

SO WHAT'S FOR SALE, ANYWAY? IV

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



RAGING SWAN PRESS

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"/>

GM'S RESOURCES

GM'S RESOURCES augment game play by reducing GM prep time.

<i>Antipaladins</i>	\$3.99	<input type="checkbox"/>
<i>Bandits of the Rampant Horror</i>	\$3.99	<input type="checkbox"/>
<i>Caves & Caverns</i>	\$10.99	<input type="checkbox"/>
<i>Cultists of Havra Zhou</i>	\$4.99	<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>Random Hill Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Marsh Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters II</i>	\$3.99	<input type="checkbox"/>
<i>Shadowed Keep on the Borderlands</i>	\$10.99; print \$13.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? II</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? III</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? IV</i>	\$3.99	<input type="checkbox"/>
<i>So What's It Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's That Shiny Thing, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Hoard Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway? II</i>	\$1.99	<input type="checkbox"/>
<i>So What's The NPC Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Pirate Ship Like, Anyway?</i>	\$1.99	<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"/>
<i>Villains III</i>	\$3.99	<input type="checkbox"/>

ragingswan.com

gatekeeper@ragingswan.com

Free PDFs: With Raging Swan's Free PDF promotion with every purchase of a print product, you can claim free PDFs to value of the purchased item.

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



SO WHAT'S FOR SALE, ANYWAY? IV

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

Your PCs have emerged from a forgotten dungeon buried deep in an ancient forest. Low on resources and needing somewhere to rest, they head toward the nearest elven settlement. 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 an elven town).

So What's For Sale, Anyway? IV banishes these problems by providing 107 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 48 cursed objects...



CREDITS

Design: Julian Neale

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *So What's For Sale, Anyway? IV*; 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? IV* 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.

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? IV* 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 2012.

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, March 2012

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3

SO WHAT'S IT CALLED, ANYWAY? IV

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

FOREWORD

Last month's *So What's for Sale, Anyway? III* presented lists of items for sale in dwarven settlements. It should come as little surprise, therefore, that *So What's For Sale, Anyway? IV* presents lists of items for sale in elven communities.

Elves and dwarves are arguably the most popular fantasy races after humans – and in most game worlds are the most established. Both races have a rich heritage of crafting magical items, but magical items that are different in character from one another. Where the dwarves prefer axes, crossbows and warhammers, elves favour rapiers, longswords and bows. It makes perfect sense to generate such lists, then, as the items for sale in a city can go a long way toward setting the mood and theme of the place.

Alternatively, a GM could use these lists to represent items for sale by elven merchants or from human cultures that hold similar values to the elves.

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.

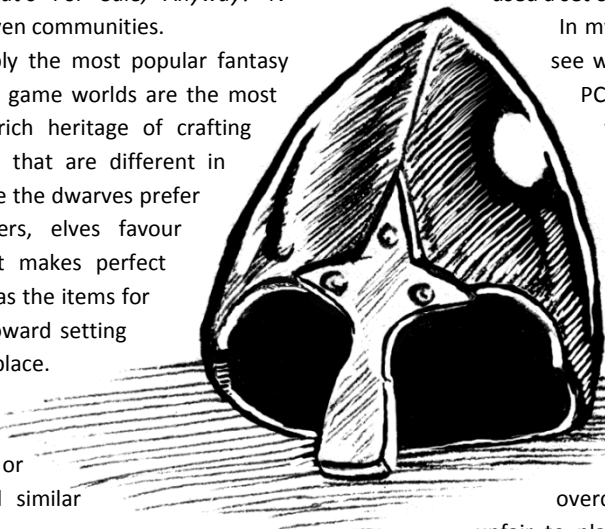
In my own campaign I reroll every month to see what new items are for sale so that the PCs' don't become too bored or frustrated with the lack of items for sale.

Also remember, taking a more simulationist view toward buying and selling magic items is all well and good, but the GM should be very careful placing monsters with powerful resistances or abilities in a campaign using such a system. If a creature – for example, a golem – has powerful immunities that can be overcome with specific items, it is rather

unfair to place such monsters in the game if you

don't give the PCs a chance to acquire the relevant items in some way. However, acquiring such a handy item should be more than just popping down to the shops. Perhaps, an NPC will lend them the item in question in return for a favour or they must convince a skilled crafter to make it for them. In this way, the acquisition of magic items becomes an important, vital part of the campaign and not just a shopping trip.

I hope you find this product useful. It would be great to hear which items your players purchased (or how they dealt with a cursed item they accidentally purchased) – drop me a line at creighton@ragingswan.com.



C U R S E S

Of the hundreds of items listed in this book, 48 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

Often the isolated homes of one or two extended elven families, such locations are often set in borderland areas or in deep, virgin woodland.

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.

Highest-Level Spell: 1st.

SAMPLE THORP: CASDUIN

Casduin is a small isolated thorp hidden deep in a steep-sided, wooded valley. Two allied families dwell within and welcome good-aligned strangers into their homes.

CG thorp; **Government** autocracy; **Corruption** -2; **Crime** +0; **Economy** +0; **Law** +1; **Lore** +2; **Society** -1

Qualities insular

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

Population 16 (14 elves, 1 half-elf, 1 halfling); **Notable NPCs** Daebrar Solithusan (CG male elf ranger 1), Naulam Renorbrar (CG female elf druid 2)

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

THORP [1]

Scroll (Divine) *cure light wounds*, *cure moderate wounds* and *faerie fire* (200 gp)

Wand *magic mouth* (17 charges, 255 gp)

THORP [2]

Scroll (Arcane) *flaming sphere* and *whispering wind* (300 gp)

Scrolls (Divine) *call lightning* (375 gp), *dispel magic* (375 gp)

THORP [3]

Scroll (Arcane) *shield* (25 gp)

Scroll (Divine) *owl's wisdom* and *zone of truth* (300 gp)

Weapon +1 *elven curve blade* (2,380 gp)

THORP [4]

Wondrous Item *salve of slipperiness* (1,000 gp)

THORP [5]

Potions *cure light wounds* (50 gp), *hide from undead* (50 gp), *owl's wisdom* (300 gp)

Wand *remove paralysis* (42 charges, 3,780 gp)

THORP [6]

Oil *arcane mark* (25 gp)

Scrolls (Divine) *bless* (25 gp), *consecrate* (175 gp)

Wondrous Item *gloves of arrow snaring* (4,000 gp)

THORP [7]

Wondrous Item *clear spindle ioun stone* (4,000 gp)

SAMPLE THORP: ANLOND

Anlond is notorious among nearby human settlements for its hunters' attacks on loggers and charcoal burners. Hidden on a small island in the middle of a lake, the thorp is secure from all but the most determined attacks.

NG thorp; **Government** autocracy; **Corruption** -2; **Crime** +2; **Economy** +0; **Law** -1; **Lore** +2; **Society** -1

Qualities notorious

Base Value 65 gp (1d4 minor items); **Purchase Limit** 750 gp

Population 12 (12 elves); **Notable NPCs** Nuevar Yahelki (NG female ranger 1/druid 1)

THORP [8]

Scroll (Arcane) *levitate* (150 gp)

THORP [9]

Scrolls (Arcane) *summon monster I* (25 gp)

Wondrous Item *golembane scarab* (2,500 gp)

THORP [10]

Potion *shield of faith* (50 gp)

Scrolls (Divine) *reduce animal* (150 gp)

Weapon +2 *composite longbow* (+2 Str; 8,600 gp)

THORP [11]

Potions *protection from arrows* (300 gp), *shield of faith* (50 gp)

Scroll (Arcane) *water breathing* (375 gp)

THORP [12]

Potions *enlarge person* (50 gp)

Ring *feather falling* (2,000 gp)¹

Wondrous Items *lesser bracers of archery* (5,000 gp), *eversmoking bottle* (5,400 gp)

THORP [13]

Oil *light* (25 gp)

Scroll (Divine) *consecrate* (150 gp)

THORP [14]

Potion *protection from evil* (50 gp)²

THORP [15]

Potion *levitate* (300 gp)

THORP [16]

Potions *aid* (50 gp), *cure moderate wounds* (300 gp)

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

Wand *resist energy* (15 charges, 1,350 gp)

THORP [17]

Wand *rope trick* (4 charges, 360 gp)

Wondrous Items *incense of meditation* (4,900 gp), *sovereign glue* (2,400 gp)

THORP [18]

Scroll (Arcane) *phantom trap* and *rope trick* (350 gp)

Wand *calm animals* (30 charges, 450 gp)

Weapon +1 *cold iron dagger* (4,304 gp)

THORP [19]

Potions *enlarge person* (50 gp), *jump* (50 gp), *reduce person* (50 gp)

Scroll (Divine) *gust of wind* (150 gp)³

THORP [20]

Potion *cure moderate wounds* (300 gp)⁴, *owl's wisdom* (300 gp)

Ring *sustenance* (2,500 gp)

Scroll (Arcane) *web* (150 gp)

THORP [21]

Armour +1 *heavy wooden shield* (1,157 gp)

Potion *resistance* (50 gp)

Scrolls (Arcane) *obscuring mist*, *protection from evil* and *touch of fatigue* (62 gp, 5 sp), *protection from arrows* (150 gp)

THORP [22]

Potion *mage armour* (50 gp)

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

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

Wand *wood shape* (4 charges, 360 gp)

THORP [23]

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

THORP [24]

Potion *protection from evil* (50 gp)

Scroll (Arcane) *cat's grace* and *fog cloud* (300 gp)

Weapon +1 *dagger* (2,302 gp)

THORP [25]

Scroll (Divine) *lesser restoration* (150 gp)

Wondrous Items *elemental gem* (air; 2,250 gp)

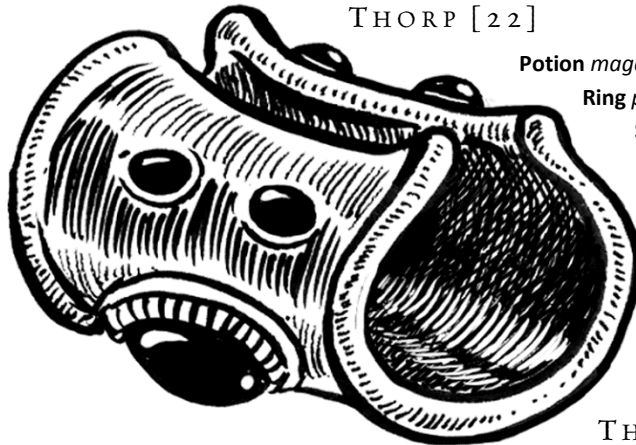
CURSES

1. **Ring of feather falling** (T 12; Unknown) Substitute: *ring of clumsiness*.

