* (150 gp)
Weapon +3 *mighty cleaving warhammer* (34,324 gp)

VILLAGE [14]

Armour +1 *sonic resistance full plate* (20,650 gp), +4 *chain shirt* (16,250 gp)
Scrolls (Divine) *align weapon* (10 gp), *lesser restoration* (150 gp)
Wondrous Items *bracers of armour* +4 (16,000 gp), *elemental gem*, *earth* (2,250 gp), *gauntlet of rust* (11,500 gp)

CURSES

8. **Periapt of proof against poison** (V 3; Unknown) Substitute (*periapt of foul rotting*).
9. **Oil of light** (V 6; Unknown) Opposite effect or target (creates area of darkness when used).
10. **Scroll of glyph of warding** (V 8; Known) Drawback (character gains two negative levels until spell is cast).
11. **Ring of feather falling** (V 11; Unknown) Substitute (*ring of clumsiness*).
12. **Potion of cure moderate wounds** (V 12; Unknown) Completely different effect (acts like a potion of *aid*).

SMALL TOWN

Such locations might be that of key defensive points, with growing trade and manufacturing enterprises, and long-established mines.

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

D%	SMALL TOWN SET
01-08	Small Town Set 1
09-16	Small Town Set 2
17-24	Small Town Set 3
25-32	Small Town Set 4
33-40	Small Town Set 5
41-48	Small Town Set 6
49-56	Small Town Set 7
57-60	Small Town Set 8
61-68	Small Town Set 9
69-76	Small Town Set 10
77-84	Small Town Set 11
85-92	Small Town Set 12
93-100	Small Town Set 13

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 +1 light steel shield (1,159 gp), +1 heavy steel shield (1,170 gp), +1 chainmail (1,300 gp)

Potions invisibility (300 gp), shield of faith (CL 12, 600 gp), status (300 gp)

Ring protection +1 (2,000 gp)

SAMPLE SMALL TOWN: BOLHAK

Convinced of dwarven superiority in all things, the dwarves of Bolhak are bigots. Although they allow non-dwarves within their delve, all the facilities are designed for dwarves. Larger races, particularly, find the place uncomfortable.

LN small town; **Government** council; **Corruption** +0; **Crime** +0; **Economy** +2; **Law** -2; **Lore** +0; **Society** +1

Qualities racial intolerant

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

Purchase Limit 5,000 gp

Population 258 (237 dwarves, 21 gnomes); **Notable NPCs** Bellond Thratak (LN male dwarf cleric 8), Reiola Fartek (N female dwarf wizard 7)

Scroll (Arcane) eagle's splendour (150 gp)

Scrolls (Divine) eagle's splendour (150 gp), hold person (150 gp), spiritual weapon (150 gp), soften earth and stone (150 gp)

Weapon adamantite battleaxe (3,010 gp)

SMALL TOWN [2]

Potions arcane mark (25 gp), cure light wounds (50 gp)¹³, darkvision (300 gp), resistance (25 gp)

Ring invisibility (20,000 gp)

Scroll (Arcane) disguise self and mage hand (37 gp, 5 sp)

Scrolls (Divine) barkskin (150 gp), hide from undead and shield other (175 gp), remove paralysis (150 gp)

Weapon +4 warhammer (32,312 gp)

Wondrous Items cloak of arachnida (14,000 gp), dust of illusion (1,200 gp), figurine of wondrous power (onyx dog; 15,500 gp), cloak of resistance +4 (16,000 gp)

SMALL TOWN [3]

Potions enlarge person (50 gp), gentle repose (300 gp), remove fear (50 gp)

Ring of the Ram (27 charges; 4,644 gp)

Rods metamagic empower (32,500 gp), metamagic lesser empower (9,000 gp)

Scroll (Arcane) chill touch (25 gp)

Wondrous Items amulet of natural armour +1 (2,000 gp), necklace of fireballs (type VI; 8,100 gp)

SMALL TOWN [4]

Potions & Oils grease (50 gp), pass without trace (50 gp), undetectable alignment (300 gp)

Scrolls (Divine) spell resistance (1,125 gp), summon swarm (150 gp)

Wands blindness/deafness (3 charges, 270 gp), expeditious

SAMPLE SMALL TOWN: ERBEK

Erbek is a small dwarven town famed for its artificers, enchanters and technological marvels. Hidden deep in a mountain range, its stout towers stud the flanks of a small mountain.

LN small town; **Government** overlord; **Corruption** +0; **Crime** +0; **Economy** +2; **Law** -2; **Lore** +0; **Society** +1

Qualities academic (5th-level spells)

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

Purchase Limit 5,000 gp

Population 302 (280 dwarves, 13 humans, 9 others); **Notable NPCs** Garlond Reieft (NG male dwarf wizard 8), Weradred Eirgrim (N female dwarf wizard 5/cleric 3)

retreat (29 charges; 435 gp), *tongues* (28 charges; 2,520 gp)

Weapon +2 dwarven waraxe (8,330 gp)

Wondrous Items *amulet of natural armour* +2 (8,000 gp)¹⁴,
chime of opening (7 charges; 2,100 gp), *hand of glory* (8,000 gp)

SMALL TOWN [5]

Armour +3 chain shirt (9,250 gp)

Potions *cure moderate wounds* (300 gp), *owl's wisdom* (300 gp), *remove disease* (750 gp)¹⁵,
shield of faith (50 gp), *status* (300 gp)

Ring *mind shielding* (8,000 gp)

Scrolls (Divine) *detect chaos* (25 gp), *summon monster I* (25 gp)

Wand *haste* (37 charges; 8,325 gp)

Weapons +1 light crossbow (2,335 gp), +1
flaming battleaxe (8,310 gp)

Wondrous Item *belt of physical might* +2
(10,000 gp)

SMALL TOWN [6]

Armour +4 invulnerability moderate fortification
sonic resistance breastplate (118,350 gp), +3
shadow hide armour (12,915 gp)

Potions *bear's endurance* (300 gp), *fox's cunning*
(300 gp), *goodberry* (50 gp), *guidance* (25 gp),
owl's wisdom (300 gp)

Ring *invisibility* (20,000 gp)

Wand *cure moderate wounds* (19 charges; 1,710 gp)

Weapons +2 adamantite warhammer (11,012 gp),
+1 heavy crossbow (2,350 gp)

Wondrous Items *amulet of natural armour* +1 (1,000 gp),
boots of speed (12,000 gp)

SMALL TOWN [7]

Armour +1 ghost touch light steel shield (16,159 gp),
+1 leather armour (1,160 gp)

Potions & Oils *arcane lock* (300 gp), *bless weapon* (50 gp),
sanctuary (50 gp), *stabilize* (25 gp)