2. **Potion of protection from evil** (T 14; Unknown) Delusion.

3. **Scroll of gust of wind** (T 19; Unknown) Intermittent functioning: only works when cast within 10 feet of an arcane spellcaster, or the spell fails but is not lost.

4. **Potion of cure moderate wounds** (T 20; Unknown) Opposite effect or target: acts as *inflict moderate wounds* (DC 13 Will halves).



HAMLET

Often a rambling, unorganised settlement, hamlets are normally well-hidden among the trees of the elves' woodland home.

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
06-09	Hamlet Set 2
10-14	Hamlet Set 3
15-18	Hamlet Set 4
19-23	Hamlet Set 5
24-27	Hamlet Set 6
28-32	Hamlet Set 7
33-36	Hamlet Set 8
37-41	Hamlet Set 9
42-45	Hamlet Set 10
46-50	Hamlet Set 11
51-54	Hamlet Set 12
55-59	Hamlet Set 13
60-63	Hamlet Set 14
64-68	Hamlet Set 15
69-72	Hamlet Set 16
73-77	Hamlet Set 17
78-81	Hamlet Set 18
82-86	Hamlet Set 19
87-90	Hamlet Set 20
91-95	Hamlet Set 21
96-100	Hamlet Set 22

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: MORTUM

Mortum rambles along the banks of a small lake which is said to hide the sunken tomb of an ancient power. The true nature of what exactly lies within the lake remains unknown and the elves do not allow exploration of its depths.

CG hamlet; **Government** autocracy; **Corruption** +0; **Crime** +1; **Economy** +0; **Law** +0; **Lore** +2; **Society** -1

Qualities holy site (4th-level spells)

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

Population 44 (41 elves, 3 gnomes); **Notable NPCs** Maldeth Tahlath (CG male elf wizard [diviner] 7)

HAMLET [1]

Armour +1 buckler (1,165 gp)

Potions & Oils *hide from undead* (50 gp), *wood shape* (300 gp)

Scrolls (Arcane) *blur* (150 gp), *spectral hand* (150 gp)

Wand *cure moderate wounds* (48 charges, 4,320 gp)

HAMLET [2]

Potion *continual flame* (350 gp)

HAMLET [3]

Armour +1 heavy wooden shield (1,157 gp)

Potions & Oils *gentle repose* (300 gp), *purify food and drink* (25 gp)

Scroll (Arcane) *expeditious retreat* (25 gp)

Wand *spider climb* (10 charges, 900 gp)

HAMLET [4]

Potions & Oils *cat's grace* (300 gp), *guidance* (25 gp)

Scroll (Arcane) *spider climb* (150 gp)

HAMLET [5]

Potion *protection from evil* (50 gp)

Weapon +1 composite shortbow (+2 Str; 2,525 gp)

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

HAMLET [6]

Scrolls (Arcane) *flame arrow* and *true strike* (175 gp), *light* (12 gp, 5 sp)

Scroll (Divine) *detect magic* (12 gp, 5 sp)

HAMLET [7]

Potions & Oils *arcane mark* (25 gp), *reduce person* (50 gp), *shield of faith* (50 gp)

Scrolls (Arcane) *blur* (150 gp), *enlarge person* (25 gp)

SAMPLE HAMLET: ANTYS

Antys stands on the southern bank of a rapidly flowing river. Here, a great shelf of rock emerges from the ground, creating the only ford for a dozen miles in either direction. Industry is focused around servicing travellers using the ford.

CG hamlet; **Government** autocracy; **Corruption** -2; **Crime** +1; **Economy** +1; **Law** +0; **Lore** +2; **Society** -1

Qualities strategic location

Base Value 220 gp (1d6 minor items); **Purchase Limit** 1,000 gp

Population 27 (25 elves, 2 half-elves); **Notable NPCs** Lafinar Shaasar (CG female elf ranger 3)

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

HAMLET [8]

Potion *blur* (300 gp)

Scrolls (Arcane) *mage armour* (25 gp), *minor image* (150 gp)⁵

Wand *detect law* (17 charges, 255 gp)

Weapon *+1 longsword* (2,315 gp)

HAMLET [9]

Armour *+1 half-plate* (1,750 gp)

Scroll (Divine) *shield of faith* (25 gp)

HAMLET [10]

Oils *magic fang* (50 gp), *rope trick* (300 gp)

Ring *feather falling* (2,200 gp)

Scroll (Arcane) *comprehend languages* and *darkvision* (175 gp)

Wand *summon monster II* (30 charges, 2,700 gp)

Wondrous Item *elixir of fire breath* (1,100 gp)

HAMLET [11]

Potion *spider climb* (300 gp)

Scrolls (Arcane) *bear's endurance* (150 gp), *magic weapon* (25 gp)

HAMLET [12]

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

HAMLET [13]

Potion *shield of faith* (50 gp)

HAMLET [14]

Potion *bear's endurance* (300 gp)

Wondrous Item *elixir of tumbling* (250 gp)

HAMLET [15]

Oil *hold portal* (50 gp)

Scrolls (Divine) *barkskin* (150 gp), *lesser restoration* (150 gp)

Wand *bles water* (2 charges, 80 gp)

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

HAMLET [16]

Armour *+1 half-plate* (1,750 gp)

Potions *levitate* (300 gp)⁶, *pass without trace* (50 gp), *resistance* (25 gp)

Scroll (Arcane) *invisibility* (150 gp)

Scroll (Divine) *greater magic fang* (375 gp)

HAMLET [17]

Scrolls (Arcane) *invisibility* (150 gp), *resistance* (12 gp, 5 sp)⁷

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

Wand *magic mouth* (38 charges, 950 gp)

Wondrous Item *wind fan* (5,500 gp)

HAMLET [18]

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

Potions *cure light wounds* (50 gp), *invisibility* (300 gp), *owl's wisdom* (300 gp)⁸

Scroll (Arcane) *rope trick, scare and summon monster II* (450 gp)

HAMLET [19]

Scrolls (Arcane) *hideous laughter* (150 gp), *misdirection* (150 gp)

HAMLET [20]

Scroll (Divine) *call lightning* (375 gp)

HAMLET [21]

Potions *goodberry* (50 gp), *guidance* (25 gp)

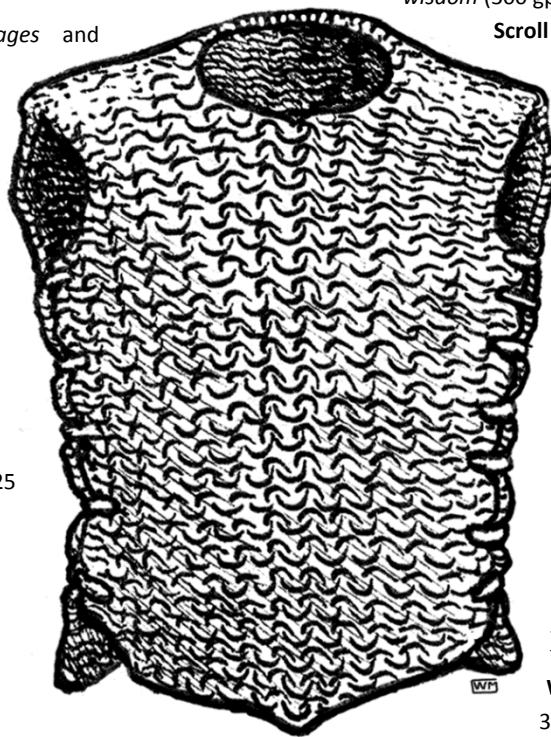
Scroll (Arcane) *colour spray* (25 gp)

Scroll (Divine) *bles* (25 gp)

Wand *hide from animals* (39 charges, 585 gp)

HAMLET [22]

Wand *pass without trace* (26 charges, 390 gp)



CURSES

5. **Scroll of minor image** (H 8; Unknown) Completely different effect: acts as *summon monster II*; the creature(s) immediately attack the caster.

6. **Potion of levitate** (H 16; Unknown) Drawback: once drunk, character's hair permanently changes colour.

7. **Scroll of resistance** (H 17; Unknown) Opposite effect: imposes a -1 penalty, not a bonus.

8. **Potion of owl's wisdom** (H 18; Unknown) Opposite effect: imposes a -4 penalty, not a bonus.

VILLAGE

Often established near woodland temples, elven villages are normally spread out affairs.

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
15-20	Village Set 3
21-27	Village Set 4
28-34	Village Set 5
35-40	Village Set 6
41-47	Village Set 7
48-54	Village Set 8
55-60	Village Set 9
61-67	Village Set 10
68-74	Village Set 11
75-80	Village Set 12
81-87	Village Set 13
88-94	Village Set 14
95-100	Village Set 15

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 moderate fortification heavy wooden shield (25,157 gp)

Potions bear's endurance (300 gp), endure elements (50 gp), remove fear (50 gp)

Scrolls (Arcane) see invisibility (150 gp)

Wondrous Items major crown of blasting (23,760 gp)

SAMPLE VILLAGE: PELCALEN

The elves of Pelcalen loath the dwarves of nearby Glottersdell for corrupting a nearby lake with their mine's spoils.