Rod *metamagic lesser maximize* (14,000 gp)

Scroll (Divine) *magic vestment* (375 gp)

Wands *detect evil* (21 charges; 315 gp), *gust of wind*
(19 charges; 1,710 gp), *magic missile* (1 charge; 15 gp)¹⁶

Wondrous Items *periapt of wound closure* (15,000 gp),
silversheen (250 gp)

SMALL TOWN [8]

Scroll (Divine) *touch of idiocy* (150 gp)

Wand *shocking grasp* (4 charges, 60 gp)

Weapon +3 heavy pick (18,308 gp)

Wondrous Item *cloak of resistance* +1 (1,000 gp)

SMALL TOWN [9]

Potions *aid* (300 gp)

Rings *acid resistance, major* (28,000 gp), *sustenance* (2,500 gp),
water walking (15,000 gp)

Scrolls (Divine) *greater magic weapon* (700 gp), *purify food and drink* (12 gp, 5 sp)

Wand *produce flame* (11 charges; 165 gp)¹⁷

Wondrous Items *pearl of the sirines*
(15,300 gp), *stone of good luck* (20,000 gp)

SMALL TOWN [10]

Armour +3 light steel shield (9,159 gp), +2
ghost touch leather armour (25,160 gp)

Potions *cure serious wounds* (750 gp), *enlarge person* (50 gp), *resistance* (25 gp), *owl's wisdom* (300 gp)

Ring *chameleon power* (12,700 gp)

Scrolls (Divine) *consecrate* (150 gp), *magic stone* (25 gp), *zone of truth* (150 gp)

Wand *misdirection* (43 charges; 3,870 gp)

Wondrous Item *decanter of endless water* (9,000 gp)

SMALL TOWN [11]

Potions & Oils *animate rope* (50 gp), *endure elements* (50 gp),
invisibility (2; 300 gp each)

Ring *climbing* (2,500 gp)

Scroll (Arcane) *fox's cunning* (150 gp)

Wands *aid* (37 charges; 3,330 gp) *cat's grace* (21 charges; 1,890 gp)

Weapon +1 heavy crossbow (2,350 gp)

Wondrous Item *belt of giant strength* +4 (16,000 gp), *incense of meditation* (4,900 gp)¹⁸

CURSES

13. **Potion of cure light wounds** (ST 2; Unknown) Substitute (*potion of poison*).

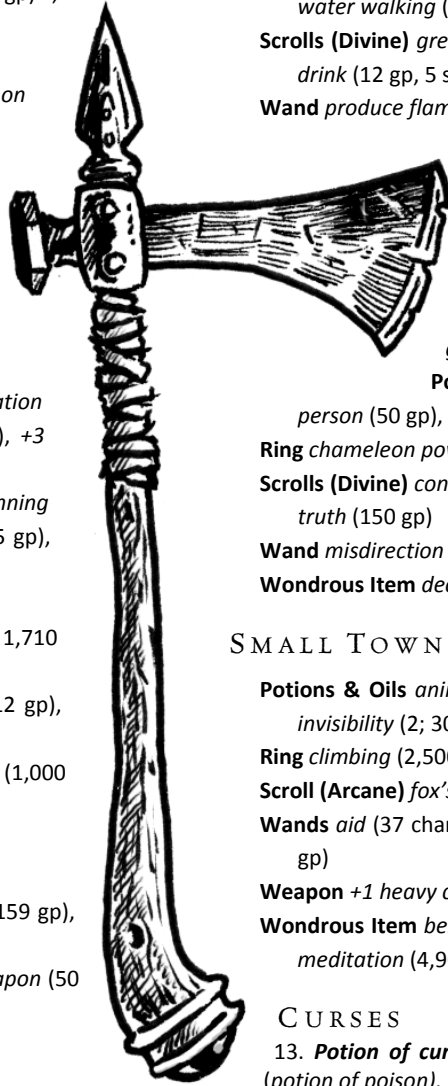
14. **Amulet of natural armour** +1 (ST 4; Unknown) Substitute (*amulet of inescapable location*).

15. **Potion of remove curse** (ST 5; Unknown) Delusion.

16. **Wand of magic missile** (ST 7; Unknown) Intermittent functioning (only works underground).

17. **Wand of produce flame** (ST 9; Known) Opposite effect or target (effect deals cold damage, not fire).

18. **Incense of meditation** (ST 11; Unknown) Substitute (*incense of obsession*).



LARGE TOWN

Such locations are likely to be centres of trade and politics for small regions, with established trade and manufacturing enterprises.

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

D%	LARGE TOWN SET
01-11	Large Town Set 1
12-22	Large Town Set 2
23-33	Large Town Set 3
34-45	Large Town Set 4
46-56	Large Town Set 5
57-67	Large Town Set 6
68-78	Large Town Set 7
79-89	Large Town Set 8
90-100	Large Town Set 9

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]

Potions *guidance* (25 gp), *light* (25 gp), *purify food and drink* (25 gp), *shield of faith* (50 gp)
Rings *improved climbing* (10,000 gp), *improved swimming* (10,000 gp)
Rod *splendour* (25,000 gp)
Scroll (Arcane) *shield* (25 gp)
Scrolls (Divine) *bull's strength* (150 gp), *restoration, lesser* (150 gp), *remove paralysis* (150 gp)
Staff *necromancy* (82,000 gp)
Weapon +4 *heavy crossbow* (32,350 gp)
Wondrous Items *amulet of proof against detection and location* (35,000 gp), *lantern of revealing* (30,000 gp), *universal solvent* (50 gp)

LARGE TOWN [2]

Potions *spider climb* (300 gp), *virtue* (25 gp)
Ring *force shield* (8,500 gp)
Rod *absorption* (50,000 gp)¹⁹
Scrolls (Divine) *protection from evil* (25 gp), *command* and *cure moderate wounds* (175 gp)
Staves *conjuration* (82,000 gp), *frost* (41,400 gp)

Wands *fog cloud* (30 charges; 2,700 gp), *invisibility* (49 charges; 4,410 gp)

Weapon *battleaxe of the planes* (22,310 gp [as sword of the planes])

Wondrous Item *rope of entanglement* (21,000 gp)

LARGE TOWN [3]

Armour +4 *improved shadow moderate fortification adamantine full plate* (80,500 gp)

Potions & Oils *fly* (750 gp), *light* (25 gp), *mage armour* (50 gp), *remove paralysis* (300 gp)

Rod *metamagic greater empower* (73,000 gp)

Scroll (Arcane) *floating disk* (25 gp)

Scrolls (Divine) *bless* (25 gp), *break enchantment* (1,125 gp), *cure light wounds* (25 gp), *zone of truth* (150 gp)

Staff *defence* (62,000 gp)