CG village; **Government** autocracy; **Corruption** -2; **Crime** +1; **Economy** +1; **Law** +0; **Lore** +2; **Society** -1

Qualities prosperous, racially intolerant

Base Value 650 gp (2d4 minor items, 1d4 medium items);

Purchase Limit 3,000 gp

Population 79 (68 elves, 11 half-elves); **Notable NPCs** Redul Jarilthar (CG male elf sorcerer [elemental {air}] 5)

VILLAGE [2]

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

Potion eagle's splendour (300 gp)

Ring mind shielding (8,000 gp)

Wand detect secret doors (38 charges, 570 gp)

Weapon +3 composite longbow [+2 Str] (18,400 gp)

Wondrous Item cube of frost resistance (27,000 gp)

VILLAGE [3]

Potion endure elements (50 gp)

Scrolls (Arcane) colour spray (25 gp), disguise self (25 gp), fire shield (700 gp), sleep (25 gp)

Wands cat's grace (29 charges, 2,610 gp), know direction (10 charges, 75 gp)⁹

Wondrous Item restorative ointment (4,000 gp)

VILLAGE [4]

Armour +2 chain shirt (4,250 gp)

Oil continual flame (350 gp)

Rod lesser maximize metamagic (14,000 gp)

Scrolls (Divine) cat's grace and magic fang (175 gp), holy smite (700 gp)

Wand flame blade (8 charges, 720 gp)

Wondrous Item chime of interruption (16,800 gp), necklace of fireballs (type V; 5,850 gp)

VILLAGE [5]

Potions & Oils bless weapon (50 gp), fly (750 gp)

Rod enlarge metamagic (11,000 gp)

Scroll (Arcane) explosive runes (375 gp)

Scroll (Divine) sound burst (150 gp)

Wondrous Items cloak of resistance +1 (1,000 gp), headband of mental prowess +2 (10,000 gp)

SAMPLE VILLAGE: ORNSHYS

Ornshys clusters around a huge beach tree, which local legend identifies as over 2,000 years old. The elves defend the tree, venerating it as the personification of the woodland's spirit.

NG village; **Government** overlord; **Corruption** +0; **Crime** -5; **Economy** +1; **Law** +4; **Lore** +2; **Society** -1

Qualities superstitious, tourist attraction (1st-level spells)

Base Value 600 gp (2d4 minor items, 1d4 medium items);

Purchase Limit 2,500 gp

Population 135 (124 elves, 8 half-elves, 3 humans); **Notable NPCs** Sievar Ilspar (N female bard 2)

VILLAGE [6]

Potion *hide from undead* (50 gp)
Ring *improved jumping* (10,000 gp)
Scroll (Arcane) *sleep* (25 gp)
Scrolls (Divine) *magic circle against evil* (375 gp)
Wondrous Items *rope of climbing* (3,000 gp), *tome of clear thought* +1 (27,500 gp)

VILLAGE [7]

Armour +3 *full plate* (10,650 gp)
Potion *cure moderate wounds* (300 gp)
Scroll (Arcane) *alarm and magic weapon* (50 gp)
Weapon +3 *composite longbow* (+2 Str; 18,600 gp)

VILLAGE [8]

Potions & Oils *barkskin* (300 gp), *bull's strength* (300 gp), *purify food and drink* (25 gp)
Ring *feather falling* (2,200 gp)
Scroll (Arcane) *erase and hold portal* (50 gp), *protection from evil* (25 gp)
Scrolls (Divine) *soften earth and stone* (150 gp)¹⁰
Wand *make whole* (29 charges, 2,610 gp)
Weapon +3 *darkwood composite shortbow* (+2 Str; 18,545 gp)
Wondrous Item *bag of holding* (type II; 5,000 gp)

VILLAGE [9]

Rod *python* (13,000 gp)
Scrolls (Divine) *consecrate* (175 gp)
Wands *endure elements* (9 charges, 135 gp), *water breathing* (28 charges, 6,300 gp)
Wondrous Item *amulet of natural armour* +2 (8,000 gp), *pearl of power* (5th-level spell; 25,000 gp)

VILLAGE [10]

Potion *reduce person* (50 gp)
Ring *animal friendship* (10,800 gp)
Scroll (Arcane) *expeditious retreat* (25 gp)
Wand *enlarge person* (31 charges, 465 gp)
Weapon +1 *cold iron longsword* (4,330 gp)
Wondrous Item *belt of giant strength* +4 (16,000 gp), *dust of illusion* (1,200 gp), *elixir of hiding* (250 gp)¹¹

VILLAGE [11]

Potions *remove fear* (50 gp), *stabilize* (25 gp)
Scroll (Arcane) *invisibility and knock* (150 gp)
Scroll (Divine) *dispel magic* (375 gp)
Wand *summon monster I* (28 charges, 435 gp)
Weapons +1 *cold iron rapier* (4,360 gp)¹², +3 *composite shortbow* (+3 Str; 18,600 gp)

VILLAGE [12]

Armour +1 *chain shirt* (1,250 gp)
Potions *barkskin* (300 gp), *invisibility* (300 gp)
Scrolls (Arcane) *dispel magic* (375 gp), *mage's private sanctum* (1,125 gp), *minor image* (150 gp)
Wand *cure light wounds* (31 charges, 465 gp)
Weapons +1 *composite longbow* (+2 Str; 2,600 gp), +1 *longsword* (2,315 gp), +1 *dagger* (2,302 gp)
Wondrous Item *cloak of resistance* +5 (25,000 gp)¹³

VILLAGE [13]

Potions & Oils *guidance* (25 gp), *resistance* (25 gp)
Scroll (Arcane) *hideous laughter* (150 gp)
Scrolls (Divine) *align weapon and restoration* (1,850 gp)
Wand *mirror image* (43 charges, 3,870 gp), *sound burst* (48 charges, 4,320 gp)
Wondrous Item *necklace of fireballs* (type IV; 5,400 gp)

VILLAGE [14]

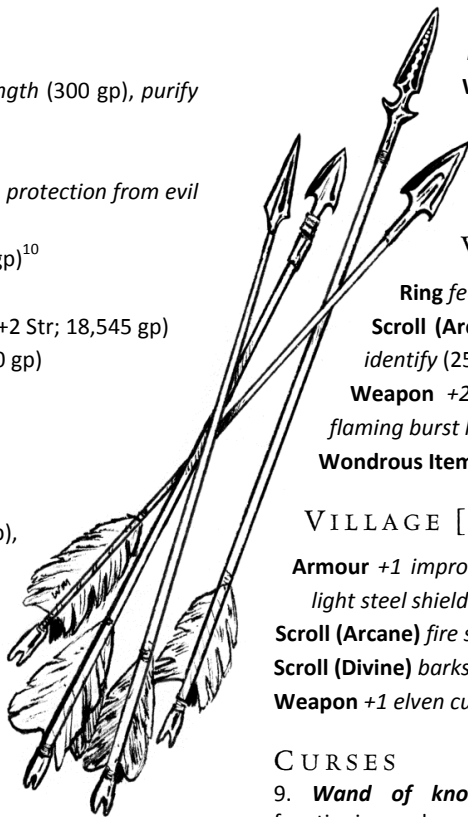
Ring *feather falling* (2,200 gp), *swimming* (2,500 gp)
Scroll (Arcane) *charm person* (25 gp), *haste* (750 gp), *identify* (25 gp), *identify and levitate* (175 gp)
Weapon +2 *flaming wounding rapier* (50,320 gp), +4 *flaming burst longsword* (72,315 gp)
Wondrous Item *elixir of fire breath* (1,100 gp)

VILLAGE [15]

Armour +1 *improved shadow leather armour* (16,160 gp), +1 *light steel shield* (1,159 gp)
Scroll (Arcane) *fire shield* (700 gp), *magic missile* (25 gp)
Scroll (Divine) *barkskin* (150 gp)
Weapon +1 *elven curve blade* (2; 2,380 gp)

CURSES

9. **Wand of know direction** (V 3; Known) Intermittent functioning: only works for females.
10. **Scroll of soften earth and stone** (V 8; Unknown) Intermittent functioning: only works in direct sunlight.
11. **Elixir of hiding** (V 10; Unknown) Opposite effect: imposes a -10 penalty, not a bonus.
12. **+1 cold iron rapier** (V 11; Unknown) Opposite effect: imposes a -1 penalty, not a bonus.
13. **Cloak of resistance +5** (V 12; Known) Drawback: character either shrinks 6 inches (01–50 on d%) or grows that much taller (51–100); only happens once.



SMALL TOWN

Normally focused around one or two principle industries, elven towns are well defended and hard to approach unseen. Their folk are cosmopolitan and well informed of events in the locality. Sages, wizards and other workers of magic are common here.

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

D%	SMALL TOWN SET
01-09	Small Town Set 1
10-17	Small Town Set 2
18-25	Small Town Set 3
26-33	Small Town Set 4
34-42	Small Town Set 5
43-50	Small Town Set 6
51-58	Small Town Set 7
59-66	Small Town Set 8
67-75	Small Town Set 9
76-83	Small Town Set 10
84-91	Small Town Set 11
92-100	Small Town Set 12

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]

Potions & Oils *barkskin* (300 gp), *cure moderate wounds* (300 gp), *enlarge person* (50 gp), *goodberry* (50 gp), *light* (25 gp), *protection from evil* (50 gp)

Rod *immovable* (5,000 gp)

Scrolls (Arcane) *blink*, *illusory wall* and *invisibility sphere* (1,450 gp), *colour spray* (25 gp), *shield* (25 gp)

Scroll (Divine) *snare* (375 gp)

SAMPLE SMALL TOWN: NIMARTA

This wealthy town is famed for three schools of learning and its exceptional stands of darkwood which the elves carefully harvest.