Wands *enlarge person* (30 charges; 450 gp), *hypnotic pattern* (47 charges; 4,230 gp), *magic missile* (31 charges; 465 gp)

Weapons +3 *warhammer* (18,312 gp), +4 *speed cold iron heavy pick* (100,316 gp)

Wondrous Item *amulet of natural armour* +3 (18,000 gp)

LARGE TOWN [4]

Potions & Oils *arcane lock* (300 gp), *remove disease* (750 gp), *undetectable alignment* (300 gp)

Rings *elemental command* (earth) (200,000 gp), *wizardry (I)* (20,000 gp)

Scrolls (Divine) *bless* (25 gp), *purify food and drink* (12 gp, 5 sp)

Staff *healing* (29,600 gp)

Wands *bless* (46 charges; 690 gp), *cat's grace* (31 charges; 2,790 gp)²⁰

SAMPLE LARGE TOWN: HELSTEN

Helsten stands atop a massive granitic outcrop of rock in the centre of a lofty mountain lake. Wide passageways (rigged to flood) connect it with the outside world. Much of the city is below ground, but the island it stands upon is stoutly walled.

LN large town; **Government** overlord; **Corruption** +0; **Crime** +0;

Economy +2; **Law** -2; **Lore** +2; **Society** +1

Qualities magically attuned (7th-level spells)

Base Value 2,400 gp (3d4 minor items, 2d4 medium items, 1d4 major items); **Purchase Limit** 12,000 gp

Population 2,428 (2,156 dwarves, 148 gnomes, 104 halflings, 20 others); **Notable NPCs** Hargal Dolduun (LN male dwarf fighter 8), Torlin Fallida (LN female dwarf rogue 11), Helgan Urnimek (LG male dwarf fighter 10), Margen Whurjyd (LN male dwarf cleric 9)

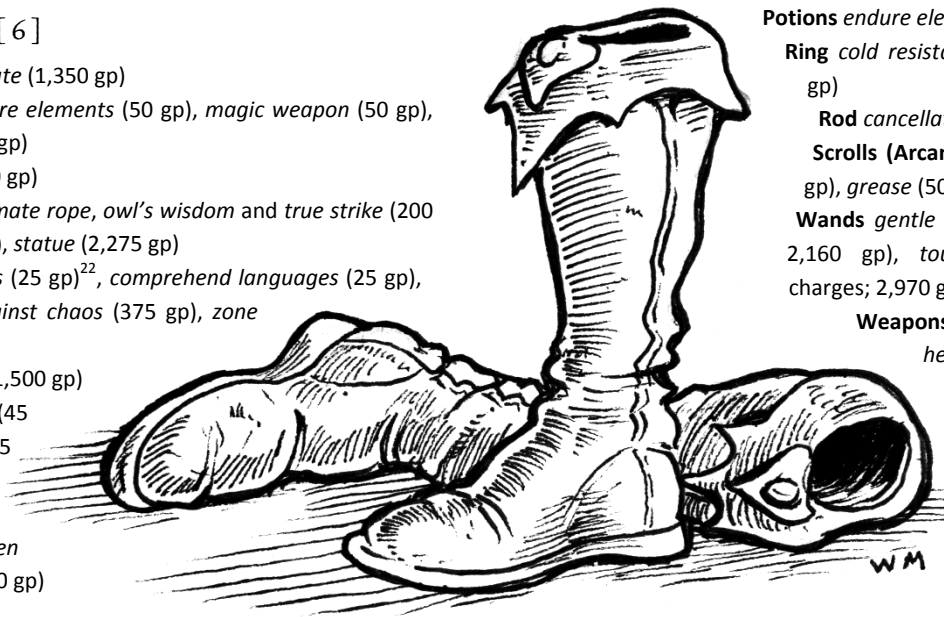
Weapons +2 *adamantine spiked gauntlet* (11,005 gp), +4 *heavy crossbow* (32,350 gp)
Wondrous Items *bag of holding* (type III; 7,400 gp)²¹, *cloak of the bat* (26,000 gp), *decanter of endless water* (9,000 gp)

LARGE TOWN [5]

Potion *bull's strength* (300 gp), *cure light wounds* (50 gp)
Rods *immovable* (5,000 gp), *metamagic, lesser silent* (3,000 gp)
Scroll (Arcane) *vampiric touch* (375 gp)
Scrolls (Divine) *break enchantment* (1,125 gp), *delay poison* (150 gp), *summon monster II* (150 gp)
Staff *frost* (41,400 gp)
Wands *find traps* (41 charges; 3,690 gp), *magic missile* (11 charges; 165 gp), *scorching ray* (20 charges; 1,800 gp), *sleep* (33 charges; 2,790 gp)
Wondrous Item *periapt of health* (7,400 gp)

LARGE TOWN [6]

Armour +1 *breastplate* (1,350 gp)
Potions & Oils *endure elements* (50 gp), *magic weapon* (50 gp), *remove fear* (50 gp)
Ring *evasion* (25,000 gp)
Scrolls (Arcane) *animate rope*, *owl's wisdom* and *true strike* (200 gp), *jump* (25 gp), *statue* (2,275 gp)
Scrolls (Divine) *bless* (25 gp)²², *comprehend languages* (25 gp), *magic circle against chaos* (375 gp), *zone of truth* (150 gp)
Staff *illumination* (51,500 gp)
Wand *prayer* (45 charges; 10,125 gp)
Weapon +2 *axiomatic keen battleaxe* (50,310 gp)



LARGE TOWN [7]

Armour +1 *breastplate* (1,350 gp)
Potion *bear's endurance* (300 gp)
Ring *invisibility* (20,000 gp)
Rods *metamagic empower* (32,500 gp), *metamagic lesser silent* (3,000 gp), *viper* (19,000 gp)
Scroll (Arcane) *protection from chaos* (25 gp)
Scroll (Divine) *cure serious wounds* (375 gp)
Staves *divination* (82,000 gp), *size alteration* (26,150 gp)
Weapon +1 *silver warhammer* (2,398 gp)
Wondrous Items *boots of levitation* (7,500 gp), *dimensional shackles* (28,000 gp), *manual of bodily health* +5 (137,500 gp), *scarab*, *golembane* (2,500 gp)

LARGE TOWN [8]

Armour +2 *dragonhide hide armour* (4,180 gp), +4 *leather armour* (16,160 gp)
Potions *cure light wounds* (50 gp), *resistance* (25 gp), *shield of faith* (50 gp)
Scrolls (Divine) *bless* (25 gp), *cat's grace* (150 gp), *enthral* (150 gp), *haste* (750 gp), *hide from undead* (25 gp)²³, *remove fear* (50 gp)
Staff *illusion* (82,000 gp)²⁴
Wand *magic circle against evil* (44 charges; 9,900 gp)
Wondrous Items *chime of opening* (3 charges; 900 gp), *tome of clear thought* +1 (27,500 gp)

LARGE TOWN [9]

Armour +1 *heavy steel shield* (1,170 gp), +1 *chainmail* (1,300 gp), +5 *fire resistance breastplate* (43,350 gp)
Potions *endure elements* (50 gp)
Ring *cold resistance, minor* (12,000 gp)
Rod *cancellation* (11,000 gp)
Scrolls (Arcane) *floating disk* (25 gp), *grease* (50 gp)
Wands *gentle repose* (24 charges; 2,160 gp), *touch of idiocy* (33 charges; 2,970 gp)
Weapons +3 *brilliant energy heavy crossbow* (98,350 gp)
Wondrous Items *amulet of mighty fists* +1 (5000 gp)

CURSES

19. **Rod of absorption** (LT

2; Known) Drawback:

(character must make a DC 25 Will save each day or take 1 Wisdom damage).

20. **Wand of cat's grace** (LT 4; Known) Drawback (character must make a DC 13 Will save each day or take 1 Charisma damage).

21. **Bag of holding, type III** (LT 4; Unknown) Substitute (*bag of devouring*).

22. **Scroll of bless** (LT 6; Unknown) Opposite effect or target (spell benefits caster's enemies, not his allies).

23. **Scroll of hide from undead** (LT 7; Unknown) Completely different effect (acts as *protection from evil* for caster only).

24. **Staff of illusion** (LT 7; Known) Drawback (character is stunned 1d4 rounds once item function is finished).

SMALL CITY

Such locations are likely to be centres of trade and politics for large regions, with established trade and manufacturing enterprises, including specialities.

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

D%	SMALL CITY SET
01-15	Small City Set 1
16-29	Small City Set 2
30-43	Small City Set 3
44-57	Small City Set 4
58-71	Small City Set 5
72-85	Small City Set 6
86-100	Small City Set 7

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]

Armour +4 *heavy steel shield* (16,170 gp), +3 *acid resistance sonic resistance breastplate* (45,350 gp)²⁵, +5 *heavy steel shield* (25,170 gp)

Potions *bear's endurance* (300 gp), *bull's strength* (300 gp), *magic stone* (50 gp), *remove paralysis* (300 gp)

Rings *improved jumping* (10,000 gp), *evasion* (25,000 gp)

Scroll (Arcane) *bear's endurance* and *hypnotism* (175 gp)

Scrolls (Divine) *bless* (25 gp), *greater dispel magic* (1,650 gp), *find traps* (150 gp), *protection from evil* (25 gp)

Staff *divination* (82,000 gp)

Wands *divine favour* (44 charges, 660 gp), *shield other* (27 charges, 2,430 gp)

Weapon +3 *silver greataxe* (18,500 gp)

Wondrous Items *bag of holding* (type IV; 10,000 gp), *belt of physical perfection* +6 (144,000 gp), *brooch of shielding* (26 charges, 375 gp), *silversheen* (250 gp)

SMALL CITY [2]

Armour +1 *chain shirt* (1,250 gp), +3 *heavy steel shield* (9,170 gp), +2 *leather armour* (4,160 gp)

Potions & Oils *cure moderate wounds* (300 gp), *grease* (50 gp), *keen edge* (750 gp)²⁵, *protection from chaos* (25 gp)

Rings *improved swimming* (10,000 gp), *two wishes* (80,000 gp), *water walking* (15,000 gp)

Scrolls (Divine) *bless* (25 gp), *greater magic fang* (600 gp)²⁷, *imbue with spell ability* (700 gp), *make whole* (150 gp), *zone of truth* (150 gp)

Staff *frost* (41,400 gp)

Wands *arcane lock* (31 charges; 3,565 gp), *command undead* (1 charge; 90 gp)

Weapons +1 *spiked gauntlet* (2,305 gp), +5 *dwarven waraxe* (50,330 gp)

Wondrous Items *headband of inspired wisdom* +4 (16,000 gp), *headband of mental superiority* +6 (144,000 gp), *pearl of power* (7th-level spell; 49,000 gp)

SMALL CITY [3]

Armour *winged heavy steel shield* (17,270 gp), +4 *chain shirt* (16,250 gp), +2 *improved shadow adamantine full plate* (35,500 gp), +5 *leather armour* (25, 160 gp), +3 *full plate* (10,650 gp)

Potions & Oils *cure moderate wounds* (300 gp), *eagle's splendour* (300 gp), *enlarge person* (50 gp), *levitate* (300 gp), *magic vestment* (750 gp), *magic weapon* (50 gp), *purify food and drink* (25 gp)²⁸, *rope trick* (300 gp), *water breathing* (750 gp)

Rods *absorption* (50,000 gp), *splendour* (25,000 gp)

Scrolls (Divine) *bless* (25 gp), *cure light wounds* (25 gp), *daylight* (375 gp), *endure elements* (25 gp)

Wands *obscuring mist* (21 charges; 315 gp), *rage* (35 charges; 7,875 gp)

Wondrous Items *bottle of air* (7,250 gp), *golem manual*, clay (12,000 gp), *horn of blasting* (20,000 gp), *pipes of haunting* (6,000 gp), *tome of leadership and influence* +5 (137,500 gp)

SAMPLE SMALL CITY: ARBEK

Standing atop now empty mines, Arbek is an important mercantile centre for the dwarves. Here they trade both with the surface races and the svirfneblin of the Ebon Realm who dwell in a city at the very bottom of The Black Fall. Savage orc tribes occasionally attempt to sack the city; their bleached bones wreath the surrounding hills and ridges.

LN small city; **Government** council; **Corruption** +0; **Crime** +0; **Economy** +4; **Law** +1; **Lore** +0; **Society** +2

Qualities tourist attraction (The Black Fall), strategic location

Base Value 5,200 gp (4d4 minor items, 3d4 medium items, 1d6 major items); **Purchase Limit** 25,000 gp

Population 6,748 (6,124 dwarves, 437 gnomes, 160 humans, 27 elves); **Notable NPCs** Darerin Oip (LN male dwarf ranger 4/fighter 4), Norahild Ovzak (N female dwarf druid 9), Eauslen Segnar (N female svirfneblin wizard [illusionist] 11), Farli Yurtek (LG male dwarf paladin 5)

SMALL CITY [4]

Potions *hide from undead* (50 gp), *jump* (50 gp), *protection from arrows* (300 gp), *remove blindness/deafness* (750 gp)

Rod *metamagic, lesser quicken* (35,000 gp)

Scroll (Arcane) *protection from evil* (25 gp)

Scroll (Divine) *heroes' feast* (1,650 gp)