CG small town; **Government** magical; **Corruption** -4; **Crime** +1; **Economy** +1; **Law** +0; **Lore** +4; **Society** -1

Qualities academic (5th-level spells), prosperous

Base Value 1,300 gp (3d4 minor items, 1d6 medium items);

Purchase Limit 7,500 gp

Population 305 (280 elves, 16 gnomes, 9 half-elves); **Notable NPCs** Calarones Aersar (CG female elf fighter 6)

Wondrous Items *clay golem manual* (12,000 gp), *pearl of power* (4th-level spell; 16,000 gp)

SMALL TOWN [2]

Potions *barkskin* (300 gp), *bull's strength* (300 gp), *continual flame* (350 gp), *cure serious wounds* (750 gp), *hide from animals* (50 gp), *shield of faith* (50 gp)

Scrolls (Arcane) *charm person* (25 gp)¹⁴, *message* (12 gp, 5 sp), *solid fog* (700 gp)

Scrolls (Divine) *flaming sphere*, *speak with animals* and *wood shape* (350 gp), *spiritual weapon* (150 gp)

Wands *cure moderate wounds* (16 charges, 1,440 gp), *daylight* (7 charges, 1,575 gp)

Wondrous Item *greater bracers of archery* (25,000 gp)

SMALL TOWN [3]

Potions *bear's endurance* (300 gp), *resist acid energy* (2; 300 gp)

Rod *immovable* (5,000 gp)

Scrolls (Arcane) *acid arrow*, *detect thoughts* and *see invisibility* (450 gp), *burning hands* (25 gp), *comprehend languages* (25 gp), *magic weapon* (25 gp), *scorching ray* (150 gp)

Scroll (Divine) *longstrider* (25 gp)

Weapons +1 *adamantine rapier* (5,002 gp), +1 *composite shortbow* (+2 Str; 2,525 gp), +4 *keen longsword* (50,315 gp)

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

SMALL TOWN [4]

Potions *guidance* (25 gp), *invisibility* (300 gp)

Scrolls (Arcane) *colour spray* (25 gp), *hypnotic pattern* and *knock* (150 gp)¹⁵, *levitate* and *summon swarm* (175 gp), *mass reduce person* (700 gp)

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

Weapon +4 *elven curve blade* (32,380 gp)

SAMPLE SMALL TOWN: LITHTHYR

Liththyr is famed for its cabal of skilled half-elven wizards. The mercenary wizards both protect the town and train newcomers – for a steep fee.

CG small town; **Government** autocracy; **Corruption** -2; **Crime** +1; **Economy** +0; **Law** +0; **Lore** +3; **Society** -1

Qualities academic (7th-level spells), magically attuned

Base Value 1,200 gp (3d4 minor items, 1d6 medium items);

Purchase Limit 6,000 gp

Population 296 (280 elves, 16 half-elves); **Notable NPCs** Tialirr Shaspar (CG female half-elf fighter 2/wizard [diviner] 4)

SMALL TOWN [5]

Potions & Oils *bull's strength* (300 gp), *light* (25 gp), *magic fang* (25 gp), *magic stone* (25 gp), *protection from arrows* (300 gp), *undetectable alignment* (300 gp), *virtue* (25 gp)

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

Scrolls (Arcane) *haste* (375 gp), *mount* (25 gp)¹⁶

Wand *ghoul touch* (1 charge, 90 gp)

Weapon +1 *composite shortbow* (+2 Str; 2,525 gp)

Wondrous Item *helm of underwater action* (24,000 gp)

SMALL TOWN [6]

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

Potions & Oils *darkvision* (300 gp), *fox's cunning* (300 gp), *magic fang* (50 gp), *stabilize* (25 gp)¹⁷

Scroll (Divine) *shatter* (150 gp)

Scrolls (Arcane) *dispel magic* (375 gp), *expeditious retreat* (25 gp), *identify and owl's wisdom* (175 gp)

Wand *protection from evil* (33 charges, 495 gp)

Wondrous Items *cloak of elvenkind* (2,500 gp)¹⁸, *druid's vestment* (3,750 gp)

SMALL TOWN [7]

Potion *cure moderate wounds* (300 gp), *virtue* (25 gp)

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

Scrolls (Arcane) *charm person* (25 gp), *erase and mending* (37 gp, 5 sp), *expeditious retreat* (25 gp), *true strike* (25 gp)

Scrolls (Divine) *protection from evil* (25 gp)

Weapons +2 *composite longbow* (+2 Str; 2,600 gp)

Wondrous Item *belt of giant strength* +4 (16,000 gp), *bracers of armour* +5 (25,000 gp), *dust of tracelessness* (250 gp), *iron bands of binding* (26,000 gp), *minor crown of blasting* (6,480 gp)

SMALL TOWN [8]

Potions & Oils *magic stone* (50 gp), *warp wood* (300 gp)

Scroll (Arcane) *resistance* (25 gp)

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

Wands *arcane lock* (37 charges, 2,645 gp), *cure moderate wounds* (4 charges, 360 gp)

Wondrous Items *bag of holding* (type I; 2,500 gp), *greater bracers of archery* (25,000 gp), *cloak of resistance* +1 (1,000 gp)

SMALL TOWN [9]

Potions & Oils *rope trick* (300 gp), *virtue* (25 gp)

Ring *protection* +1 (2,000 gp), *wizardry* (I; 20,000 gp)

Rod *lesser extend Metamagic* (3,000 gp)

Scrolls (Arcane) *flare* (2; 12 gp, 5 sp), *summon monster II* (150 gp)¹⁹, *sending* (1,125 gp)

Weapons +4 *ghost touch elven curve blade* (50,380 gp)

Wondrous Item *dust of tracelessness* (250 gp)

SMALL TOWN [10]

Armour +1 *chain shirt* (1,250 gp), +3 *full plate* (10,650 gp), +3 *heavy steel shield* (9,170 gp)

Potions *cat's grace* (300 gp), *mage armour* (50 gp)

Scrolls (Arcane) *cat's grace* (150 gp), *darkvision* (150 gp)²⁰, *darkvision*, *magic weapon* and *silent image* (200 gp), *floating disk* (25 gp)

Scroll (Divine) *divine favour* (25 gp)

Weapons +3 *dagger* (18,302 gp), +3 *rapier* (18,320 gp), +4 *composite longbow* (+4 Str; 32,800 gp)

SMALL TOWN [11]

Potions *remove fear* (50 gp), *virtue* (25 gp)

Scrolls (Arcane) *greater magic weapon* (375 gp)

Scrolls (Divine) *detect evil* (25 gp), *gust of wind* (150 gp)

Weapons *flame tongue* (20,715 gp)

Wondrous Item *periapt of health* (7,400 gp), *bracers of armour* +5 (25,000 gp), *robe of blending* (8,400 gp)

SMALL TOWN [12]

Potions & Oils *barkskin* (300 gp), *endure elements* (50 gp), *sanctuary* (50 gp), *shillelagh* (50 gp)

Ring *force shield* (8,500 gp), *protection* +2 (8,000 gp)

Scrolls (Arcane) *alarm* (25 gp), *wind wall* (375 gp)

Wand *protection from arrows* (27 charges, 2,430 gp)

Wondrous Item *elixir of hiding* (250 gp), *glove of storing* (10,000 gp), *necklace of fireballs* (type VI; 8,100 gp)

CURSES

14. **Scroll of solid fog** (ST 2; Unknown) Intermittent functioning: only works during the day, or the spell fails but is not lost.

15. **Scroll of charm person** (ST 4; Unknown) Completely different effect: target gains benefit of *enlarge person*.

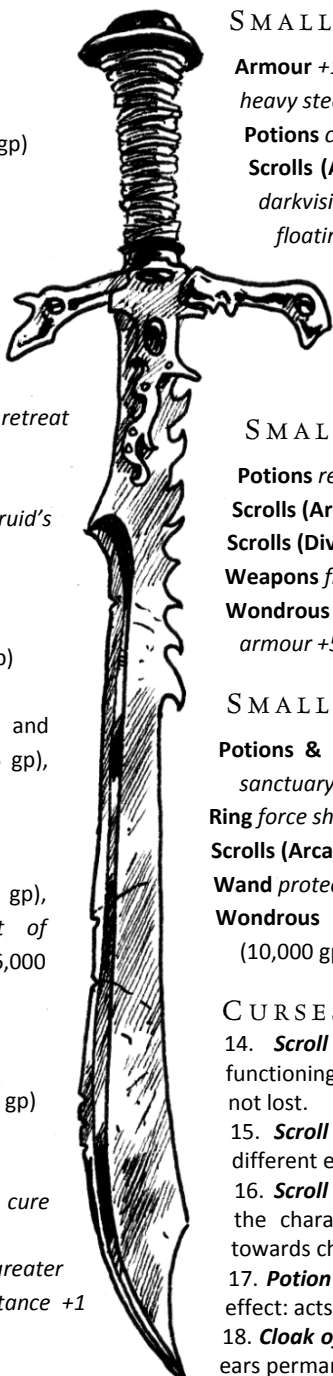
16. **Scroll of mount** (ST 5; Unknown) Drawback: once cast, the character's alignment permanently changes one step towards chaotic good alignment.

17. **Potion of stabilize** (ST 6; Unknown) Completely different effect: acts as *cure light wounds*.

18. **Cloak of elvenkind** (ST 6; Unknown) Drawback: character's ears permanently become pointy like an elf's.

19. **Scroll of summon monster II** (ST 9; Known) Drawback: until cast, scroll constantly emits a screaming sound.

20. **Scroll of darkvision** (ST 10; Unknown) Drawback: once cast, beneficiary's hair grows 1 inch longer every hour while spell is in effect.



LARGE TOWN

Centres of trade and industry, elven towns are safe, clean locales in which much learning, art and craft takes place. Although a place of great industry, elven towns are built in harmony with the surrounding landscape.