Wands *cure moderate wounds* (38 charges; 3,420 gp), *daylight* (25 charges; 5,625 gp), *illusory script* (16 charges; 4,400 gp), *mending* (6 charges; 45 gp), *sanctuary* (9 charges; 135 gp)

Weapons +4 *icy burst adamantine battleaxe* (75,010 gp), +5 *seeking heavy crossbow* (72,350 gp)

Wondrous Items *amulet of natural armour* +4 (32,000 gp), *carpet of flying* (10 ft. by 10 ft.; 60,000 gp), *dust of dryness* (850 gp), *figurine of wondrous power* (golden lions; 16,500 gp), *headband of vast intelligence* +4 (16,000 gp), *portable hole* (20,000 gp), *tome of clear thought* +5 (137,500 gp)

SMALL CITY [5]

Armour +1 *light steel shield* (1,159 gp), +3 *chain shirt* (9,250 gp)

Potions *enlarge person* (50 gp), *invisibility* (300 gp), *protection from chaos* (50 gp), *protection from evil* (50 gp), *remove fear* (50 gp), *stabilise* (25 gp)

Scroll (Arcane) *protection from spells* (3,500 gp)

Scroll (Divine) *cause fear* (25 gp), *command* (25 gp)²⁹, *gust of wind* (150 gp), *tongues* (700 gp)

Staff *earth and stone* (85,800 gp)

Wands *entopic shield* (14 charges; 210 gp), *whispering wind* (43 charges; 3,870 gp)

Weapons +3 *dwarven waraxe* (18,330 gp), +5 *warhammer* (50,312 gp)

Wondrous Items *cloak of displacement* (minor; 24,000 gp), *glove of storing* (10,000 gp), *monk's robe* (13,000 gp), *periapt of proof against poison* (27,000 gp)

SMALL CITY [6]

Armour +1 *chain shirt* (1,250 gp)

Potions & Oils *cure serious wounds* (750 gp), *greater magic fang* +2 (CL 8, 1,200 gp), *neutralise poison* (750 gp), *warp wood* (300 gp), *jump* (50 gp)

Ring *acid minor resistance* (12,000 gp)

Scroll (Arcane) *fireball* (375 gp), *mage armour* (25 gp)³⁰, *mirror image* (150 gp)

Scroll (Divine) *cure moderate wounds* and *endure elements* (175 gp), *glyph of warding* (575 gp), *order's wrath* (700 gp), *shield of faith* (25 gp)

Wands *endure elements* (25 charges; 375 gp), *wood shape* (31 charges; 2,790 gp)

Weapons +3 *spiked gauntlet* (18,305 gp)

Wondrous Items *elixir of truth* (500 gp), *pearl of power* (4th-level spell; 16,000 gp), *periapt of proof against poison* (27,000 gp)

SMALL CITY [7]

Armour +1 *adamantine full plate* (17,500 gp), +3 *full plate* (10,650 gp)³¹, +3 *leather armour* (9,160 gp), +2 *heavy steel shield* (4,170 gp), +2 *bashing heavy steel shield* (9,170 gp)

Ring *animal friendship* (10,800 gp)

Scroll (Arcane) *illusory script* (425 gp)

Scroll (Divine) *delay poison* (150 gp), *raise dead* and *speak with dead* (6,500 gp), *stabilize* (12 gp, 5 sp), *tree stride* (1,125 gp), *wall of thorns* (1,125 gp)

Weapons +1 *heavy pick* (2,308 gp), +4 *flaming burst heavy crossbow* (72,350 gp)³², +3 *axiomatic heavy crossbow* (50,350 gp)

Wondrous Items *belt of incredible dexterity* +2 (4,000 gp), *boots of the winterlands* (2,500 gp), *gem of brightness* (13,000 gp), *headband of mental prowess* +4 (40,000 gp), *scarab of protection* (12 charges, 38,000 gp)

CURSES

25. +3 *acid resistance* *sonic resistance* *breastplate* (SC 1; Known) Drawback (only works for non-spellcasters).

26. *Potion of keen edge* (SC 2; Unknown) Delusion.

27. *Scroll of greater magic fang* (SC 2; Unknown) Opposite effect (imposes a penalty instead of a bonus).

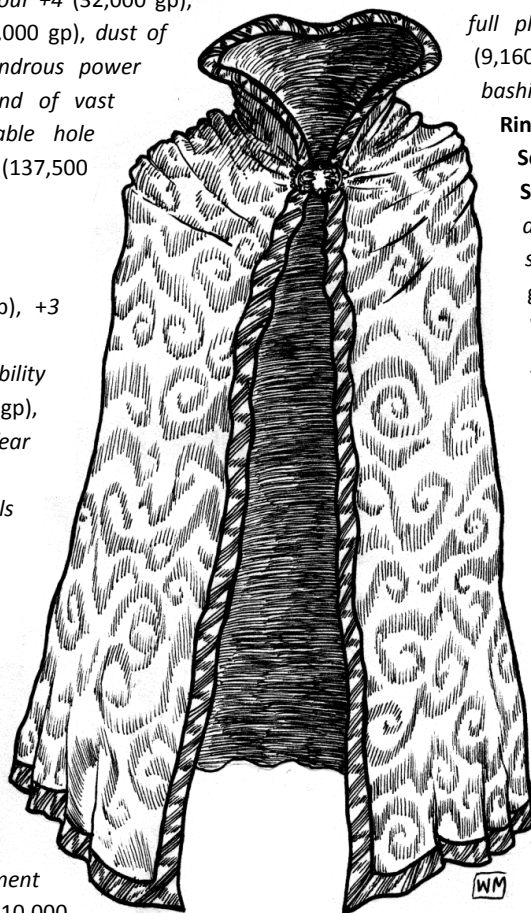
28. *Oil of purify food and drink* (SC 3; Unknown) Drawback (hair colour changes for anyone who consumes the purified food or drink).

29. *Scroll of command* (SC 5; Unknown) Drawback (character's skin colour changes once spell is cast).

30. *Scroll of mage armour* (SC 6; Unknown) Opposite effect (character gains an armour penalty, not a bonus).

31. +3 *full plate* (SC 7; Unknown) Substitute (*armour of arrow attraction*).

32. +4 *flaming burst heavy crossbow* (SC 7; Known) Drawback (temperature around item is 10° F warmer than normal).



LARGE CITY

Such locations are likely to be major centres of trade and politics, maybe even the capital city of a kingdom, with long-established trade and manufacturing.

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

D%	LARGE CITY SET
01-15	Large City Set 1
16-29	Large City Set 2
30-43	Large City Set 3
44-57	Large City Set 4
58-71	Large City Set 5
72-85	Large City Set 6
86-100	Large City Set 7

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]

Potions *bull's strength* (300 gp)³³, *remove fear* (50 gp)

Rods *immovable* (5,000 gp), *metamagic empower* (32,500), *metamagic lesser silent* (3,000 gp)

Scroll (Arcane) *obscure object* (150 gp)

Scrolls (Divine) *air walk* and *dispel evil* (1,825 gp), *align weapon* (150 gp), *command* (25 gp), *cure light wounds* (25 gp), *find traps* (150 gp), *protection from chaos*, *protection from evil* and *silence* (200 gp)

Staff *life* (109,400 gp)

Wands *augury* (14 charges; 1,610 gp), *hold person* (44 charges; 3,960 gp)

Wondrous Items *belt of physical might +4* (40,000 gp), *dust of tracelessness* (250 gp), *rope of climbing* (3,000 gp)

LARGE CITY [2]

Armour *+4 animated light steel shield* (36,159 gp), *+3 adamantine breastplate* (19,200 gp)

Potions & Oils *blur* (300 gp), *haste* (750 gp), *invisibility* (300 gp), *purify food and drink* (25 gp), *water breathing* (750 gp)³⁴

Rings *blinking* (27,000 gp), *protection +3* (18,000 gp)

Rods *splendour* (25,000 gp), *wonder* (12,000 gp)³⁵

Scroll (Arcane) *blindness/deafness* (150 gp)

Scrolls (Divine) *dispel magic* and *magic circle against evil* (750 gp), *spiritual weapon* (150 gp), *summon monster II* (150 gp), *wall of fire* (1,125 gp)

Staff *fire* (18,950 gp)

Wands *cure serious wounds* (49 charges; 11,025 gp), *floating disk* (22 charges; 540 gp), *invisibility* (12 charges; 1,080 gp), *mage armour* (8 charges; 120 gp), *protection from evil* (36 charges; 540 gp)

Weapons *+4 axiomatic holy merciful heavy pick* (162,308 gp), *+2 heavy crossbow* (2,350 gp), *+1 adamantine dwarven waraxe* (11,030 gp)

Wondrous Items *cloak of resistance +3* (9,000 gp), *instant fortress* (55,000 gp), *salve of slipperiness* (1,000 gp)

LARGE CITY [3]

Potions *barkskin* (300 gp), *invisibility* (300 gp), *mage armour* (50 gp), *protection from chaos* (50 gp), *status* (300 gp)

Rings *minor spell storing* (18,000 gp), *freedom of movement* (40,000 gp), *protection +5* (50,000 gp)

Rod *metamagic greater extend* (24,500 gp)

Scrolls (Divine) *bless* and *cure light wounds* (50 gp), *greater command* (1,125 gp), *flaming sphere* and *magic fang* (200 gp)

Staves *conjunction* (82,000 gp), *healing* (29,600 gp)³⁶

Wands *consecrate* (21 charges; 2,415 gp), *flaming sphere* (29 charges; 2,610 gp)

Weapons *+2 battleaxe* (8,310 gp), *+3/masterwork dwarven urgrosh* (18,650 gp)

Wondrous Items *amulet of mighty fists +2* (20,000 gp), *dust of appearance* (1,800 gp), *ring gates* (40,000 gp)

SAMPLE LARGE CITY: FALLDUUM

Set atop and within a high plateau. Fallduum is a massively fortified city standing atop deep mines that bring forth precious metals and gems. From here, the dwarves occasionally unleash wars of eradication upon the surrounding humanoids. The dwarves welcome good-aligned adventurers and are allied with a mated pair of gold dragons that lair below the city.

LG large city; **Government** overlord; **Corruption** +0; **Crime** +0; **Economy** +2; **Law** +3; **Lore** +1; **Society** +1

Qualities prosperous

Base Value 10,400 gp (4d4 minor items, 3d4 medium items, 2d4 major items); **Purchase Limit** 75,000 gp

Population 11,384 (10,870 dwarves, 427 gnomes, 87 others);

Notable NPCs Ankral Reihig (LG male dwarf fighter 7/cleric 8), Claughthal (LG very old male gold dragon), Flanpin Bundyfoot (N male halfling rogue 16), Ingeiruavinc (LG very old female gold dragon), Toreila Kilrak (LG female dwarf paladin 3/cleric 11), Wedkal Shadowcloak (NG female gnome fighter 6/bard 7)

LARGE CITY [4]

Armour +1 heavy steel shield (1,170 gp)
Potions & Oils align weapon (300 gp), grease (50 gp), guidance (25 gp), purify food and drink (25 gp), rage (750 gp), status (300 gp), wood shape (300 gp)
Ring regeneration (90,000 gp)
Rod enemy detection (23,500 gp)
Scrolls (Divine) hold animal (150 gp), produce flame (25 gp)
Staves abjuration (82,000 gp), charming (17,600 gp)
Wands magic stone (12 charges; 180 gp), unseen servant (48 charges; 720 gp)
Weapons +1 frost shock battleaxe (18,310 gp), +3 heavy pick (18,308 gp)³⁷, +3 warhammer (18,312 gp)
Wondrous Items belt of giant strength +4 (16,000 gp), folding boat (7,200 gp), gem of seeing (75,000 gp), manual of quickness in action +2 (55,000 gp)

LARGE CITY [5]

Armour +3 glamerd breastplate (12,050 gp)³⁸, +3 adamantine full plate (25,500 gp)
Potions & Oils cure light wounds (50 gp), endure elements (50 gp), goodberry (50 gp), keen edge (750 gp), obscure object (300 gp), protection from evil (50 gp)
Ring blinking (27,000 gp)
Rod cancellation (11,000 gp), wonder (12,000 gp)
Scrolls (Arcane) alter self (150 gp), blindness/deafness and knock (300 gp)
Scrolls (Divine) align weapon and status (300 gp), cause fear (25 gp), dismissal (700 gp), hide from undead and prayer (400 gp), resurrection and spell resistance (13,400 gp), summon monster II (150 gp)³⁹, unhallow (no additional spell included; 2,125 gp)
Staves size alteration (26,150 gp)⁴⁰
Wands enthrall (1 charge; 90 gp), fireball (23 charges; 5,175 gp)
Weapons +1 frost battleaxe (8,310 gp), +3 defending shock adamantine warhammer (53,012 gp)
Wondrous Items feather token (whip; 500 gp), headband of mental prowess +4 (40,000 gp)

LARGE CITY [6]

Armour +1 adamantine chainmail (12,150 gp), dwarven plate (16,500 gp)
Potions & Oils sanctuary (50 gp)
Rod metamagic empower (32,500 gp), metamagic greater enlarge (24,500 gp)

Scrolls (Arcane) sleet storm (375 gp), deep slumber and vampiric touch (750 gp)