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]

Armour +2 *breastplate* (4,350 gp), +3 *light steel shield* (9,157 gp), +3 *slick leather armour* (12,910 gp), +4 *improved acid resistance heavy steel shield* (58,170 gp)

Potion *heroism* (750 gp)

Rings *spell turning* (100,000 gp), *telekinesis* (75,000 gp), *wizardry* (I; 20,000 gp)

Scrolls (Arcane) *arcane mark* (12 gp, 5 sp), *charm monster* (700 gp), *reduce person* (25 gp)

Scrolls (Divine) *glyph of warding* (575 gp), *hold animal* (150 gp)

Weapons +1 *evil outsider bane frost shock seeking composite longbow* (+4 Str; 50,830 gp)

Wondrous Item *monk's robe* (13,000 gp)

LARGE TOWN [2]

Potion *invisibility* (300 gp)²¹, *reduce person* (50 gp)

Rods *flame extinguishing* (15,000 gp), *lesser silent metamagic* (3,000 gp)

Scrolls (Arcane) *false life* and *misdirection* (300 gp), *silent image* (25 gp)

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

Wands *cat's grace* (12 charges, 1,080 gp), *cure light wounds* (40 charges, 600 gp), *dimensional anchor* (30 charges, 12,600 gp)

Weapon +1 *longsword* (2,315 gp)

Wondrous Items *belt of incredible dexterity* +4 (16,000 gp)

LARGE TOWN [3]

Armour +1 *arrow deflection heavy mithral shield* (10,020 gp), +4 *slick mithral chain shirt* (20,850 gp)

Potions & Oils *arcane mark* (25 gp), *cat's grace* (300 gp)²², *cure light wounds* (50 gp), *hide from animals* (50 gp), *resist energy, acid* (300 gp), *shatter* (300 gp)

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

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

Scroll (Arcane) *bleed* (12 gp, 5 sp), *scorching ray* (150 gp)

Scrolls (Divine) *command* (25 gp), *detect snares and pits* (25 gp), *gust of wind* (150 gp)

Staff *conjunction* (82,000 gp), *transmutation* (82,000 gp)

Wands *charm person* (5 charges, 75 gp), *owl's wisdom* (28 charges, 2,520 gp)²³

Weapons +3 *defending mithral elven curve blade* (35,880 gp), +3 *dagger* (18,302 gp), +4 *rapier* (32,320 gp)

Wondrous Item *necklace of fireballs* (type VI; 8,100 gp)

LARGE TOWN [4]

Potion *shield of faith* (50 gp)

Scrolls (Arcane) *hypnotic pattern* (150 gp), *summon monster II* (150 gp)

Scrolls (Divine) *align weapon* (150 gp), *hold person* and *status* (300 gp), *order's wrath* (700 gp)

Staff *defence* (62,000 gp)

Wand *acid arrow* (19 charges, 1,710 gp)

SAMPLE LARGE TOWN: OLAESTHYR

Ranging across several time-worn hills, Olaesthyr is visible for many miles. The town is very spread out; many of the homes within are surrounded by small fields, groves of carefully tended trees and so on. Almost bereft of crime, Olaesthyr's defences are ever vigilant against external threat.

CG large town; **Government** council; **Corruption** -2; **Crime** +1; **Economy** +1; **Law** -2; **Lore** +1; **Society** +3

Qualities academic, magically attuned (8th-level spells), prosperous

Base Value 3,120 gp (3d4 minor items, 2d4 medium items, 1d4 major items); **Purchase Limit** 18,000 gp

Population 2,438 (2,156 elves, 148 half-elves, 104 halflings, 30 others); **Notable NPCs** Theran Maltril (NG male elf rogue 8), Lafela Simrath (CG female half-elf wizard [evoker])

Weapons +1 composite shortbow (+2 Str; 2,525 gp)²⁴, +3 merciful silver rapier (18,410 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), boots of levitation (7,500 gp), feather token (tree; 400 gp), wings of flying (54,000 gp)

LARGE TOWN [5]

Armour +2 heavy wooden shield (4,157 gp) +5 light mithral shield (26,009 gp)

Potions & Oils arcane lock (300 gp), blur (300 gp), grease (50 gp), resistance (25 gp)

Ring feather falling (2,200 gp)

Rod viper (19,000 gp)

Scrolls (Arcane) alter self (150 gp), true strike (25 gp)

Staff charming (17,600 gp)

Wondrous Items belt of giant strength +6 (36,000 gp), boots of striding and springing (5,500 gp)²⁵, pale blue rhomboid ioun stone (8,000 gp)

LARGE TOWN [6]

Potions & Oils arcane mark (25 gp), bless weapon (50 gp), magic weapon (50 gp)

Rods immovable (5,000 gp), thunder and lightning (33,000 gp), viper (19,000 gp)

Scrolls (Arcane) grease (50 gp), mount (25 gp), wall of fire (700 gp)

Scrolls (Divine) animal messenger (150 gp), detect evil (25 gp), magic circle against evil (375 gp)

Wands diminish plants (35 charges, 7,875 gp), dispel magic (4 charges, 900 gp), magic weapon (33 charges, 495 gp)

Wondrous Items greater bracers of archery (25,000 gp), dark blue rhomboid ioun stone (10,000 gp), unguent of timelessness (250 gp)

LARGE TOWN [7]

Potion sanctuary (50 gp)

Rings friend shield (pair; 50,000 gp), jumping (2,500 gp), protection +1 (2,000 gp)

Wand phantom trap (16 charges, 2,240 gp)

Scrolls (Arcane) chill touch, darkvision and knock (325 gp), whispering wind (150 gp)

Weapons +1 composite longbow (+2 Str; 2,600 gp), +4 elven curve blade (32,380 gp)

Wondrous Items cloak of the bat (26,000 gp), robe of scintillating colours (27,000 gp)²⁶, silversheen (250 gp)

LARGE TOWN [8]

Armour +1 chain shirt (1,250 gp), +4 heavy steel shield (16,170 gp)

Potions & Oils bear's endurance (300 gp), cure moderate wounds (300 gp), owl's wisdom (300 gp), warp wood (300 gp)

Staff frost (41,400 gp)

Wands find traps (11 charges, 990 gp), hallucinatory terrain (7 charges, 2,940 gp), whispering wind (36 charges, 3,240 gp)

Wondrous Items horn of blasting (20,000 gp), lesser bracers of archery (5,000 gp)

LARGE TOWN [9]

Armour +3 wild heavy wooden shield (36,157 gp)

Potions cure light wounds (50 gp), remove fear (50 gp)

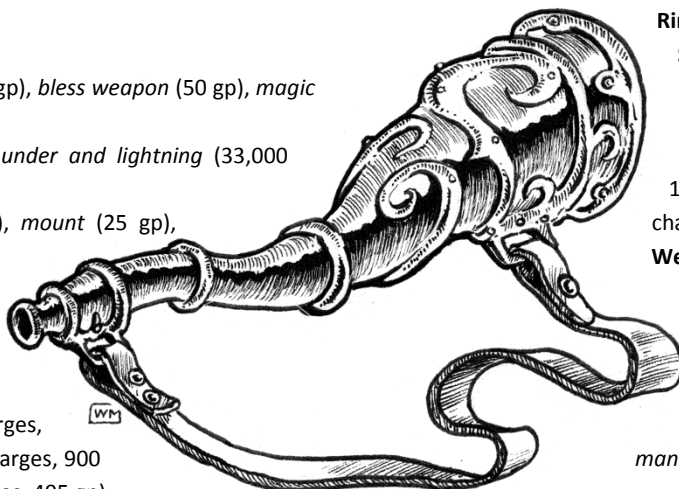
Rings mind shielding (2; 8,000 gp)

Scrolls (Arcane) hypnotism (25 gp), knock, rope trick and touch of idiocy (450 gp)

Wands arcane lock (10 charges, 1,150 gp), cure serious wounds (2 charges, 450 gp)

Weapons +1 elven curve blade (2,380 gp), +3 fey-bane thundering adamantite longsword (53,015 gp), +5 rapier (50,320 gp)

Wondrous Items bag of holding (type II; 5,000 gp), manual of bodily health +2 (55,000 gp)



CURSES

21. **Potion of invisibility** (LT 2; Unknown) Substitute: *potion of poison*.

22. **Potion of cat's grace** (LT 3; Unknown) Opposite effect: imposes a -4 penalty, not a bonus.

23. **Wand of owl's wisdom** (LT 3; Known) Drawback: Once wand has been owned for a week, character's gender permanently changes. (This only happens once.)

24. **+1 composite shortbow** (LT 4; Unknown) Opposite effect: imposes a -1 penalty, not a bonus.

25. **Boots of striding and springing** (LT 5; Known) Requirement: character must have at least 5 ranks in the Athletics skill.

26. **Robe of scintillating colours** (LT 7; Known) Requirement: item must be used at least once a day, or it won't function again for its current possessor.

SMALL CITY

Such cities are normally found deep in an elven realm. Places of great beauty, they can serve as regional capitals (or the capital of a small woodland realm).

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

D%	SMALL CITY SET
01-11	Small City Set 1
12-22	Small City Set 2
23-34	Small City Set 3
35-45	Small City Set 4
46-56	Small City Set 5
57-67	Small City Set 6
68-78	Small City Set 7
79-89	Small City Set 8
90-100	Small City Set 9

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 +3 full plate (10,650 gp)

Potions reduce person (50 gp)²⁷, resistance (50 gp)

Scrolls (Arcane) mirror image, pyrotechnics and sleep (325 gp), ventriloquism (25 gp)

Wands arcane mark (30 charges, 225 gp), cure light wounds (18 charges, 270 gp), cure moderate wounds (14 charges, 1,260 gp), enlarge person (25 charges, 375 gp)²⁹, pyrotechnics (9 charges, 810 gp)

Weapon +3 composite longbow (+3 Str; 18,700 gp)

Wondrous Items amulet of natural armour +4 (32,000 gp), bag of tricks (rust; 8,500 gp), bracers of armour +5 (25,000 gp)²⁸, greater bracers of archery (25,000 gp), rope of climbing (3,000 gp)

SMALL CITY [2]

Potions & Oils hide from animals (50 gp), owl's wisdom (300 gp), resistance (25 gp)

Ring fire resistance, minor (12,000 gp)

Rods extend metamagic (11,000 gp), negation (37,000 gp), wonder (12,000 gp)

Scrolls (Arcane) blur, hypnotism and see invisibility (325 gp), expeditious retreat (25 gp), levitate (150 gp)

Scroll (Divine) longstrider (25 gp)

Staves fire (18,950 gp), illumination (51,500 gp), size alteration (26,150 gp)

Weapon +4 rapier (32,320 gp)

Wondrous Items belt of physical might +4 (40,000 gp), cloak of the bat (26,000 gp)

SMALL CITY [3]

Armour +5 improved slick breastplate (40,350 gp)

Potions darkvision (300 gp), guidance (25 gp), jump (50 gp)³⁰

Rods cancellation (2; 11,000 gp), python (13,000 gp)

Scroll (Arcane) imprisonment (3,825 gp)

Wands flaming sphere (18 charges, 1,620 gp), magic mouth (33 charges, 825 gp), protection from energy (38 charges, 8,550 gp), resist energy (36 charges, 3,240 gp)

Weapons +1 longsword (2,315 gp), +1 thundering elven curve blade (8,380 gp), +2 composite longbow (+2 Str; 8,600 gp), +2 elven curve blade (8,380 gp)

Wondrous Items boots of elvenkind (2,500 gp), cloak of resistance +5 (25,000 gp)

SMALL CITY [4]

Potions & Oils endure elements (50 gp), owl's wisdom (50 gp), purify food and drink (25 gp), resist energy, sonic (300 gp)

Rings improved jumping (10,000 gp), shooting stars (50,000 gp)

Scroll (Arcane) arcane sight (375 gp)

Scrolls (Divine) delay poison (150 gp), flame strike (700 gp)

Wand lesser confusion (28 charges, 420 gp)³¹

Weapon +3 composite longbow (+2 Str; 18,375 gp)

Wondrous Items boots of speed (12,000 gp), lesser strand of prayer beads (9,600 gp)

SAMPLE SMALL CITY: RHUNARTA

Standing inside the great curve of a meandering river and protected by graceful walls and the lofty spires of extensive fortifications, Rhunarta controls all trade using the river. Its soldiers patrol the surrounding area vigorously and repel occasional incursions by goblin warbands and suchlike.

CG small city; **Government** overlord; **Corruption** +0; **Crime** -1; **Economy** +2; **Law** +2; **Lore** +3; **Society** -3

Qualities academic, magically attuned (9th-level spells), prosperous, strategic location

Base Value 6,864 gp (4d4 minor items, 3d4 medium items, 1d6 major items); **Purchase Limit** 45,000 gp

Population 7,325 (6,124 elves, 737 half-elves, 160 humans, 304 others); **Notable NPCs** Tadeth Rushari (CG female elf cleric 16), Besath Uthspar (CG male elf wizard 8/cleric 6)

SMALL CITY [5]

Potions *cure light wounds* (50 gp), *mage armour* (50 gp), *protection from law* (50 gp), *remove curse* (750 gp)

Scrolls (Arcane) *disguise self* (25 gp), *ice storm* (700 gp), *mage armour and resist energy* (175 gp), *major image* (375 gp), *mirror image* (150 gp), *shocking grasp* (25 gp)

Scrolls (Divine) *call lightning*, *meld into stone and reincarnate* (1,450), *fire storm* (2,275 gp), *imbue with spell ability* (1,125 gp), *spike growth* (375 gp)

Wands *daze* (26 charges, 195 gp), *protection from arrows* (19 charges, 1,710 gp), *summon monster II* (8 charges, 720 gp)

Wondrous Item *boots of levitation* (7,500 gp)

SMALL CITY [6]

Armour *lion's shield* (9,170 gp)

Potions *hide from undead* (50 gp), *invisibility* (300 gp), *protection from evil* (50 gp)

Ring *evasion* (25,000 gp)

Scroll (Arcane) *expeditious retreat, shield and spider climb* (200 gp)

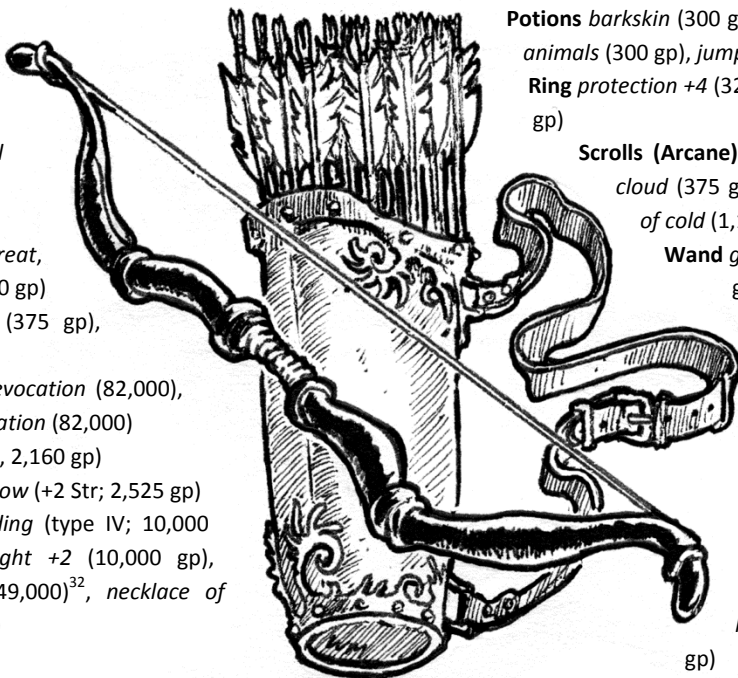
Scroll (Divine) *dispel magic* (375 gp), *endure elements* (50 gp)

Staves *defence* (62,000 gp), *evocation* (82,000), *illusion* (82,000), *transmutation* (82,000)

Wands *cat's grace* (24 charges, 2,160 gp)

Weapons *+1 composite shortbow* (+2 Str; 2,525 gp)

Wondrous Items *bag of holding* (type IV; 10,000 gp), *belt of physical might* +2 (10,000 gp), *bracers of armour* +7 (49,000)³², *necklace of fireballs* (type VI; 8,100 gp)



SMALL CITY [7]

Armour *+1 light steel shield* (2; 1,157 gp), *+3 buckler* (9,165 gp), *+3 chain shirt* (9,250 gp)

Potions *cure serious wounds* (300 gp), *delay poison* (300 gp), *sanctuary* (50 gp)

Rod *extend metamagic* (11,000 gp), *wonder* (12,000 gp)

Staff *healing* (29,600 gp)

Weapons *+1 dagger* (2,302 gp), *+4 ghost touch icy burst longsword* (98,315 gp), *+4 rapier* (32,320 gp)

Wondrous Items *belt of physical perfection* +2 (16,000 gp), *belt of physical perfection* +6 (144,000 gp)

SMALL CITY [8]

Potions *aid* (300 gp), *cure light wounds* (50 gp), *pass without trace* (50 gp)

Scrolls (Arcane) *comprehend languages* (25 gp), *detect secret doors* (25 gp), *nondetection and phantom steed* (800 gp), *shout* (700 gp)

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

Staves *enchantment* (82,000 gp), *fire* (18,950 gp), *power* (235,000 gp)³³

Wand *snare* (8 charges, 1,800 gp)

Wondrous Items *golden lions figurine of wondrous power* (16,500 gp), *pearly white spindle ioun stone* (20,000 gp), *unguent of timelessness* (150 gp)

SMALL CITY [9]

Potions *barkskin* (300 gp), *heroism* (750 gp), *hide from animals* (300 gp), *jump* (50 gp)

Ring *protection +4* (32,000 gp), *protection +5* (50,000 gp)

Scrolls (Arcane) *cat's grace* (150 gp), *stinking cloud* (375 gp), *ventriloquism* (25 gp), *cone of cold* (1,125 gp)

Wand *gentle repose* (20 charges, 1,800 gp)

Weapon *+1 dagger* (2,302 gp)

Wondrous Items *amulet of mighty fists* +4 (80,000 gp), *belt of mighty constitution* +4 (16,000 gp), *dust of dryness* (850 gp), *headband of alluring charisma* +4 (16,000 gp), *horseshoes of a zephyr* (6,000 gp)

CURSES

27. **Potion of reduce person** (SC 1; Unknown) Opposite effect: acts like *enlarge person*.
28. **Bracers of armour +5** (SC 1; Unknown) Substitute: *bracers of defencelessness*.
29. **Wand of enlarge person** (SC 1; Known) Completely different effect: acts as *expeditious retreat*.
30. **Potion of jump** (SC 3; Unknown) Delusion.
31. **Wand of lesser confusion** (SC 4; Known) Intermittent functioning: only works for good-aligned characters.
32. **Bracers of armour +7** (SC 6; Known) Drawback: character gains two negative levels while item is worn.
33. **Staff of power** (SC 8; Known) Intermittent functioning: only works aboveground.

LARGE CITY

Such locations are likely to be major centres of trade, art and magic and may even be the capital city of a kingdom.