Scrolls (Divine) barkskin and entangle (175 gp), charm animal (25 gp), comprehend languages (25 gp), greater dispel magic (1,650 gp), fog cloud (150 gp), summon nature's ally II (150 gp)

Staves abjuration (82,000 gp), defence (62,000 gp), frost (41,400 gp), life (109,400 gp)

Weapons +1 dwarven waraxe (2,330 gp)

Wondrous Items bag of holding (type I; 2,500 gp), manual of gainful exercise +3 (82,500 gp), manual of quickness in action +2 (55,000 gp), tome of leadership and influence +1 (27,500 gp)

LARGE CITY [7]

Armour +4 ghost touch breastplate (49,350 gp)

Potions & Oils aid (300 gp), fire trap (775 gp), gaseous form (750 gp), mage armour (50 gp), shield of faith (50 gp), tongues (750 gp)

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

Rod metamagic lesser enlarge (3,000 gp), metamagic, lesser quicken (35,000 gp)

Scrolls (Divine) cure light wounds, enthrall and sanctuary (200 gp), divine favour (25 gp), magic circle against evil (375 gp)

Wands calm emotions (20 charges; 1,800 gp), ray of exhaustion (9 charges; 2,025 gp), remove disease (16 charges; 3,600 gp)

Weapons +1 warhammer (8,312 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), belt of physical might +6 (90,000 gp), handy haversack (2,000 gp)

CURSES

33. **Potion of bull's strength** (LC 1; Unknown) Drawback (character's skin colour changes when potion used).

34. **Potion of water breathing** (LC 2; Unknown) Drawback (character's gender changes when potion used).

35. **Rod of wonder** (LC 2; Known) Intermittent functioning (only works out of water).

36. **Staff of healing** (LC 3; Known) Drawback (character must make a DC 18 Fortitude save each day or take 1 Dexterity damage).

37. **+3 heavy pick** (LC 4; Unknown) Substitute (*heavy pick*, -2 cursed).

38. **+3 glamerd breastplate** (LC 5; Known) Intermittent functioning (only works in the dark).

39. **Scroll of summon monster II** (LC 5; Unknown) Opposite effect or target (summoned monsters attack caster).

40. **Staff of size alteration** (LC 5; Known) Drawback (character's hair colour changes each time staff is used).



METROPOLIS

A dwarven metropolis is an extremely rare location. Normally located far from human civilisations, a dwarven metropolis has probably been continuously inhabited for thousands of years. They often stand near particularly wealthy mines.

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

D%	METROPOLIS SET
01-12	Metropolis Set 1
13-25	Metropolis Set 2
26-37	Metropolis Set 3
38-50	Metropolis Set 4
51-62	Metropolis Set 5
64-75	Metropolis Set 6
76-87	Metropolis Set 7
88-100	Metropolis Set 8

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: 8th.

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

METROPOLIS [1]

Armour +4 greater shadow chain shirt (50,000 gp)
Potion invisibility (CL 12; 1,200 gp)
Ring acid resistance, minor (12,000 gp)
Rods empower metamagic (32,500 gp), flailing (50,000 gp)
Scroll (Arcane) bestow curse (700 gp)
Scroll (Divine) cure serious wounds (375 gp)
Staves evocation (82,000 gp), necromancy (82,000 gp)
Wand detect thoughts (32 charges, 2,880 gp)⁴¹
Weapons +3 gauntlet (18,302 gp), +2 silver heavy pick (18,308 gp)
Wondrous Items amulet of natural amour +3 (18,000 gp), belt of giant strength +4 (16,000), cloak of resistance +5 (25,000 gp), iron bands of binding (26,000 gp), mirror of life trapping (200,000 gp)

METROPOLIS [2]

Armour +2 leather armour (4,160 gp), +3 heavy steel shield (9,170 gp), +3 light mithral shield (10,009 gp), +4 improved sonic resistance heavy steel shield (58,170 gp)
Rings minor spell storing (18,000 gp), the ram (46 charges, 7,912 gp)⁴², regeneration (90,000 gp)⁴³, wizardry (II; 40,000 gp)
Rods extend metamagic (11,000 gp), greater enlarge metamagic (24,500 gp)
Scroll (Arcane) deep slumber (375 gp)

Scrolls (Divine) call lightning (375 gp), summon monster III (375 gp)

Staves fire (18,950 gp), size alteration (26,150 gp)

Wands summon nature's ally II (25 charges, 2,250 gp), stinking cloud (8 charges, 1,800 gp), stone shape (11 charges, 2,475 gp)

Weapons +2 dagger (8,302 gp), +4 dwarven waraxe (32,330 gp), heavy pick of rupturing (as rapier of puncturing; 50,308 gp), luck battleaxe (1 wish) (as luck blade; 62,360 gp)

Wondrous Items amulet of mighty fists +5 (125,000 gp), crystal ball with detect thoughts (51,000 gp), manual of bodily health +1 (27,500 gp), phylactery of positive channelling (11,000 gp)

METROPOLIS [3]

Armour +4 heavy steel shield (16,170 gp), +5 chainmail (25,300 gp), +5 hide armour (25,165 gp)

Potions & Oils tongues (750 gp), wood shape (300 gp)

Ring improved jumping (10,000 gp)

Rod flame extinguishing (15,000 gp)

Scroll (Arcane) locate creature (700 gp)

Scrolls (Divine) locate object (375 gp), summon nature's ally III (375 gp)

Staff illumination (51,500 gp)

Wand acid arrow (34 charges, 3,060 gp)

Weapons +3 battleaxe (18,310 gp), flame tongue dwarven waraxe (20,730 gp)

Wondrous Item manual of gainful exercise +2 (55,000 gp)

METROPOLIS [4]

Armour +5 heavy wooden shield (25,157 gp)

Potions cure light wounds (50 gp), heroism (750 gp)

Rods cancellation (11,000 gp), silent metamagic (11,000 gp), viper (19,000 gp), wonder (12,000 gp)

Staves charming (17,600 gp), size alteration (26,150 gp)

Wands elemental body I (49 charges, 20,580 gp), magic circle against evil (20 charges, 4,500 gp), magic vestment (13 charges, 2,925 gp), spike stones (16 charges, 6,720 gp), summon nature's ally III (33 charges, 7,425 gp)

Weapons +3 warhammer (18,312 gp), dwarven thrower (60,312 gp)