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]

Armour +4 ghost touch greater shadow full plate (84,400 gp)

Potion water breathing (750 gp)

Rings force shield (8,500 gp), protection +1 (2,000 gp)³⁴, water walking (15,000 gp), wizardry (III; 70,000 gp)

Rods lesser empower metamagic (9,000), lesser extend metamagic (3,000 gp)

Scrolls (Arcane) cause fear (25 gp), command undead (150 gp), lesser globe of invulnerability (700 gp), mage armour (25 gp), protection from arrows (150 gp), sepia snake sigil (875 gp), spider climb (150 gp)

Scroll (Divine) chill metal (150 gp), dispel magic (375 gp)

Wondrous Items helm of telepathy (27,000 gp), manual of quickness in action +5 (137,500 gp), periapt of wound closure (15,000 gp), robe of eyes (120,000 gp)

LARGE CITY [2]

Armour celestial armour (22,400 gp)

Potions & Oils delay poison (300 gp), good hope (750 gp), invisibility (300 gp), protection from evil (50 gp), reduce person (50 gp), stabilize (25 gp), wood shape (300 gp)³⁵

Rings improved climbing (10,000 gp), invisibility (20,000 gp)

Rod greater extend metamagic (24,500 gp)

Scrolls (Arcane) detect undead (25 gp), detect undead, endure elements and spectral hand (200 gp), eagle's splendour and magic weapon (175 gp), mirror image (150 gp)

Scrolls (Divine) regenerate (2,275 gp), sleet storm (375 gp)³⁶, stoneskin (1,375 gp)

Wands bear's endurance (26 charges, 2,340 gp), eagle's splendour (49 charges, 4,410 gp), phantom trap (2 charges, 280 gp), resist energy (33 charges, 2,970 gp)

Weapons +1 construct bane dagger (8,302 gp), +3 icy burst composite longbow (+4 Str; 50,800 gp)³⁷, +3 mithral longsword (20,315 gp)

Wondrous Items belt of physical perfection +4 (64,000 gp), elixir of tumbling (250 gp), headband of mental superiority +6 (144,000 gp)

LARGE CITY [3]

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

Potions & Oils cure moderate wounds (2; 300 gp), eagle's splendour (300 gp), pass without trace (50 gp), remove paralysis (300 gp), rope trick (2; 300 gp), spider climb (300 gp)

Rings force shield (8,500 gp), protection +3 (18,000 gp)

Scrolls (Arcane) colour spray, detect undead, and scorching ray (200 gp), expeditious retreat (25 gp), haste (375 gp)³⁸, major image (375 gp)

Wondrous Items cloak of the bat (26,000 gp), headband of inspired wisdom +4 (16,000 gp), clear spindle ioun stone (4,000 gp), medallion of thoughts (12,000 gp), tome of leadership and influence +5 (137,500 gp), winged boots (16,000 gp)

SAMPLE LARGE CITY: AERDUIN

The elves of Aerduin are locked in a bloody war with the goblin hordes of the nearby wilderlands.

Set atop a great plateau protected by thick woodland, the city has stood for thousands of years. Deep within the city, stands a sacred grove of white oaks trees said to be blessed by an elven goddess. Sages and other learned folk as well as wizards and clerics of most elven powers can all be found here in great numbers.

CG large city; **Government** magical; **Corruption** -4; **Crime** +1; **Economy** +2; **Law** +0; **Lore** +5; **Society** -3

Qualities academic, magically attuned (9th-level spells), prosperous, racially intolerant, strategic location

Base Value 13,728 gp (4d4 minor items, 3d4 medium items, 2d4 major items); **Purchase Limit** 90,000 gp

Population 12,384 (10,870 elves, 1,427 half-elves, 87 others); **Notable NPCs** Lahal Kethsal (CG male elf fighter 12), Kaaith Tratril (NG female elf rogue 3/bard 9), Anglanil Zauathraee (CG female elf wizard [conjurer] 17)

LARGE CITY [4]

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

Potions & Oils enlarge person (50 gp), mage armour (50 gp), magic fang (50 gp), protection from arrows (300 gp), undetectable alignment (300 gp)

Ring mind shielding (8,000 gp)

Rod viper (19,000 gp)

Scrolls (Arcane) bull's strength and sleep (175 gp), dimensional anchor (700 gp), dream (1,125 gp), protection from evil (25 gp), unseen servant (25 gp)

Scroll (Divine) hold person (150 gp)

Wands diminish plants (29 charges, 6,525 gp), reduce person (49 charges, 735 gp)

Weapon +4 composite longbow (+3 Str; 32,700 gp)

Wondrous Items crystal ball with see invisibility (50,000 gp)³⁹, gem of seeing (75,000 gp), greater horn of blasting (70,000 gp)

LARGE CITY [5]

Armour +3 heavy steel shield (9,170 gp), +3 full plate (10,650 gp), +3 light wooden shield (9,650 gp), +4 greater acid resistance light wooden shield (82,153 gp)

Potions & Oils bear's endurance (300 gp), cure moderate wounds (300 gp), grease (50 gp), owl's wisdom (300 gp)⁴⁰, stone shape (750 gp),

Ring swimming (2,500 gp)

Scrolls (Arcane) charm person (25 gp), prismatic spray (2,275 gp), meteor swarm (3,825 gp)

Scroll (Divine) augury and stabilize (187 gp, 5sp)

Staff transmutation (82,000 gp)

Wands bless water (44 charges, 1,760 gp), consecrate (17 charges, 1,955 gp), faerie fire (30 charges, 450 gp), hold person (36 charges, 3,240 gp), protection from law (7 charges, 105 gp), rusting grasp (30 charges, 12,600 gp)

Weapons +2 flaming longsword (18,315 gp), +2 thundering rapier (18,320 gp), +3 anarchic elven curve blade (50,380 gp), +3 elven curve blade (18,380 gp)

Wondrous Items belt of giant strength +4 (16,000 gp), headband of inspired wisdom +2 (4,000 gp)

LARGE CITY [6]

Potions & Oils undetectable alignment (300 gp)

Rings minor electricity resistance (12,000 gp)

Rods flame extinguishing (15,000 gp)

Scroll (Arcane) scorching ray (150 gp), tiny hut (375 gp), vampiric touch (375 gp)

Scrolls (Divine) bear's endurance (150 gp), chill metal (150 gp), goodberry (25 gp), hold person (150 gp)

Staff evocation (82,000 gp)

Wands detect snare and pits (12 charges, 180 gp), misdirection (34 charges, 3,060 gp)

Weapons +1 composite longbow (+2 Str; 2,600 gp), +3 composite shortbow (+3 Str; 18,600 gp)

Wondrous Items belt of giant strength +4 (16,000 gp), boots of levitation (7,500 gp), headband of inspired wisdom +2 (4,000 gp)

LARGE CITY [7]

Armour mithral full plate of speed (26,500 gp)

Potions cure light wounds (50 gp), goodberry (50 gp), invisibility (300 gp), protection from evil (50 gp), remove disease (750 gp)

Rods enlarge metamagic (11,000 gp), python (13,000 gp), thunder and lightning (33,000 gp)

Scroll (Arcane) heroism (375 gp), touch of idiocy (150 gp)

Scroll (Divine) wood shape (375 gp)

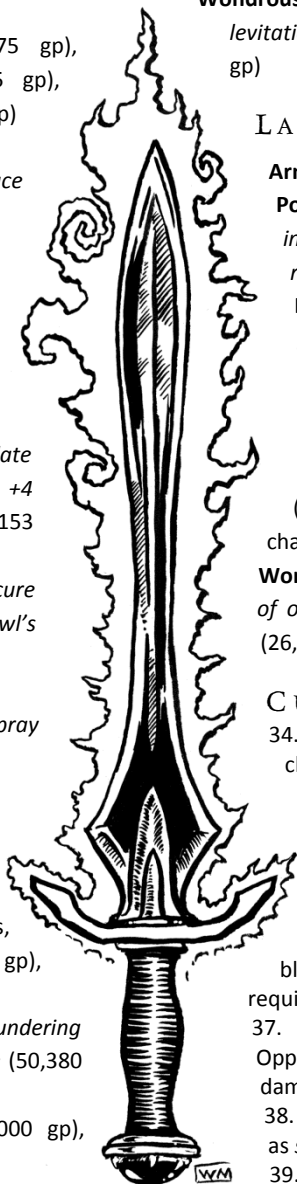
Wands dispel evil (18 charges, 10,800 gp)⁴¹, shield (35 charges, 525 gp), summon nature's ally III (20 charges, 4,500 gp)

Wondrous Items bracers of armour +7 (49,000 gp), chime of opening (5 charges, 1,500 gp), iron bands of binding (26,000 gp), lyre of building (13,000 gp)

CURSES

34. **Ring of protection +1** (LC 1; Known) Drawback: character's hair grows 1 inch per hour ring is worn.
35. **Oil of wood shape** (LC 2; Unknown) Drawback: when used, character either shrinks 6 inches (01–50 on d%) or grows that much taller (51–100). Only happens once.
36. **Scroll of sleet storm** (LC 2; Unknown) Drawback: when spell cast, character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision) during spell's effect.
37. **+3 icy burst composite longbow** (LC 2; Known) Opposite effect: on a critical, the bow deals extra fire damage instead of extra cold damage.
38. **Scroll of haste** (LC 3; Unknown) Opposite effect: acts as slow.
39. **Crystal ball with see invisibility** (LC 4; Known) Intermittent functioning: only works for divine spellcasters.

40. **Potion of owl's wisdom** (LC 5; Unknown) Substitute: *potion of poison*.
41. **Wand of dispel evil** (LC 7; Known) Drawback: character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).



METROPOLIS

These ancient sites are exceedingly rare and are great centres of learning and art. Most have existed for thousands of years and are also places of immense beauty.

Use the table below to determine which set of items is for sale in an elven 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 +2 *breastplate* (4,350 gp), +2 *cold resistance chain shirt* (22,250 gp)

Potions & Oils *haste* (750 gp), *levitate* (CL 12, 1,200 gp), *rage* (CL 12, 1,800 gp), *shillelagh* (50 gp)

Rods *enlarge metamagic* (11,000 gp), *greater enlarge metamagic* (24,500 gp), *python* (13,000 gp)

Scroll (Arcane) *beast shape I*, *locate creature* and *remove curse* (2,100 gp), *blink* (375 gp), *daylight* (375 gp)

Scroll (Divine) *deeper darkness* (375 gp)

Weapons +2 *axiomatic elven curve blade* (32,380 gp), +3 *defending dagger* (32,302 gp)

Wondrous Items *amulet of the planes* (120,000 gp), *headband of mental superiority* +6 (144,000 gp)⁴², *manual of quickness in action* +4 (110,000), *robe of eyes* (120,000 gp)

METROPOLIS [2]

Armour +2 *improved shadow full plate* (20,650 gp), +3 *improved shadow mithral full plate* (41,500 gp), +4 *heavy wooden shield* (16,157 gp)

Potions *aid* (300 gp), *displacement* (750 gp)

Rings *invisibility* (20,000 gp)

Rods *lesser extend metamagic* (3,000 gp), *metal and mineral detection* (10,500 gp), *rulership* (60,000 gp)

Scroll (Arcane) *detect scrying* (700 gp), *elemental body I* (700 gp)⁴³, *stone shape* (700 gp)

Wands *status* (31 charges, 2,790 gp)