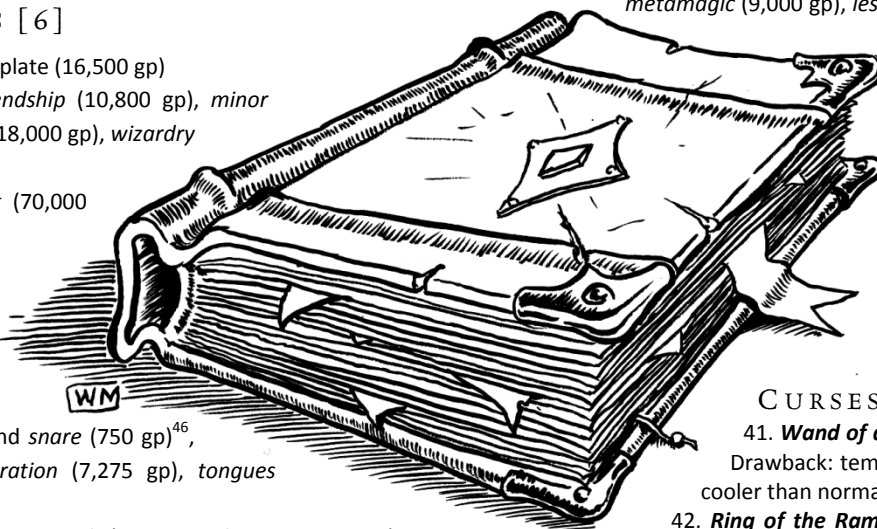
Wondrous Items cloak of the bat (26,000 gp), cloak of minor displacement, (24,000 gp), iridescent spindle ioun stone (18,000 gp), onyx dog figurine of wondrous power, (15,500 gp), ring gates (40,000 gp), robe of blending (8,400 gp)⁴⁴

METROPOLIS [5]

Oils daylight (750 gp), stone shape (750 gp)
Rods enemy detection (23,500 gp), flame extinguishing (15,000 gp), greater extend metamagic (24,500 gp)
Scroll (Arcane) elemental body I (700 gp)
Scroll (Divine) magic vestment (375 gp)
Staves fire (18,950 gp), life (109,400 gp)
Wands ghoul touch (22 charges, 1,980 gp), shrink item (8 charges, 1,800 gp)
Weapons +1 holy spiked gauntlet (8,305 gp), +4 battleaxe (32,310 gp), +5 cold iron/mwk dwarven urgrosh (52,700 gp)⁴⁵
Wondrous Items belt of physical might +2 (10,000 gp), boots of teleportation (49,000 gp), cubic gate (164,000 gp), drums of panic (30,000 gp), phylactery of positive channelling (11,000 gp)

METROPOLIS [6]

Armour dwarven plate (16,500 gp)
Rings animal friendship (10,800 gp), minor spell storing (18,000 gp), wizardry (I; 20,000 gp)
Rod lordly might (70,000 gp)
Scrolls (Divine) create food and water (375 gp), greater magic fang and snare (750 gp)⁴⁶, greater restoration (7,275 gp), tongues (700 gp)
Wands cure serious wounds (CL 10, 14 charges, 6,300 gp), greater magic weapon (CL 12, 18 charges, 9,720 gp)⁴⁷, remove blindness/deafness (34 charges, 7,650 gp)
Weapons +4 battleaxe (32,310 gp), +4 heavy pick (32,308 gp)
Wondrous Items apparatus of the crab (90,000 gp), periapt of proof against poison (27,000 gp)



METROPOLIS [7]

Oil daylight (750 gp)
Ring protection +2 (8,000 gp)
Rods empower metamagic (32,500 gp), python (13,000 gp)
Scroll (Arcane) blink and mnemonic enhancer (1,025 gp)
Scrolls (Divine) atonement (1,125 gp), summon nature's ally IV (700 gp), symbol of persuasion (6,650 gp)
Staff healing (29,600 gp)

Wands beast shape I (18 charges, 4,050 gp), gaseous form (31 charges, 6,975 gp), warp wood (46 charges, 4,140 gp)
Weapons +3 warhammer (18,312 gp), heavy pick of rupturing (as rapier of puncturing; 50,308 gp)
Wondrous Items pearl of power (7th-level; 49,000 gp), strand of prayer beads (45,800 gp)

METROPOLIS [8]

Armour +4 moderate fortification mithral full plate (59,500 gp), +5 improved fire resistance moderate fortification heavy steel shield (106,170 gp)
Potion hide from animals (50 gp)
Rings evasion (25,000 gp), protection +2 (8,000 gp), spell turning (100,000 gp)
Rods flailing (50,000 gp), flame extinguishing (15,000 gp), empower metamagic, (32,500 gp), lesser empower metamagic (9,000 gp), lesser enlarge metamagic (3,000 gp)
Wands halt undead (32 charges, 7,200 gp), mass enlarge person (39 charges, 16,380 gp)
Weapons +3 defending spell storing battleaxe (50,310 gp), +4 adamantite dwarven waraxe (35,030 gp)

CURSES

41. **Wand of detect thoughts** (M 1; Known)
 Drawback: temperature around item is 10° F cooler than normal.
42. **Ring of the Ram** (M 2; Known) Requirement: character must undergo a specific quest (one time only, and the item functions normally thereafter).
43. **Ring of regeneration** (M 2; Known) Drawback: character becomes selfishly possessive.
44. **Robe of blending** (M 4; Unknown) Substitute: robe of vermin.
45. **+5 cold iron/mwk dwarven urgrosh** (M 5; Known) Intermittent functioning: unreliable; each time the weapon is used to attack, there is a 5% chance (01–05 on d%) the enchantment does not function.
46. **Scroll of greater magic fang and snare** (M 6; Known) Drawback: character must make a DC 15 Will save each day the scroll is owned or take 1 Wisdom damage.
47. **Wand of greater magic weapon** (M 6; Unknown) Intermittent functioning: only works within 10 feet of an arcane spellcaster.

SO WHAT'S THAT SHINY THING, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE by Richard Green

Deep in the dungeon, the PCs have finally bested the foul ogre after an epic struggle and with glee loot their fallen enemy's chambers. With excitement in their eyes, they ask "So what treasure did the ogre have, anyway?" An answer such as "300 gp in gems, three pieces of jewellery worth 200 gp each and a large rug" is somewhat of an anticlimax, but who has the time to prepared detailed treasure descriptions these days?

So What's That Shiny Thing, Anyway? banishes these problems by providing 28 pre-generated, ready-to-use lists containing hundreds of detailed items for the busy GM to immediately use in his campaign.



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Your PCs have emerged from a dungeon buried deep in the hills or mountains. Low on resources and needing somewhere to rest, they head toward the nearest dwarven hold. Once they've rested and sorted their loot, the inevitably ask "So what's for sale in this place, 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 visit a dwarven hold).

So What's For Sale, Anyway? III banishes these problems by providing 96 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are sample dwarven settlements to serve as a handy backdrop to the sales. Buyers should be beware, however, for among the hundreds of magic items for sale lurk 40 cursed objects...

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