Weapons +3 *dagger* (18,302 gp), +3 *holy longsword* (50,315 gp)

Wondrous Items *headband of vast intelligence* +4 (16,000 gp), *tome of clear thought* +5 (137,500 gp)

METROPOLIS [3]

Armour +2 *buckler* (4,165 gp)

Potions & Oils *darkness* (300 gp), *invisibility* (300 gp), *magic fang* (CL 6; 300 gp)

Ring *evasion* (25,000 gp), *force shield* (2; 8,000 gp), *major acid resistance* (28,000 gp), *spell storing* (50,000 gp)

Scroll (Arcane) *blink* and *stoneskin* (1,325 gp), *hold person* (375 gp)

Wand *flame arrow* (42 charges, 9,450 gp), *lesser geas* (18 charges, 7,560 gp)

Weapons +4 *rapier* (32,320 gp), +5 *mighty cleaving thundering vicious longsword* (162,315 gp)

Wondrous Item *belt of giant strength* +4 (16,000 gp), *clay golem manual* (12,000 gp), *lantern of revealing* (30,000 gp)

METROPOLIS [4]

Armour +2 *heavy steel shield* (4,170 gp), +4 *darkwood buckler* (16,215 gp)

Ring *counterspells* (4,000 gp), *improved swimming* (10,000 gp), *invisibility* (20,000 gp), *wizardry (I)* (20,000 gp)

Rods *flame extinguishing* (15,000 gp)

Staves *divination* (82,000 gp), *evocation* (82,000 gp), *fire* (18,950 gp)

Wands *invisibility sphere* (34 charges, 7,650 gp), *tongues* (1

SAMPLE METROPOLIS: MORTHYR

The greatest expression of elven civilisation in the world, Morthyr stands as a shining beacon of goodness. Founded over 10,000 years ago, the cities walls of white stone have never been breached. Within has been collected the lore of countless generations. A high hill in the western part of the city holds the tombs of scores of elven heroes who have given their live to protect the city from the depredations of human and orcs alike.

CG metropolis; **Government** overlord; **Corruption** -2; **Crime** -1; **Economy** +2; **Law** +2; **Lore** +3; **Society** -3

Qualities academic, holy site, magically attuned (9th-level spells), prosperous, racially intolerant, strategic location

Base Value 27,500 gp (4d4 minor items, 3d4 medium items, 2d4 major items); **Purchase Limit** 180,000 gp

Population 32,384 (26,870 elves, 4,027 half-elves, 1,487 others); **Notable NPCs** Simel Ruarahd (CG female elf cleric 19), Koethhar Selthus (NG male elf wizard 7/cleric 7/mystic theurge 5)

charge, 90 gp)⁴⁴, *wind wall* (4 charges, 900 gp)

Weapons +2 *ghost touch elven curve blade* (18,380 gp), +2 *silver dagger* (8,322 gp), +3 *dagger* (18,302 gp), +3 *elven curve blade* (18,380 gp), +4 *silver elven curve blade* (32,560 gp), +5 *dagger* (50,302 gp)

Wondrous Items *greater strand of prayer beads* (95,800 gp), *goggles of night* (12,000 gp), *hand of glory* (8,000 gp)

METROPOLIS [5]

Armour +3 *heavy wooden shield* (9,157 gp), +3 *improved shadow mithral full plate* (41,500 gp)

Rods *cancellation* (11,000 gp), *empower metamagic* (32,500 gp), *immovable* (5,000 gp), *lesser empower metamagic* (9,000 gp), *python* (13,000 gp)⁴⁵, *rulership* (60,000 gp), *silent metamagic* (11,000 gp)

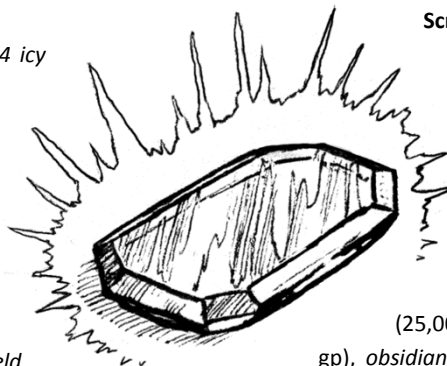
Scroll (Arcane) *fear and stone shape* (1,400 gp)

Scroll (Divine) *lesser planar ally* (1,125 gp; casting may have additional costs)

Wands *hallucinatory terrain* (21 charges, 8,820 gp), *lesser globe of invulnerability* (5 charges, 2,100 gp), *resilient sphere* (4 charges, 1,680 gp)

Weapons +3 *icy burst dagger* (50,302 gp), +4 *icy burst longsword* (75,015 gp)

Wondrous Items *amulet of mighty fists* +5 (125,000 gp), *bracers of armour* +8 (64,000 gp), *iron flask* (170,000 gp), *manual of gainful exercise* +2 (55,000 gp)



METROPOLIS [6]

Armour +4 *arrow catching light wooden shield* (25,153 gp)

Potions *gaseous form* (750 gp), *water breathing* (750 gp) x2

Ring *minor spell storing* (18,000 gp)

Rods *greater enlarge metamagic*, (24,500 gp), *lesser quicken metamagic* (35,000 gp), *splendour* (25,000 gp)⁴⁶, *wonder* (12,000 gp)

Scrolls (Arcane) *fear* (700 gp), *mnemonic enhancer* (750 gp)

Staves *defence* (62,000 gp), *woodlands* (100,400 gp)

Wand *snare* (6 charges, 1,350 gp)

Wondrous Items *bracers of greater archery*, (25,000 gp), *bronze griffon figurine of wondrous power* (10,000 gp), *gem of seeing* (75,000 gp), *manual of gainful exercise* +1 (27,500 gp)

METROPOLIS [7]

Armour +3 *full plate* (10,650 gp), +5 *heavy steel shield* (25,170 gp)

Potion *cure serious wounds* (750 gp)

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

Rod *extend metamagic* (11,000 gp)

Scrolls (Arcane) *greater arcane sight* (2,275 gp), *major creation* (1,125 gp), *teleport object* (2,275 gp)

Scrolls (Divine) *air walk* (700 gp), *mass inflict moderate wounds* (1,650 gp)

Staves *divination* (82,000 gp), *life* (109,400 gp), *size alteration* (26,150 gp)

Wands *create food and water* (20 charges, 4,500 gp), *dispel magic* (40 charges, 9,000 gp)

Weapons +2 *elven curve blade* (8,380 gp), +2 *frost rapier* (18,320 gp), +3 *distance composite longbow* [+5 Str] (32,900 gp), +3 *icy burst shock composite longbow* [+5 Str] (72,900 gp), +3 *longsword* (18,315 gp), +5 *dagger* (50,302)

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

METROPOLIS [8]

Potions *gaseous form* (750 gp), *protection from energy, electricity* (750 gp)

Rings *animal friendship* (10,800 gp), *force shield* (8,500 gp), *mind shielding* (8,000 gp), *wizardry I*; 20,000 gp)

Rod *lesser extend metamagic* (3,000 gp)

Scrolls (Arcane) *arcane eye* (700 gp), *beast shape I* (700 gp), *stone shape and tiny hut* (1,075 gp)

Scrolls (Divine) *control plants* (3,000 gp), *deeper darkness* (375 gp)

Wand *fire shield* (29 charges, 12,180 gp)

Weapons +3 *flaming cold iron longsword* (34,330 gp), +4 *frost holy rapier* (98,320 gp)

Wondrous Items *bracers of armour* +5 (25,000 gp)⁴⁷, *manual of bodily health* +2 (55,000 gp), *obsidian steed figurine of wondrous power* (28,500 gp), *orange prism ioun stone* (30,000 gp), *tome of leadership and influence* +5 (137,500 gp)⁴⁸

CURSES

42. **Headband of mental superiority** +6 (M 1; Known) Intermittent functioning: only works for good-aligned characters.

43. **Scroll of elemental body I** (M 2; Unknown) Completely different effect: acts as *beast shape II*.

44. **Wand of tongues** (M 4; Known) Requirement: character must have at least 5 ranks in Linguistics.

45. **Rod of the python** (M 5; Unknown) Intermittent functioning: uncontrolled; the rod activates at random times. Roll d% every day. On a result of 01–05 the item activates at some random point during that day.

46. **Rod of Splendour** (M 7; Known) Requirement: item must be used at least once a day, or it won't function again for its current possessor.

47. **Bracers of armour** +5 (M 8; Unknown) Substitute: *bracers of defencelessness*.

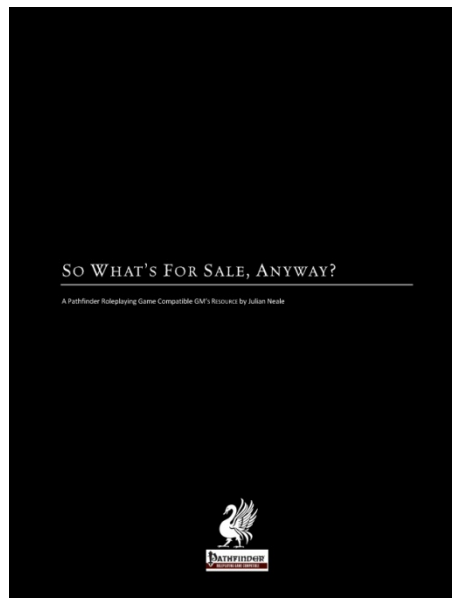
48. **Tome of leadership and influence** +5 (M 8; Known) Requirement: character must have at least 18 ranks in Knowledge (Arcana) to understand the text.

SO WHAT'S FOR SALE, ANYWAY?

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? banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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 LC; 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? IV. ©Raging Swan Press 2012; Author: Julian Neale

Your PCs have emerged from a forgotten dungeon buried deep in an ancient forest. Low on resources and needing somewhere to rest, they head toward the nearest elven settlement. 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 an elven town).

So What's For Sale, Anyway? IV banishes these problems by providing 107 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are sample elven 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 48 cursed objects...

Visit us at ragingswan.com to learn more.

